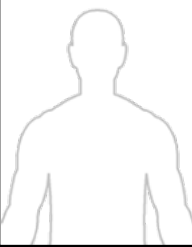


Portrait	Identity	Player Information	500 Points
	Name: <b>Alan Church</b>	Player: <b>Daan van Berkel</b>	Race: <b>0</b>
	Title: <b>Sergeant</b>	Campaign:	Attributes: <b>240</b>
	Religion: <b>K-theorist</b>	Created On: <b>Oct 13, 2015</b>	Advantages: <b>239</b>
			Disadvantages: <b>-105</b>
<b>Description</b>			Quirks: <b>-2</b>
Race: <b>Human</b>	Height: <b>5' 9"</b>	Hair: <b>Brown, Wavy, Long</b>	Skills: <b>47</b>
Gender: <b>Male</b>	Weight: <b>154 lb</b>	Eyes: <b>Green</b>	Spells: <b>96</b>
Age: <b>35</b>	Size: <b>+0</b>	Skin: <b>Pale</b>	Earned: <b>-15</b>
Birthday: <b>March 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: <b>20</b>
Dexterity (DX): <b>12</b>	• None (0) <b>20 lb</b> <b>5</b> <b>8</b>	- Eye -9 0	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 2	Tired: <b>6</b>
Health (HT): <b>10</b>	Medium (2) <b>60 lb</b> <b>3</b> <b>6</b>	5 Face -5 0	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 0	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 0	Current HP: <b>10</b>
Basic Speed: <b>5.5</b>	<b>Lifting &amp; Moving Things</b>		Basic HP: <b>10</b>
Basic Move: <b>5</b>	Basic Lift: <b>20 lb</b>		Reeling: <b>3</b>
Perception: <b>20</b>	One-Handed Lift: <b>40 lb</b>		Collapse: <b>0</b>
Vision: <b>20</b>	Two-Handed Lift: <b>160 lb</b>		Check #1: <b>-10</b>
Hearing: <b>20</b>	Shove & Knock Over: <b>240 lb</b>		Check #2: <b>-20</b>
Taste & Smell: <b>20</b>	Running Shove & Knock Over: <b>480 lb</b>		Check #3: <b>-30</b>
Touch: <b>20</b>	Carry On Back: <b>300 lb</b>		Check #4: <b>-40</b>
thr: <b>1d-2</b> sw: <b>1d</b>	Shift Slightly: <b>1,000 lb</b>		Dead: <b>-50</b>
		9-10 Torso 0 0	
		11 Groin -3 0	
		12 L. Arm -2 0	
		13-14 L. Leg -2 0	
		15 Hand -4 0	
		16 Foot -4 0	
		17-18 Neck -5 0	
		- Vitals -3 0	

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

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
<b>Lightning Calculator</b> Intuitive Mathematician, +3.	0	B66	<b>Thaumatology</b>	22	IQ+2	1	B225
▼ <b>Disadvantages</b>	-107		<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>Fanaticism (K-theorist)</b>	-15	B136					
<b>Trickster</b> CR: 12 (Quite Often).	-15	B159					
▼ <b>Quirks</b>	-2						
<b>Chauvinistic Status</b>	-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	<b>Varies</b> Varies	1 min 1 min	23	IQ+3	1	M74
<b>Control Fire Elemental</b>	<b>Special</b> Fire	<b>Special</b> -	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	<b>Special</b> -	<b>Special</b> Perman	23	IQ+3	1	M28
<b>Deflect Energy</b>	<b>Blocking</b> Fire	1 -	1 sec Instant	23	IQ+3	1	M73

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
<b>Essential Flame</b>	<b>Area</b> Fire	<b>3 #</b> 2	<b>3 sec</b> 1 min	<b>23</b>	<b>IQ+3</b>	<b>1</b>	<b>M75</b>
<b>Explosive Fireball</b>	<b>Missile</b> Fire	<b>2-2xMagery#</b> -	<b>1-3 sec</b> Instant	<b>23</b>	<b>IQ+3</b>	<b>1</b>	<b>M75</b>
<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 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 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 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 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 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>

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

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
<b>Jump</b>	<b>Regular</b> Movement	<b>1 - 3</b> -	<b>1 sec</b> 1 min	<b>23</b>	<b>IQ+3</b>	<b>1</b>	<b>M143</b>
<b>Levitation</b>	<b>Regular</b> Movement	<b>1 per 80 lbs</b> Half	<b>2 sec</b> 1 min	<b>23</b>	<b>IQ+3</b>	<b>1</b>	<b>M143</b>
<b>Light Tread</b>	<b>Regular</b> Movement	<b>4</b> 1	<b>1 sec</b> 10 min	<b>23</b>	<b>IQ+3</b>	<b>1</b>	<b>M145</b>
<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>

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
<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>13</b>	<b>No</b>		<b>1d+1 burn/point</b>	<b>1/point</b>	
<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