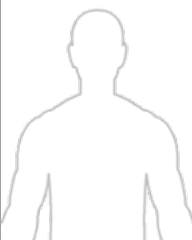


Portrait	Identity	Player Information	500 Points
	Name: <b>Alan Church</b>	Player: <b>Daan van Berkel</b>	Race: <b>0</b>
	Title: <b>Sergeant</b>	Campaign: _____	Attributes: <b>240</b>
	Religion: _____	Created On: <b>Oct 13, 2015</b>	Advantages: <b>239</b>
			Disadvantages: <b>- 75</b>
Description			Quirks: <b>- 2</b>
Race: <b>Human</b>	Height: <b>5' 9"</b>	Hair: <b>Brown, Wavy, Long</b>	Skills: <b>45</b>
Gender: <b>Male</b>	Weight: <b>154 lb</b>	Eyes: <b>Green</b>	Spells: <b>96</b>
Age: <b>22</b>	Size: <b>+ 0</b>	Skin: <b>Pale</b>	Earned: <b>- 43</b>
Birthday: <b>February 12</b>	TL: <b>4</b>	Hand: <b>Right</b>	

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): <b>10</b>	Level Max Load Move Dodge	Roll Where - DR	Current FP: _____
Dexterity (DX): <b>12</b>	• None (0) <b>20 lb</b> <b>5</b> <b>8</b>	- Eye - 9 <b>0</b>	Basic FP: <b>20</b>
Intelligence (IQ): <b>20</b>	Light (1) <b>40 lb</b> <b>4</b> <b>7</b>	3-4 Skull - 7 <b>2</b>	Tired: <b>6</b>
Health (HT): <b>10</b>	Medium (2) <b>60 lb</b> <b>3</b> <b>6</b>	5 Face - 5 <b>0</b>	Collapse: <b>0</b>
Will: <b>20</b>	Heavy (3) <b>120 lb</b> <b>2</b> <b>5</b>	6-7 R. Leg - 2 <b>0</b>	Unconscious: <b>- 20</b>
Fright Check: <b>20</b>	X-Heavy (4) <b>200 lb</b> <b>1</b> <b>4</b>	8 R. Arm - 2 <b>0</b>	Current HP: _____
Basic Speed: <b>5.5</b>	Lifting & Moving Things	9-10 Torso <b>0</b> <b>0</b>	Basic HP: <b>10</b>
Basic Move: <b>5</b>	Basic Lift: <b>20 lb</b>	11 Groin - 3 <b>0</b>	Reeling: <b>3</b>
Perception: <b>20</b>	One-Handed Lift: <b>40 lb</b>	12 L. Arm - 2 <b>0</b>	Collapse: <b>0</b>
Vision: <b>20</b>	Two-Handed Lift: <b>160 lb</b>	13-14 L. Leg - 2 <b>0</b>	Check #1: <b>- 10</b>
Hearing: <b>20</b>	Shove & Knock Over: <b>240 lb</b>	15 Hand - 4 <b>0</b>	Check #2: <b>- 20</b>
Taste & Smell: <b>20</b>	Running Shove & Knock Over: <b>480 lb</b>	16 Foot - 4 <b>0</b>	Check #3: <b>- 30</b>
Touch: <b>20</b>	Carry On Back: <b>300 lb</b>	17-18 Neck - 5 <b>0</b>	Check #4: <b>- 40</b>
thr: <b>1d-2</b> sw: <b>1d</b>	Shift Slightly: <b>1,000 lb</b>	- Vitals - 3 <b>0</b>	Dead: <b>- 50</b>

