


Portrait	Identity	Player Information	511 Points
	Name: <b>Samuel Johnson</b>	Player: <b>dvberkel</b>	Race: <b>0</b>
	Title:	Campaign: <b>Shephars of Garden</b>	Attributes: <b>110</b>
	Religion:	Created On: <b>Mar 7, 2016</b>	Advantages: <b>327</b>
Description			
Race: <b>Human</b>	Height: <b>6' 1"</b>	Hair: <b>Long, Dark, Curly</b>	Disadvantages: <b>-75</b>
Gender: <b>Male</b>	Weight: <b>118 lb</b>	Eyes: <b>Green</b>	Quirks: <b>-5</b>
Age: <b>37</b>	Size: <b>-1</b>	Skin: <b>Brown</b>	Skills: <b>55</b>
Birthday: <b>May 12</b>	TL: <b>4</b>	Hand: <b>Right</b>	Spells: <b>99</b>
			Earned: <b>0</b>

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): <b>24</b>	Level Max Load Move Dodge	Roll Where - DR	Current FP: <b>20</b>
Dexterity (DX): <b>12</b>	• None (0) <b>115 lb</b> <b>4</b> <b>10</b>	- Eye -9 <b>5</b>	Basic FP: <b>20</b>
Intelligence (IQ): <b>16</b>	Light (1) <b>230 lb</b> <b>3</b> <b>9</b>	3-4 Skull -7 <b>7</b>	Tired: <b>6</b>
Health (HT): <b>10</b>	Medium (2) <b>345 lb</b> <b>2</b> <b>8</b>	5 Face -5 <b>5</b>	Collapse: <b>0</b>
Will: <b>16</b>	Heavy (3) <b>690 lb</b> <b>1</b> <b>7</b>	6-7 R. Leg -2 <b>5</b>	Unconscious: <b>-20</b>
Fright Check: <b>16</b>	X-Heavy (4) <b>1,150 lb</b> <b>1</b> <b>6</b>	8 R. Arm -2 <b>5</b>	Current HP: <b>31</b>
Basic Speed: <b>5.5</b>	Lifting & Moving Things		Basic HP: <b>31</b>
Basic Move: <b>4</b>	Basic Lift: <b>115 lb</b>		Reeling: <b>10</b>
Perception: <b>10</b>	One-Handed Lift: <b>230 lb</b>		Collapse: <b>0</b>
Vision: <b>10</b>	Two-Handed Lift: <b>920 lb</b>		Check #1: <b>-31</b>
Hearing: <b>10</b>	Shove & Knock Over: <b>1,380 lb</b>		Check #2: <b>-62</b>
Taste & Smell: <b>10</b>	Running Shove & Knock Over: <b>2,760 lb</b>		Check #3: <b>-93</b>
Touch: <b>10</b>	Carry On Back: <b>1,725 lb</b>		Check #4: <b>-124</b>
thr: <b>2d+1</b> sw: <b>4d+2</b>	Shift Slightly: <b>5,750 lb</b>		Dead: <b>-155</b>
		9-10 Torso 0 <b>9</b>	
		11 Groin -3 <b>9</b>	
		12 L. Arm -2 <b>5</b>	
		13-14 L. Leg -2 <b>5</b>	
		15 Hand -4 <b>5</b>	
		16 Foot -4 <b>5</b>	
		17-18 Neck -5 <b>5</b>	
		- Vitals -3 <b>9</b>	

