

Identity
Name: Alan Church
Title: Sergeant
Religion: K-theorist

Race: Human

Gender Male

Age: **35**

	Player Information
Player:	Daan van Berkel
Campaign:	
Created On:	Oct 13, 2015

Eyes: **Green** Skin: **Pale**

Hand: Right

Hair: Brown, Wavy, Long

500 Points
Race: 0
Attributes: 30
Advantages: 116
Disadvantages: -105
Quirks: -2
Skills: 49
Spells: 128
Earned: 284

	Birth	day: February	12
Attributes			En
Strength (ST):	8	Level	
Dexterity (DX):	10	• None (0)	
Intelligence (IQ):	13	Light (1)	
Health (HT):	9	Medium (2)	
Will:	13	Heavy (3)	
Fright Check:	13	X-Heavy (4)	
Basic Speed:	4.75		
Basic Move:	4		
Perception	13	(One-
Vision:	13	-	Two-
Hearing:	13	Sho	ve &
Taste & Smell:	13	Running Sho	ve 8

Touch:

SW:

thr: 1d-3

Encumbrance, Move & Dodge								
Level Max Load Move Dodge								
13 lb	4	7						
26 lb	3	6						
39 lb	2	5						
78 lb	1	4						
130 lb	1	3						
	Max Load 13 lb 26 lb 39 lb 78 lb	Max Load Move 13 lb 4 26 lb 3 39 lb 2 78 lb 1						

Height: 5' 9"

Weight: 154 lb

Size: **+0**

TL: 4

Description

X-Heavy (4)	130 lb	1	3
	Lifting & Movi	ng Things	
	Basic Lift:		13 lb
	One-Handed Lift:		26 lb
-	Two-Handed Lift:		104 lb
Sho	ve & Knock Over		156 lb
Running Sho	ve & Knock Over		312 lb
	Carry On Back:		195 lb
	Shift Slightly:		650 lb

H	it Locati	on		Fatigue/Hit Points
Roll	Where	-	DR	Current FP:
-	Eye	-9	0	Basic FP: 11
3-4	Skull	-7	2	Tired: 3
5	Face	-5	0	Collapse: 0
6-7	R. Leg	-2	0	Unconscious -11
8	R. Arm	-2	0	Current HP:
9-10	Torso	0	0	Basic HP: 8
11	Groin	-3	0	
12	L. Arm	-2	0	
13-14	L. Leg	-2	0	Collapse: 0
15	Hand	-4	0	Check #1: -8
16	Foot	-4	0	Check #2: -16
17-18	Neck	-5	0	Check #3: -24
-	Vitals	-3	0	Check #4: -32
		Ш	Ш	Dead: -40