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
▽ Advantages	<b>239</b>		Accounting	<b>22</b>	<b>IQ+2</b>	<b>1</b>	<b>B174</b>
Ambidexterity	<b>5</b>	<b>B39</b>	Acting	<b>21</b>	<b>IQ+1</b>	<b>1</b>	<b>B174</b>
Eidetic Memory	<b>10</b>	<b>B51</b>	Astronomy	<b>22</b>	<b>IQ+2</b>	<b>1</b>	<b>B179</b>
Photographic, +5.			Carousing	<b>12</b>	<b>HT+2</b>	<b>1</b>	<b>B183</b>
Extra Fatigue Points 10	<b>30</b>	<b>B16</b>	Crossbow	<b>13</b>	<b>DX+1</b>	<b>2</b>	<b>B186</b>
Fashion Sense	<b>5</b>	<b>B21</b>	Cryptography/TL4	<b>22</b>	<b>IQ+2</b>	<b>1</b>	<b>B186</b>
Less Sleep 4	<b>8</b>	<b>B65</b>	Detect Lies	<b>20</b>	<b>Per+0</b>	<b>1</b>	<b>B187</b>
Magery 5	<b>55</b>	<b>B66</b>	Diplomacy	<b>22</b>	<b>IQ+2</b>	<b>1</b>	<b>B187</b>
▽ Perks	<b>6</b>		Engineer/TL4 (Clockwork)	<b>22</b>	<b>IQ+2</b>	<b>1</b>	<b>B190</b>
Accessory (Unusual Body Cavity)	<b>1</b>	<b>B100</b>	Engineer/TL4 (Combat)	<b>22</b>	<b>IQ+2</b>	<b>1</b>	<b>B190</b>
Surgically added, Watertight, openable/closeable			Fast-Talk	<b>23</b>	<b>IQ+3</b>	<b>1</b>	<b>B195</b>
Deep Sleeper	<b>1</b>	<b>B101</b>	Finance	<b>22</b>	<b>IQ+2</b>	<b>1</b>	<b>B195</b>
Penetrating Voice	<b>1</b>	<b>B101</b>	Innate Attack (Beam)	<b>13</b>	<b>DX+1</b>	<b>2</b>	<b>B201</b>
Reduced Consumption 2	<b>2</b>	<b>B80</b>	Innate Attack (Projectile)	<b>13</b>	<b>DX+1</b>	<b>2</b>	<b>B201</b>
Food Only, -50%.			Intimidation	<b>21</b>	<b>Will+1</b>	<b>1</b>	<b>B202</b>
Signature Gear 1	<b>1</b>	<b>B85</b>	Knife	<b>13</b>	<b>DX+1</b>	<b>2</b>	<b>B208</b>
Gear is worth (starting wealth)/10 per level			Leadership	<b>21</b>	<b>IQ+1</b>	<b>1</b>	<b>B204</b>
Rank 4	<b>20</b>	<b>B29</b>	Mathematics (Applied)	<b>22</b>	<b>IQ+2</b>	<b>1</b>	<b>207</b>
Corporate: Officer			Mathematics (Pure)	<b>22</b>	<b>IQ+2</b>	<b>1</b>	<b>B207</b>
Rapier Wit	<b>5</b>	<b>B79</b>	Mathematics/TL4 (Cryptology)	<b>22</b>	<b>IQ+2</b>	<b>1</b>	<b>B207</b>
Security Clearance	<b>10</b>	<b>B82</b>	Mimicry (Speech)	<b>18</b>	<b>IQ-2</b>	<b>1</b>	<b>B210</b>
Narrow Clearance with Free Access (Corporate Lore), +10.			Panhandling	<b>22</b>	<b>IQ+2</b>	<b>1</b>	<b>B212</b>
Social Chameleon	<b>5</b>	<b>B86</b>	Performance	<b>21</b>	<b>IQ+1</b>	<b>1</b>	<b>B212</b>
Talent (Mathematical Ability) 4	<b>40</b>	<b>B90,PU3:12</b>	Physics	<b>21</b>	<b>IQ+1</b>	<b>1</b>	<b>B213</b>
Reaction Bonus (Engineers and scientists), +0%.			Poisons/TL4	<b>18</b>	<b>IQ-2</b>	<b>1</b>	<b>B214</b>
Talent (Smooth Operator) 2	<b>30</b>	<b>B90,PU3:15</b>	Politics	<b>23</b>	<b>IQ+3</b>	<b>1</b>	<b>B214</b>
Reaction Bonus (Con artists, politicians, salesmen, etc. – but only if you aren't trying to manipulate them.), +0%.			Public Speaking	<b>23</b>	<b>IQ+3</b>	<b>1</b>	<b>B216</b>
Voice	<b>10</b>	<b>B97</b>	Rapier	<b>12</b>	<b>DX+0</b>	<b>2</b>	<b>B208</b>
Color	<b>0</b>		Savoir-Faire (High Society)	<b>22</b>	<b>IQ+2</b>	<b>1</b>	<b>B218</b>
Modifier, x0.			Savoir-Faire (Magical)	<b>22</b>	<b>IQ+2</b>	<b>1</b>	<b>F136</b>
Lightning Calculator	<b>0</b>	<b>B66</b>	Savoir-Faire (Military)	<b>22</b>	<b>IQ+2</b>	<b>1</b>	<b>B218</b>
Intuitive Mathematician, +3.			Savoir-Faire (Police)	<b>22</b>	<b>IQ+2</b>	<b>1</b>	<b>B218</b>
			Sex Appeal	<b>13</b>	<b>HT+3</b>	<b>1</b>	<b>B219</b>
			Shield (Buckler)	<b>13</b>	<b>DX+1</b>	<b>2</b>	<b>B220</b>
			Singing	<b>12</b>	<b>HT+2</b>	<b>1</b>	<b>B220</b>
			Streetwise	<b>21</b>	<b>IQ+1</b>	<b>1</b>	<b>B223</b>
			Thaumatology	<b>22</b>	<b>IQ+2</b>	<b>1</b>	<b>B225</b>