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
▽ Advantages	327		▽ Circus				
Ambidexterity	5	B39	Cannonballing	12	DX+0	1	
Claim to Hospitality	5	B41	Clowning	15	IQ-1	1	
Circus People - Has All, +5.			Juggling	12	DX+0	2	
Damage Resistance 5	25	B47	Throwing	12	DX+0	2	B226
Extra Fatigue Points 10	30	B16	Trapeze	12	DX+0	4	
Extra Hit Points 7	14	B16	▽ Combat				
Fashion Sense	5	B21	Axe/Mace	12	DX+0	2	B208
Flexibility (Double-Jointed)	15	B56	Boxing	12	DX+0	2	B182
Growth 3	30	B58	Broadsword	12	DX+0	2	B208
High Manual Dexterity 5	25	B59	Default: Shortsword - 2				
Increased Strength 16	112	B14	Knife	12	DX+0	1	B208
Size 3, -30%.			Default: Shortsword - 3				
Language: Common	0	B24	Shield (Shield)	12	DX+0	1	B220
Native, -6; Spoken (Native), +3;			Shortsword	12	DX+0	2	B209
Written (Native), +3.			Shortsword	12	DX+0	2	B209
Talent (Gifted Artist) 5	25	B90,PU3:10	Thrown Weapon (Knife)	12	DX+0	1	B226
Reaction Bonus (Buyers and Critics),			Wrestling	12	DX+0	2	B228
+0%.			Artist (Calligraphy)	24	IQ+8	1	B179
▽ Perks	1		Artist (Illusion)	24	IQ+8	1	B179
Autotrance	1	B101	Artist (Painting)	24	IQ+8	1	B179
Magery 3	35	B66	Default: Artist (Calligraphy) - 2				
▽ Disadvantages	-80		Artist (Sculpting)	24	IQ+8	1	B179
Addiction (Alcohol)	-10	B122	Artist (Woodworking)	24	IQ+8	1	B179
Cost: Cheap, -5; Effects:			First Aid/TL4	17	IQ+1	1	B195
Incapacitating, -10; Legal, +5.			Jeweler/TL4	24	IQ+8	1	B203
Addiction (Cigarettes)	0	B122	Knot-Tying	17	DX+5	1	B203
Cost: Cheap, -5; Legal, +5.			Leatherworking	22	DX+10	1	B205
Addiction (Cocaine)	-20	B122	Lockpicking/TL4	20	IQ+4	1	B206
Cost: Expensive, -10; Effects:			Packing	15	IQ-1	1	B212
Hallucinogenic, -10; Illegal, +0.			Pickpocket	15	DX+3	1	B213
Bad Temper	-10	B124	Default: Sleight of Hand - 4				
CR: 12 (Quite Often).			Riding (Camel)	11	DX-1	1	B217
Compulsive Swearing	-5	B129					
CR: 12 (Quite Often).							

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
<b>Curious</b> CR: 12 (Quite Often).	-5	B129	<b>Running</b>	10	HT+0	2	B218
<b>Dwarfism</b>	-15	B19	<b>Savoir-Faire (Circus)</b>	16	IQ+0	1	B218
<b>Jealousy</b>	-10	B140	<b>Sewing/TL4</b>	22	DX+10	1	B219
▼ <b>Quirks</b>	-5		<b>Sleight of Hand</b>	15	DX+3	1	B221
<b>Alcohol Intolerance</b>	-1	B165	<b>Survival (Desert)</b>	12	Per+2	8	B223
<b>Broad-Minded</b>	-1	B163	<b>Swimming</b>	12	HT+2	4	B224
<b>Heisenquirk</b>	-1						
<b>Heisenquirk</b>	-1						
<b>Heisenquirk</b>	-1						