	Advantages & Disadvantages	Pts	Ref
Eidetic Memory Photographic, +5. Extra Fatigue Points 2 Extra Fatigue Points 2 Language: Common Native, -6; Spoken (Native), +3; Written (Native), +3. Language: Magic Spoken (Native), +3; Written (Native), +3. Less Sleep 4 Magery 3 Accessory (Unusual Body Cavity) Surgically added, Watertight, openable/closeable Deep Sleeper Deep Sleeper Penetrating Voice Penetrating Voice Signature Gear 1 Gear is worth (starting wealth)/10 per level Rank 1 Corporate: Officer Rapier Wit Social Chameleon Talent (Smooth Operator) 1 Reaction Bonus (Con artists, politicians, salesmen, etc. – but only if you aren't trying to manipulate them.), +0%. Voice Color Modifier, x0. Lightning Calculator 0 B24 B16 B16 B17 B24 B25 B26 B27 B27 B28 B36 B37 B35 B36 B36 B36 B36 B37 B37 B37 B38 B37 B38 B37 B38 B38 B38 B38 B38 B39 B39 B39 B39 B30 B39 B39 B30 B39 B30 B31 B31 B31 B31 B31 B31 B31 B31 B31 B32 B31 B34 B35 B36 B36 B36 B37 B37 B38			
Extra Fatigue Points 2 6 B16 Fashion Sense 5 B21 Language: Common 0 0 B24 Native, -6; Spoken (Native), +3; Written (Native), +3. Language: Magic Spoken (Native), +3; Written (Native), +3. Less Sleep 4 8 B65 Magery 3 35 B66 Perks 6 Accessory (Unusual Body Cavity) Surgically added, Watertight, openable/closeable Deep Sleeper 1 B101 Penetrating Voice 1 B101 Reduced Consumption 2 2 B80 Food Only, -50%. Signature Gear 1 1 B85 Gear is worth (starting wealth)/10 per level Rank 1 5 B29 Corporate: Officer Rapier Wit 5 B79 Social Chameleon 5 B86 Talent (Smooth Operator) 1 Reaction Bonus (Con artists, politicians, salesmen, etc. – but only if you aren't trying to manipulate them.), +0%. Voice 10 B97 Color Modifier, x0. Lightning Calculator 0 B66		10	B51
Fashion Sense Language: Common Native, -6; Spoken (Native), +3; Written (Native), +3. Language: Magic Spoken (Native), +3; Written (Native), +3. Less Sleep 4 Magery 3 Service Perks Accessory (Unusual Body Cavity) Surgically added, Watertight, openable/closeable Deep Sleeper Deep Sleeper Penetrating Voice Reduced Consumption 2 Food Only, -50%. Signature Gear 1 Gear is worth (starting wealth)/10 per level Rank 1 Corporate: Officer Rapier Wit Social Chameleon Talent (Smooth Operator) 1 Reaction Bonus (Con artists, politicians, salesmen, etc. − but only if you aren't trying to manipulate them.), +0%. Voice Color Modifier, x0. Lightning Calculator Dash Mritten Native, +3; Written 0 B24 B24 B24 B24 B24 B24 B24 B25 B26 B26 B27 B100 B28 B35 B46 B30 B24	<u> </u>		
Language: Common Native, -6; Spoken (Native), +3; Written (Native), +3. Language: Magic Spoken (Native), +3; Written (Native), +3. Less Sleep 4 8 B65 Magery 3 35 B66 ▼ Perks 6 Accessory (Unusual Body Cavity) Surgically added, Watertight, openable/closeable Deep Sleeper 1 B101 Reduced Consumption 2 Food Only, -50%. Signature Gear 1 Gear is worth (starting wealth)/10 per level Rank 1 Corporate: Officer Rapier Wit Social Chameleon Talent (Smooth Operator) 1 Reaction Bonus (Con artists, politicians, salesmen, etc. – but only if you aren't trying to manipulate them.), +0%. Voice 1 B24 B24 B24 B24 B24 B24 B24 B24	_		B16
Native, -6; Spoken (Native), +3; Written (Native), +3. Language: Magic Spoken (Native), +3; Written (Native), +3. Less Sleep 4 Magery 3 Sperks Accessory (Unusual Body Cavity) Surgically added, Watertight, openable/closeable Deep Sleeper Deep Sleeper Deep Sleeper Deod Only, -50%. Signature Gear 1 Gear is worth (starting wealth)/10 per level Rank 1 Corporate: Officer Rapier Wit Social Chameleon Talent (Smooth Operator) 1 Reaction Bonus (Con artists, politicians, salesmen, etc. – but only if you aren't trying to manipulate them.), +0%. Voice Voice Color Modifier, x0. Lightning Calculator Mass B24 B24 B24 B24 B25 B26 B26 B27 B100 B28 B28 B29	Fashion Sense	5	B21
Spoken (Native), +3; Written (Native), +3. Less Sleep 4 8 B65 Magery 3 35 B66 Perks 6 Accessory (Unusual Body 1 B100 Cavity) Surgically added, Watertight, openable/closeable Deep Sleeper 1 B101 Penetrating Voice 1 B101 Reduced Consumption 2 2 B80 Food Only, -50%. Signature Gear 1 1 B85 Gear is worth (starting wealth)/10 per level Rank 1 5 B29 Corporate: Officer Rapier Wit 5 B79 Social Chameleon 5 B86 Talent (Smooth Operator) 1 Reaction Bonus (Con artists, politicians, salesmen, etc. – but only if you aren't trying to manipulate them.), +0%. Voice 10 B97 Color Modifier, x0. Lightning Calculator 0 B66	Native, -6; Spoken (Native), +3; Written	0	B24
Magery 3 Perks Accessory (Unusual Body Cavity) Surgically added, Watertight, openable/closeable Deep Sleeper Penetrating Voice Reduced Consumption 2 Food Only, -50%. Signature Gear 1 Gear is worth (starting wealth)/10 per level Rank 1 Corporate: Officer Rapier Wit Social Chameleon Talent (Smooth Operator) 1 Reaction Bonus (Con artists, politicians, salesmen, etc. − but only if you aren't trying to manipulate them.), +0%. Voice Color Modifier, x0. Lightning Calculator Materials Accessory (Unusual Body 1 B100 B100 B100 B100 B100 B100 B100 B	Spoken (Native), +3; Written (Native),	6	B24