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
▼ <b>Disadvantages</b>	- 77		<b>Throwing</b>	12	DX+0	2	B226
<b>Bully</b> CR: 9 (Fairly Often).	- 15	B125					
<b>Curious</b> CR: 12 (Quite Often).	- 5	B129					
<b>Low Pain Threshold</b>	- 10	B142					
<b>Paranoia</b>	- 10	B148					
▼ <b>Quirks</b>	- 2						
<b>Chauvinistic</b> Status	- 1	B163					
<b>Glasses</b>	- 1						
<b>Secret Identity (Corporate)</b> Possible Death, -30.	- 30	B152					
<b>Skinny</b> -2 ST vs. knockback	- 5	B18					

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
▼ <b>Air</b>							
<b>Create Air</b>	<b>Area</b> Air	1 -	1 sec 5 sec	23	IQ+3	1	M23
<b>Purify Air</b>	<b>Area</b> Air	1 -	1 sec Instant	23	IQ+3	1	M23
<b>Shape Air</b>	<b>Regular</b> Air	1-10 -	1 sec 1 min	23	IQ+3	1	M24
▼ <b>Body Control</b>							
<b>Clumsiness</b>	<b>Regular</b> Body Control	1-5 Half	1 sec 1 min	23	IQ+3	1	M36
<b>Hinder</b>	<b>Regular</b> Body Control	1-4 Same	1 sec 1 min	23	IQ+3	1	M36
<b>Itch</b>	<b>Regular</b> Body Control	2 -	1 sec Until scratche	23	IQ+3	1	M35
<b>Spasm</b>	<b>Regular</b> Body Control	2 -	1 sec Instant	23	IQ+3	1	M35
▼ <b>Earth</b>							
<b>Seek Earth</b>	<b>Info</b> Earth	3 -	10 sec Instant	23	IQ+3	1	M50
<b>Shape Earth</b>	<b>Regular</b> Earth	1/25 cu ft Half	1 sec 1 min	23	IQ+3	1	M50
▼ <b>Fire</b>							
<b>Body of Flames</b>	<b>Regular</b> Fire	12 4	5 sec 1 min	22	IQ+2	1	M76
<b>Breathe Fire</b>	<b>Regular</b> Fire	1-4 -	2 sec 1 sec	22	IQ+2	1	M76
<b>Burning Touch</b>	<b>Melee</b> Fire	1-3 -	1 sec Instant	23	IQ+3	1	M79
<b>Cold</b>	<b>Regular</b> Fire	Varies Varies	1 min 1 min	23	IQ+3	1	M74
<b>Control Fire Elemental</b>	<b>Special</b> Fire	Special -	2 sec 1 min	23	IQ+3	1	M28
<b>Create Fire</b>	<b>Area</b> Fire	2 Half	1 sec 1 min	23	IQ+3	1	M72
<b>Create Fire Elemental</b>	<b>Special</b> Fire	Special -	Special Perman	23	IQ+3	1	M28
<b>Deflect Energy</b>	<b>Blocking</b> Fire	1 -	1 sec Instant	23	IQ+3	1	M73
<b>Essential Flame</b>	<b>Area</b> Fire	3# 2	3 sec 1 min	23	IQ+3	1	M75
<b>Explosive Fireball</b>	<b>Missile</b> Fire	2-2xMagery# -	1-3 sec Instant	23	IQ+3	1	M75