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
▼ <b>Body Control</b>							
<b>Clumsiness</b>	<b>Regular</b> Body Control	1-5 Half	1 sec 1 min	17	IQ+1	1	M36
<b>Hinder</b>	<b>Regular</b> Body Control	1-4 Same	1 sec 1 min	17	IQ+1	1	M36
<b>Itch</b>	<b>Regular</b> Body Control	2 -	1 sec Until scratched	17	IQ+1	1	M35
<b>Spasm</b>	<b>Regular</b> Body Control	2 -	1 sec Instant	17	IQ+1	1	M35
▼ <b>Category Sound</b>							
<b>Sound</b>	<b>Regular</b> Sound	<b>Varies</b> 1/ min	1 sec Varies	17	IQ+1	1	M171
▼ <b>Communication</b>							
<b>Sense Emotion</b>	<b>Regular</b> Communication	2 -	1 sec Instant	17	IQ+1	1	M45
<b>Sense Foes</b>	<b>Info/Area</b> Communication	1/area, min 2 -	1 sec Instant	17	IQ+1	1	M44
▼ <b>Earth</b>							
<b>Create Earth</b>	<b>Regular</b> Earth	2/25 cu ft -	1 sec Permanent	17	IQ+1	1	M51
<b>Earth to Stone</b>	<b>Regular</b> Earth	3/25 cu ft # -	1 sec Permanent	17	IQ+1	1	M51
<b>Seek Earth</b>	<b>Info</b> Earth	3 -	10 sec Instant	17	IQ+1	1	M50
<b>Shape Earth</b>	<b>Regular</b> Earth	1/25 cu ft Half	1 sec 1 min	17	IQ+1	1	M50
▼ <b>Fire</b>							
▼ <b>Air</b>							
<b>Create Air</b>	<b>Area</b> Air	1 -	1 sec 5 sec	17	IQ+1	1	M23
<b>Purify Air</b>	<b>Area</b> Air	1 -	1 sec Instant	17	IQ+1	1	M23
<b>Shape Air</b>	<b>Regular</b> Air	1-10 -	1 sec 1 min	17	IQ+1	1	M24
<b>Body of Flames</b>	<b>Regular</b> Fire	12 4	5 sec 1 min	16	IQ+0	1	M76
<b>Breathe Fire</b>	<b>Regular</b> Fire	1-4 -	2 sec 1 sec	16	IQ+0	1	M76
<b>Burning Death</b>	<b>Melee</b> Fire/Necromancy	3 2	3 sec 1 sec	16	IQ+0	1	M76
<b>Burning Touch</b>	<b>Melee</b> Fire	1-3 -	1 sec Instant	17	IQ+1	1	M79
<b>Cold</b>	<b>Regular</b> Fire	<b>Varies</b> Varies	1 min 1 min	17	IQ+1	1	M74
<b>Control Fire Elemental</b>	<b>Special</b> Fire	<b>Special</b> -	2 sec 1 min	17	IQ+1	1	M28

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
<b>Create Fire</b>	<b>Area</b> Fire	<b>2</b> Half	<b>1 sec</b> 1 min	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M72</b>
<b>Create Fire Elemental</b>	<b>Special</b> Fire	<b>Special</b> -	<b>Special</b> Permanent	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M28</b>
<b>Deflect Energy</b>	<b>Blocking</b> Fire	<b>1</b> -	<b>1 sec</b> Instant	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M73</b>
<b>Essential Flame</b>	<b>Area</b> Fire	<b>3 #</b> 2	<b>3 sec</b> 1 min	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M75</b>
<b>Explosive Fireball</b>	<b>Missile</b> Fire	<b>2-2xMage</b> -	<b>1-3 sec</b> Instant	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M75</b>
<b>Extinguish Fire</b>	<b>Regular</b> Fire	<b>3</b> -	<b>1 sec</b> Permanent	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M72</b>
<b>Fast Fire</b>	<b>Regular</b> Fire	<b>Varies</b> Varies	<b>1 sec</b> 1 min	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M73</b>
<b>Fire Cloud</b>	<b>Area</b> Fire	<b>1-5</b> Same	<b>1-5 sec</b> 10 sec	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M75</b>
<b>Fireball</b>	<b>Missile</b> Fire	<b>1-Magery</b> -	<b>1-3 sec</b> Instant	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M74</b>
<b>Fireproof</b>	<b>Area</b> Fire	<b>3 #</b> Same	<b>5 min</b> 1 day	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M73</b>
<b>Flame Jet</b>	<b>Regular</b> Fire	<b>1-3</b> Same	<b>1 sec</b> 1 sec	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M73</b>
<b>Flaming Armor</b> +1 point burn damage to all melee attacks	<b>Regular</b> Fire	<b>6</b> Half	<b>1 sec</b> 1 min	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M75</b>
<b>Flaming Missiles</b> +2 points burn damage with missiles fired from weapon	<b>Regular</b> Fire	<b>4 #</b> Half	<b>3 sec</b> 1 min	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M75</b>
<b>Flaming Weapon</b> +2 points burn damage from attacks with melee weapon	<b>Regular</b> Fire	<b>4</b> 1	<b>2 sec</b> 1 min	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M75</b>
<b>Heat</b>	<b>Regular</b> Fire	<b>Varies</b> Varies	<b>1 min</b> 1 min	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M74</b>
<b>Ignite Fire</b>	<b>Regular</b> Fire	<b>1-4</b> Same	<b>1 sec</b> 1 sec	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M72</b>
<b>Phantom Flame</b>	<b>Area</b> Fire/Illusion & Creation	<b>1</b> 1	<b>1 sec</b> 1 min	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M73</b>
<b>Rain of Fire</b>	<b>Area</b> Fire	<b>1 #</b> Same	<b>1 sec</b> 1 min	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M74</b>
<b>Resist Cold</b>	<b>Regular</b> Fire	<b>2</b> Half	<b>1 sec</b> 1 min	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M74</b>
<b>Resist Fire</b>	<b>Regular</b> Fire	<b>2 #</b> Half	<b>1 sec</b> 1 min	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M74</b>
<b>Seek Fire</b>	<b>Info</b> Fire	<b>1</b> -	<b>1 sec</b> Instant	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M72</b>
<b>Shape Fire</b>	<b>Area</b> Fire	<b>2</b> Half	<b>1 sec</b> 1 min	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M72</b>
<b>Slow Fire</b>	<b>Regular</b> Fire	<b>Varies</b> Varies	<b>1 sec</b> 1 min	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M73</b>
<b>Smoke</b>	<b>Area</b> Fire	<b>1</b> Half	<b>1 sec</b> 5 min #	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M73</b>
<b>Summon Fire Elemental</b>	<b>Special</b> Fire	<b>4 #</b> -	<b>30 sec</b> 1 hr	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M27</b>
<b>Warmth</b>	<b>Regular</b> Fire/Protection	<b>2</b> 1	<b>10 sec</b> 1 hr	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M74</b>
▽ <b>Healing</b>							
<b>Great Healing</b>	<b>Regular</b> Healing	<b>20</b> -	<b>1 min</b> Permanent	<b>16</b>	<b>IQ+0</b>	<b>1</b>	<b>M91</b>
<b>Lend Energy</b>	<b>Regular</b> Healing	<b>1/pt</b> -	<b>1 sec</b> Permanent	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M89</b>
<b>Lend Vitality</b>	<b>Regular</b> Healing	<b>1/pt</b> -	<b>1 sec</b> 1 hour	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M89</b>