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
<b>Extinguish Fire</b>	<b>Regular</b> Fire	<b>3</b> -	<b>1 sec</b> Perman	<b>23</b>	<b>IQ+3</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>23</b>	<b>IQ+3</b>	<b>1</b>	<b>M73</b>
<b>Fire Cloud</b>	<b>Area</b> Fire	<b>1 - 5</b> Same	<b>1 - 5</b> <b>sec</b> 10 sec	<b>23</b>	<b>IQ+3</b>	<b>1</b>	<b>M75</b>
<b>Fireball</b>	<b>Missile</b> Fire	<b>1-Magery</b> -	<b>1 - 3</b> <b>sec</b> Instant	<b>23</b>	<b>IQ+3</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>23</b>	<b>IQ+3</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>23</b>	<b>IQ+3</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>23</b>	<b>IQ+3</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>23</b>	<b>IQ+3</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>23</b>	<b>IQ+3</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>23</b>	<b>IQ+3</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>23</b>	<b>IQ+3</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>23</b>	<b>IQ+3</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>23</b>	<b>IQ+3</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>23</b>	<b>IQ+3</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>23</b>	<b>IQ+3</b>	<b>1</b>	<b>M74</b>
<b>Seek Fire</b>	<b>Info</b> Fire	<b>1</b> -	<b>1 sec</b> Instant	<b>23</b>	<b>IQ+3</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>23</b>	<b>IQ+3</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>23</b>	<b>IQ+3</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>23</b>	<b>IQ+3</b>	<b>1</b>	<b>M73</b>
<b>Summon Fire Elemental</b>	<b>Special</b> Fire	<b>4 #</b> -	<b>30</b> <b>sec</b> 1 hr	<b>23</b>	<b>IQ+3</b>	<b>1</b>	<b>M27</b>
<b>Warmth</b>	<b>Regular</b> Fire/Protection	<b>2</b> 1	<b>10</b> <b>sec</b> 1 hr	<b>23</b>	<b>IQ+3</b>	<b>1</b>	<b>M74</b>
<b>▽ Healing</b>							
<b>Cure Disease</b>	<b>Regular</b> Healing	<b>4</b> -	<b>10</b> <b>min</b> Perman	<b>23</b>	<b>IQ+3</b>	<b>1</b>	<b>M91</b>
<b>Great Healing</b>	<b>Regular</b> Healing	<b>20</b> -	<b>1 min</b> Perman	<b>22</b>	<b>IQ+2</b>	<b>1</b>	<b>M91</b>
<b>Instant Neutralize Poison</b>	<b>Regular</b> Healing	<b>8</b> -	<b>1 sec</b> Perman	<b>22</b>	<b>IQ+2</b>	<b>1</b>	<b>M92</b>
<b>Lend Energy</b>	<b>Regular</b> Healing	<b>1/pt</b> -	<b>1 sec</b> Perman	<b>23</b>	<b>IQ+3</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>23</b>	<b>IQ+3</b>	<b>1</b>	<b>M89</b>

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Major Healing	Regular Healing	1 - 4 -	1 sec Perman	22	IQ+2	1	M91
Minor Healing	Regular Healing	1 - 3 -	1 sec Perman	23	IQ+3	1	M91
Neutralize Poison	Regular Healing	5 -	30 sec Perman	23	IQ+3	1	M92
Relieve Sickness	Regular Healing	2 -	10 sec 10 min	23	IQ+3	1	M90
▽ Knowledge							
Far-Feeling	Regular Knowledge	3 1	3 sec 1 min	23	IQ+3	1	M100
▽ Movement							
Apportation	Regular Movement	Varies	1 sec 1 min	23	IQ+3	1	M142
Beacon	Area Gate/Movement	10 Half	30 sec 24 hrs	23	IQ+3	1	M83
Blink	Blocking Gate/Movement	2 -	1 sec Instant	23	IQ+3	1	M148
Blink Other	Blocking Gate/Movement	2 -	1 sec Instant	23	IQ+3	1	M148
Dancing Object	Regular Movement	4 2	10 sec 1 hr	23	IQ+3	1	M144
Deflect Missile	Blocking Movement/Prot	1 -	1 sec Instant	23	IQ+3	1	M143
Distant Blow	Regular Movement	3 3	3 sec 5 sec	23	IQ+3	1	M144
Divert Teleport	Blocking Gate/Movement	Varies -	1 sec Instant	22	IQ+2	1	M84
Ethereal Body	Regular Movement	8 4	30 sec 10 sec	22	IQ+2	1	M146
Flight	Regular Movement	5 3	2 sec 1 min	22	IQ+2	1	M145
Flying Carpet	Regular Movement	1/sq foot of surface Half	5 sec 10 min	22	IQ+2	1	M146
Glue	Area Movement	3 Same	1 sec 10 min	23	IQ+3	1	M142
Grease	Area Movement	3 Same	1 sec 10 min	23	IQ+3	1	M142
Great Haste	Regular Movement	5 -	3 sec 10 sec	22	IQ+2	1	M146
Haste	Regular Movement	2/pt Half	2 sec 1 min	23	IQ+3	1	M142
Hawk Flight	Regular Movement	8 4	3 sec 1 min	22	IQ+2	1	M146
Hold Fast	Blocking Movement	1/yd -	1 sec Instant	23	IQ+3	1	M143
Increase Burden	Regular Movement	Varies Varies	3 sec 10 min	23	IQ+3	1	M143
Jump	Regular Movement	1 - 3 -	1 sec 1 min	23	IQ+3	1	M143
Levitation	Regular Movement	1 per 80 lbs Half	2 sec 1 min	23	IQ+3	1	M143
Light Tread	Regular Movement	4 1	1 sec 10 min	23	IQ+3	1	M145