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
<b>Major Healing</b>	<b>Regular</b> Healing	<b>1 - 4</b> -	<b>1 sec</b> Permanent	<b>1 6</b>	<b>IQ + 0</b>	<b>1</b>	<b>M 91</b>
<b>Minor Healing</b>	<b>Regular</b> Healing	<b>1 - 3</b> -	<b>1 sec</b> Permanent	<b>1 7</b>	<b>IQ + 1</b>	<b>1</b>	<b>M 91</b>
<b>Recover Energy</b>	<b>Special</b> Healing	<b>0</b> 0	<b>1 sec</b> Special	<b>2 0</b>	<b>IQ + 4</b>	<b>8</b>	<b>M 89</b>
<b>▽ Illusion</b>							
<b>Complex Illusion</b>	<b>Area</b> Illusion & Creation	<b>2</b> Half	<b>1 sec</b> 1 min	<b>1 7</b>	<b>IQ + 1</b>	<b>1</b>	<b>M 96</b>
<b>Control Creation</b>	<b>Regular</b> Illusion & Creation	<b>1</b> -	<b>2 sec</b> Instant	<b>1 7</b>	<b>IQ + 1</b>	<b>1</b>	<b>M 99</b>
<b>Control Illusion</b>	<b>Regular</b> Illusion & Creation	<b>1</b> -	<b>2 sec</b> Permanent	<b>1 7</b>	<b>IQ + 1</b>	<b>1</b>	<b>M 97</b>
<b>Create Animal</b>	<b>Regular</b> Illusion & Creation	<b>Varies</b> Half	<b>1 sec/cost</b> 1 min	<b>1 7</b>	<b>IQ + 1</b>	<b>1</b>	<b>M 98</b>
<b>Create Mount</b>	<b>Regular</b> Illusion & Creation	<b>8</b> 3	<b>3 sec</b> 1 hr	<b>1 7</b>	<b>IQ + 1</b>	<b>1</b>	<b>M 99</b>
<b>Create Object</b>	<b>Regular</b> Illusion & Creation	<b>2/5 lbs</b> -	<b>1 sec/cost</b> While touching someone	<b>1 6</b>	<b>IQ + 0</b>	<b>1</b>	<b>M 98</b>
<b>Create Servant</b>	<b>Regular</b> Illusion & Creation	<b>Varies</b> Varies	<b>3 sec</b> 1 min	<b>1 7</b>	<b>IQ + 1</b>	<b>1</b>	<b>M 98</b>
<b>Create Warrior</b>	<b>Regular</b> Illusion & Creation	<b>Varies</b> Same	<b>4 sec</b> 1 min	<b>1 7</b>	<b>IQ + 1</b>	<b>1</b>	<b>M 98</b>
<b>Dispel Creation</b>	<b>Regular</b> Illusion & Creation	<b>1 or 3</b> -	<b>1 sec</b> Instant	<b>1 7</b>	<b>IQ + 1</b>	<b>1</b>	<b>M 99</b>
<b>Dispel Illusion</b>	<b>Regular</b> Illusion & Creation	<b>1</b> -	<b>1 sec</b> Instant	<b>1 7</b>	<b>IQ + 1</b>	<b>1</b>	<b>M 97</b>
<b>Duplicate</b>	<b>Regular</b> Illusion & Creation	<b>3/5 lbs</b> -	<b>1 sec/cost</b> While touching someone	<b>1 6</b>	<b>IQ + 0</b>	<b>1</b>	<b>M 98</b>
<b>Illusion Disguise</b>	<b>Regular</b> Illusion & Creation	<b>3</b> -	<b>1 sec</b> Until illusion ends	<b>1 7</b>	<b>IQ + 1</b>	<b>1</b>	<b>M 96</b>
<b>Illusion Shell</b>	<b>Regular</b> Illusion & Creation	<b>1 or 2</b> Half	<b>1 sec</b> 1 min	<b>1 7</b>	<b>IQ + 1</b>	<b>1</b>	<b>M 96</b>
<b>Independence</b>	<b>Area</b> Illusion & Creation	<b>2</b> -	<b>Varies</b> Varies	<b>1 7</b>	<b>IQ + 1</b>	<b>1</b>	<b>M 96</b>
<b>Initiative</b>	<b>Area</b> Illusion & Creation	<b>Varies</b> -	<b>10 sec</b> Varies	<b>1 7</b>	<b>IQ + 1</b>	<b>1</b>	<b>M 97</b>
<b>Inscribe</b>	<b>Area</b> Illusion & Creation/Making &	<b>1/min 2</b> Same	<b>1 sec</b> 1 min	<b>1 7</b>	<b>IQ + 1</b>	<b>1</b>	<b>M 97</b>
<b>Know Illusion</b>	<b>Info</b> Illusion & Creation	<b>2</b> -	<b>1 sec</b> Instant	<b>1 7</b>	<b>IQ + 1</b>	<b>1</b>	<b>M 97</b>
<b>Perfect Illusion</b>	<b>Area</b> Illusion & Creation	<b>3</b> Half	<b>1 sec</b> 1 min	<b>1 7</b>	<b>IQ + 1</b>	<b>1</b>	<b>M 96</b>
<b>Phantom</b>	<b>Area</b> Illusion & Creation	<b>5</b> Half	<b>1 sec</b> 1 min	<b>1 6</b>	<b>IQ + 0</b>	<b>1</b>	<b>M 97</b>
<b>Phantom Flame</b>	<b>Area</b> Fire/Illusion & Creation	<b>1</b> 1	<b>1 sec</b> 1 min	<b>1 7</b>	<b>IQ + 1</b>	<b>1</b>	<b>M 73</b>
<b>Simple Illusion</b>	<b>Area</b> Illusion & Creation	<b>1</b> Half	<b>1 sec</b> 1 min	<b>1 7</b>	<b>IQ + 1</b>	<b>1</b>	<b>M 95</b>
<b>▽ Light</b>							
<b>Colors</b>	<b>Regular</b> Light	<b>2</b> 1	<b>1 sec</b> 1 min	<b>1 7</b>	<b>IQ + 1</b>	<b>1</b>	<b>M 110</b>
<b>▽ Making &amp; Breaking</b>							