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
<b>Lighten Burden</b>	<b>Regular</b> Movement	<b>Varies</b> Varies	<b>3 sec</b> 10 min	<b>23</b>	<b>IQ+3</b>	<b>1</b>	<b>M143</b>
<b>Lockmaster</b>	<b>Regular</b> Movement	<b>3</b> -	<b>10 sec</b> Instant	<b>23</b>	<b>IQ+3</b>	<b>1</b>	<b>M144</b>
<b>Locksmith</b>	<b>Regular</b> Movement	<b>2</b> 2	<b>1 sec</b> 1 min	<b>23</b>	<b>IQ+3</b>	<b>1</b>	<b>M143</b>
<b>Long March</b>	<b>Regular</b> Movement	<b>3</b> -	<b>1 min</b> 1 day	<b>23</b>	<b>IQ+3</b>	<b>1</b>	<b>M143</b>
<b>Manipulate</b>	<b>Regular</b> Movement	<b>4</b> 3	<b>3 sec</b> 1 min	<b>23</b>	<b>IQ+3</b>	<b>1</b>	<b>M145</b>
<b>Poltergeist</b> throws object with ST 15, p. B355. Cost: 1 pt for an item up to 10 lbs (1d dmg); 2 pts for something up to 25 lbs (1d+1 dmg).	<b>Missile</b> Movement	<b>1 or 2</b> -	<b>1 sec</b> Instant	<b>23</b>	<b>IQ+3</b>	<b>1</b>	<b>M144</b>
<b>Pull</b>	<b>Regular</b> Movement	<b>1 per 2 ST of pull</b>	<b>5 sec</b> 1 min	<b>23</b>	<b>IQ+3</b>	<b>1</b>	<b>M146</b>
<b>Quick March</b>	<b>Regular</b> Movement	<b>4</b> -	<b>1 min</b> 1 day	<b>23</b>	<b>IQ+3</b>	<b>1</b>	<b>M144</b>
<b>Rapid Journey</b>	<b>Special</b> Gate/Movement	<b>Varies</b> Varies	<b>5 sec</b> 1 min	<b>22</b>	<b>IQ+2</b>	<b>1</b>	<b>M82</b>
<b>Repel</b>	<b>Regular</b> Movement	<b>1 per 2 ST of repulsion</b>	<b>5 sec</b> 1 min	<b>23</b>	<b>IQ+3</b>	<b>1</b>	<b>M147</b>
<b>Slide</b>	<b>Regular</b> Movement	<b>2</b> 2	<b>1 sec</b> 1 min	<b>23</b>	<b>IQ+3</b>	<b>1</b>	<b>M145</b>
<b>Slow</b>	<b>Regular</b> Movement	<b>5</b> 4	<b>3 sec</b> 10 sec	<b>23</b>	<b>IQ+3</b>	<b>1</b>	<b>M145</b>
<b>Slow Fall</b>	<b>Regular</b> Movement	<b>1 per 50 lbs</b> Half	<b>1 sec</b> 1 min	<b>23</b>	<b>IQ+3</b>	<b>1</b>	<b>M144</b>
<b>Swim</b>	<b>Regular</b> Movement/Water	<b>6</b> 3	<b>3 sec</b> 1 min	<b>23</b>	<b>IQ+3</b>	<b>1</b>	<b>M147</b>
<b>Teleport</b>	<b>Special</b> Gate/Movement	<b>Varies</b> -	<b>1 sec</b> Instant	<b>22</b>	<b>IQ+2</b>	<b>1</b>	<b>M147</b>
<b>Teleport Other</b>	<b>Regular</b> Gate/Movement	<b>Varies</b> -	<b>1 sec</b> Instant	<b>22</b>	<b>IQ+2</b>	<b>1</b>	<b>M147</b>
<b>Trace Teleport</b>	<b>Info</b> Gate/Movement	<b>3</b> -	<b>1 sec</b> Instant	<b>23</b>	<b>IQ+3</b>	<b>1</b>	<b>M84</b>
<b>Undo</b>	<b>Regular</b> Movement	<b>Varies</b> Varies	<b>1 sec</b> Instant	<b>23</b>	<b>IQ+3</b>	<b>1</b>	<b>M145</b>
<b>Wallwalker</b>	<b>Regular</b> Movement	<b>1 per 50 lbs</b> Half	<b>1 sec</b> 1 min	<b>23</b>	<b>IQ+3</b>	<b>1</b>	<b>M144</b>
<b>Winged Knife</b> throws any weapon with ST 15	<b>Missile</b> Movement	<b>1/lb</b> -	<b>1 sec</b> Instant	<b>23</b>	<b>IQ+3</b>	<b>1</b>	<b>M145</b>
<b>Wizard Hand</b>	<b>Regular</b> Knowledge/Movement	<b>Varies</b> Varies	<b>3 sec</b> 1 min	<b>23</b>	<b>IQ+3</b>	<b>1</b>	<b>M104</b>
 <b>Water</b>							
<b>Create Water</b>	<b>Regular</b> Water	<b>2/gal</b> -	<b>1 sec</b> Permanent	<b>23</b>	<b>IQ+3</b>	<b>1</b>	<b>M184</b>
<b>Purify Water</b>	<b>Special</b> Water	<b>1/gal</b> -	<b>5-10/g</b> Permanent	<b>23</b>	<b>IQ+3</b>	<b>1</b>	<b>M184</b>
<b>Seek Water</b>	<b>Info</b> Water	<b>2</b> -	<b>1 sec</b> Instant	<b>23</b>	<b>IQ+3</b>	<b>1</b>	<b>M184</b>
<b>Shape Water</b>	<b>Regular</b> Water	<b>1 #</b> 1	<b>2 sec</b> 1 min	<b>23</b>	<b>IQ+3</b>	<b>1</b>	<b>M185</b>