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
<b>Copy</b>	<b>Regular</b> Making & Breaking	<b>Varies</b> -	<b>5 sec</b> Permanent	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M116</b>
<b>Dye</b>	<b>Regular</b> Making & Breaking	<b>Varies</b> -	<b>3 sec</b> 2d days	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M116</b>
<b>Restore</b>	<b>Regular</b> Making & Breaking	<b>2</b> 1	<b>3 sec</b> 10 min	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M116</b>
▽ <b>Mind Control</b>							
<b>Alertness</b>	<b>Regular</b> Mind Control	<b>2/pt increase</b> Half	<b>1 sec</b> 10 min	<b>16</b>	<b>IQ+0</b>	<b>1</b>	<b>M133</b>
<b>Drunkenness</b>	<b>Regular</b> Mind Control	<b>1/pt of IQ &amp; DX loss</b> Half	<b>2 sec</b> 1 min	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M136</b>
<b>Fear</b>	<b>Area</b> Mind Control	<b>1</b> -	<b>1 sec</b> 10 min	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M134</b>
<b>Foolishness</b>	<b>Regular</b> Mind Control	<b>1-5</b> Half	<b>1 sec</b> 1 min	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M134</b>
<b>Keen Hearing</b>	<b>Regular</b> Mind Control/Sound	<b>1</b> Half	<b>1 sec</b> 30 min	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M133</b>
<b>Keen Vision</b>	<b>Regular</b> Mind Control	<b>1/pt increase</b> Half	<b>1 sec</b> 30 min	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M133</b>
<b>Panic</b>	<b>Area</b> Mind Control	<b>4</b> 2	<b>1 sec</b> 1 min	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M134</b>
<b>Sickness</b>	<b>Regular</b> Body Control/Mind Control	<b>3</b> 3	<b>4 sec</b> 1 min	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M138</b>
<b>Wisdom</b>	<b>Regular</b> Mind Control	<b>4/pt of IQ</b> Same	<b>1 sec</b> 1 min	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M135</b>
▽ <b>Movement</b>							
<b>Apportation</b>	<b>Regular</b> Movement	<b>Varies</b>	<b>1 sec</b> 1 min	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M142</b>
<b>Great Haste</b>	<b>Regular</b> Movement	<b>5</b> -	<b>3 sec</b> 10 sec	<b>16</b>	<b>IQ+0</b>	<b>1</b>	<b>M146</b>
<b>Haste</b>	<b>Regular</b> Movement	<b>2/pt</b> Half	<b>2 sec</b> 1 min	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M142</b>
▽ <b>Water</b>							
<b>Create Water</b>	<b>Regular</b> Water	<b>2/gal</b> -	<b>1 sec</b> Permanent	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M184</b>
<b>Purify Water</b>	<b>Special</b> Water	<b>1/gal</b> -	<b>5-10/gal#</b> Permanent	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M184</b>
<b>Seek Water</b>	<b>Info</b> Water	<b>2</b> -	<b>1 sec</b> Instant	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>M184</b>