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
<b>Body of Flames</b>	<b>Punch</b>	<b>12</b>	<b>9</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>	

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
<b>Burning Touch</b>	<b>Punch</b>	<b>12</b>	<b>9</b>		<b>1d-3 +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>13</b>	<b>No</b>		<b>1d burn/point</b>	<b>1/point</b>	
<b>Natural</b>	<b>Kick</b>	<b>10</b>	<b>No</b>		<b>1d-2 cr</b>	<b>C,1</b>	
<b>Natural</b>	<b>Kick w/Boots</b>	<b>10</b>	<b>No</b>		<b>1d-1 cr</b>	<b>C,1</b>	
<b>Natural</b>	<b>Punch</b>	<b>12</b>	<b>9</b>		<b>1d-3 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>	
<b>Smoke</b>	<b>Area</b>	<b>0</b>	<b>No</b>		<b>Cough/Weep</b>	<b>Special</b>	

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
<b>Explosive Fireball</b>		<b>13</b>	<b>1</b>	<b>1d burn ex/2 points</b>	<b>25/50</b>					
<b>Fireball</b>		<b>13</b>	<b>1</b>	<b>1d burn/point</b>	<b>25/50</b>					
<b>Poltergeist</b> throws object with ST 15, p. B355. Cost: 1 pt for an item up to 10 lbs (1d dmg); 2 pts for something up to 25 lbs (1d+1 dmg).		<b>12</b>	<b>1</b>	<b>Special cr</b>	<b>20/60</b>					
<b>Winged Knife</b> throws any weapon with ST 15		<b>12</b>	<b>1</b>	<b>per weapon</b>	<b>20/40</b>					

### Notes