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
<b>Body of Flames</b>	<b>Punch</b>	<b>12</b>	<b>1</b>		<b>1d burn</b>	<b>C</b>	
<b>Breathe Fire</b>	<b>Breath</b>	<b>8</b>	<b>No</b>		<b>1d+1 burn/point</b>	<b>1/point</b>	
<b>Burning Death</b>	<b>Punch</b>	<b>12</b>	<b>1</b>		<b>2d cr +1d-1 burn/second</b>	<b>C</b>	
<b>Burning Touch</b>	<b>Punch</b>	<b>12</b>	<b>1</b>		<b>2d+1d burn/point</b>	<b>C</b>	
<b>Create Fire</b>	<b>Area</b>	<b>0</b>	<b>No</b>		<b>1d-1 burn</b>	<b>Special</b>	
<b>Essential Flame</b>	<b>Area</b>	<b>0</b>	<b>No</b>		<b>1d burn</b>	<b>Special</b>	
<b>Fire Cloud</b>	<b>Area</b>	<b>0</b>	<b>No</b>		<b>1 point burn/point</b>	<b>Special</b>	
<b>Flame Jet</b>	<b>Jet</b>	<b>8</b>	<b>No</b>		<b>1d burn/point</b>	<b>1/point</b>	
<b>Large Knife</b>	<b>Swung</b>	<b>12</b>	<b>1</b>	<b>No</b>	<b>3d-2 cut</b>	<b>C,1</b>	<b>6</b>
<b>Large Knife</b>	<b>Thrust</b>	<b>12</b>	<b>1</b>	<b>No</b>	<b>1d+2 imp</b>	<b>C</b>	<b>6</b>
<b>Medium Shield</b>	<b>Shield Bash</b>	<b>12</b>	<b>No</b>	<b>1</b>	<b>2d+1 cr</b>	<b>1</b>	<b>0</b>
<b>Natural</b>	<b>Kick</b>	<b>10</b>	<b>No</b>		<b>2d+1 cr</b>	<b>C,1</b>	
<b>Natural</b>	<b>Kick w/Boots</b>	<b>10</b>	<b>No</b>		<b>2d+2 cr</b>	<b>C,1</b>	
<b>Natural</b>	<b>Punch</b>	<b>12</b>	<b>1</b>		<b>2d cr</b>	<b>C</b>	
<b>Rain of Fire</b>	<b>Area</b>	<b>0</b>	<b>No</b>		<b>1d-1 burn</b>	<b>Special</b>	

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Shortsword	Swung	1 2	1 1	No	4d+2 cut	1	8
Shortsword	Thrust	1 2	1 1	No	2d+1 imp	1	8
Smoke	Area	0	No		Cough/Weep	Special	

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Explosive Fireball		8	1	1d burn ex/2 points	25/50					
Fireball		8	1	1d burn/point	25/50					
Large Knife	Thrown	1 2	+ 0	1d+2 imp	19/36	1	T(1)	-2		6

Equipment (59.25 lb; \$1,045)					?	#	\$	W	\$	W	Ref
▼ Backpack, Small					E	1	60	3 lb	125	6.25 lb	B288
First Aid Kit A complete kit for treating wounds, with bandages, ointments, etc.					E	1	50	2 lb	50	2 lb	B289
Personal Basics Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.					E	1	5	1 lb	5	1 lb	B288
▼ Wineskin					E	1	10	0.25 lb	10	0.25 lb	B288
Large Knife					E	1	40	1 lb	40	1 lb	B272
Medium Shield					E	1	60	15 lb	60	15 lb	B287
Scale Armor					E	1	420	35 lb	420	35 lb	B283
Shortsword					E	1	400	2 lb	400	2 lb	B273

### Notes