Accessory (Unusual Body Cavity) Surgically added, Watertight, openable/closeable Deep Sleeper 1 B101 Penetrating Voice 1 B101 Reduced Consumption 2 2 B80 Food Only, -50%. Signature Gear 1 1 B85 Gear is worth (starting wealth)/10 per level Rank 1 5 B29 Corporate: Officer Rapier Wit 5 B79 Social Chameleon 5 B86 Talent (Smooth Operator) 1 Reaction Bonus (Con artists, politicians, salesmen, etc. – but only if you aren't trying to manipulate them.), +0%. Voice 10 B97 Color OMOdifier, x0. Lightning Calculator 0 B66	Less Sleep 4	8	B65
Accessory (Unusual Body Cavity) Surgically added, Watertight, openable/closeable Deep Sleeper 1 B101 Penetrating Voice 1 B101 Reduced Consumption 2 2 B80 Food Only, -50%. Signature Gear 1 1 B85 Gear is worth (starting wealth)/10 per level Rank 1 5 B29 Corporate: Officer Rapier Wit 5 B79 Social Chameleon 5 B86 Talent (Smooth Operator) 1 Reaction Bonus (Con artists, politicians, salesmen, etc. – but only if you aren't trying to manipulate them.), +0%. Voice 10 B97 Color 0 Modifier, x0. Lightning Calculator 0 B66	Magery 3	35	B66
Cavity) Surgically added, Watertight, openable/closeable Deep Sleeper 1 B101 Penetrating Voice 1 B101 Reduced Consumption 2 E B80 Food Only, -50%. Signature Gear 1 Sear is worth (starting wealth)/10 per level Rank 1 Sear is worth (starting wealth)/10 per level Rank 1 Sear is worth (starting wealth)/10 per level Rapier Wit Sear is wealth Sear is worth (starting wealth)/10 per level Rapier Wit Sear is worth (starting wealth)/10 per level Rapier Wit Sear is worth (starting wealth)/10 per level Rapier Wit Sear is worth (starting wealth)/10 per level Rapier Wit Sear is worth (starting wealth)/10 per level Rapier Wit Sear is worth (starting wealth)/10 per level Rapier Wit Sear is worth (starting wealth)/10 per level Rapier Wit Sear is worth (starting wealth)/10 per level Rapier Wit Sear is worth (starting wealth)/10 per level Rapier Wit Sear is worth (starting wealth)/10 per level Rapier Wit Sear is worth (starting wealth)/10 per level Rapier Wit Sear is worth (starting wealth)/10 per level Rapier Wit Sear is worth (starting wealth)/10 per level Rapier Wit Sear is worth (starting wealth)/10 per level Rapier Wit Sear is worth (starting wealth)/10 per level Rapier Wit Sear is worth (starting wealth)/10 per level Rapier Wit Sear is worth (starting wealth)/10 per level	▽ Perks	6	
Penetrating Voice 1 B101 Reduced Consumption 2 Food Only, -50%. Signature Gear 1 Gear is worth (starting wealth)/10 per level Rank 1 Corporate: Officer Rapier Wit 5 Social Chameleon 5 Reaction Bonus (Con artists, politicians, salesmen, etc. – but only if you aren't trying to manipulate them.), +0%. Voice 10 Book Color Modifier, x0. Lightning Calculator 0 B66	Cavity) Surgically added, Watertight,	1	B100
Reduced Consumption 2 Food Only, -50%. Signature Gear 1 Gear is worth (starting wealth)/10 per level Rank 1 Corporate: Officer Rapier Wit Social Chameleon Talent (Smooth Operator) 1 Reaction Bonus (Con artists, politicians, salesmen, etc. − but only if you aren't trying to manipulate them.), +0%. Voice Tolor Modifier, x0. Lightning Calculator Signature Gear 1 B85 B85 B29 Span B29	Deep Sleeper	1	B101
Food Only, -50%. Signature Gear 1 Gear is worth (starting wealth)/10 per level Rank 1 Corporate: Officer Rapier Wit Social Chameleon Talent (Smooth Operator) 1 Reaction Bonus (Con artists, politicians, salesmen, etc. – but only if you aren't trying to manipulate them.), +0%. Voice 10 B97 Color Modifier, x0. Lightning Calculator O B85 B85 B79 B90,PU3:15 B90,PU3:15 B90,PU3:15 B90,PU3:15 B90,PU3:15 B90,PU3:15 B90,PU3:15	Penetrating Voice	1	B101
Gear is worth (starting wealth)/10 per level Rank 1 Corporate: Officer Rapier Wit Social Chameleon Talent (Smooth Operator) 1 Reaction Bonus (Con artists, politicians, salesmen, etc. – but only if you aren't trying to manipulate them.), +0%. Voice 10 B97 Color Modifier, x0. Lightning Calculator 0 B29		2	B80
Rank 1 Corporate: Officer Rapier Wit Social Chameleon Social Chameleon Talent (Smooth Operator) 1 Reaction Bonus (Con artists, politicians, salesmen, etc. – but only if you aren't trying to manipulate them.), +0%. Voice Tolor Modifier, x0. Lightning Calculator 5 B79 B90,PU3:15 B90,PU3:15 B90,PU3:15	Gear is worth (starting wealth)/10	1	B85
Social Chameleon 5 B86 Talent (Smooth Operator) 1 Reaction Bonus (Con artists, politicians, salesmen, etc. – but only if you aren't trying to manipulate them.), +0%. Voice 10 B97 Color 0 Modifier, x0. Lightning Calculator 0 B66	Rank 1	5	B29
Talent (Smooth Operator) 1 Reaction Bonus (Con artists, politicians, salesmen, etc. – but only if you aren't trying to manipulate them.), +0%. Voice 10 B97 Color Modifier, x0. Lightning Calculator 0 B66	Rapier Wit	5	B79
Reaction Bonus (Con artists, politicians, salesmen, etc. – but only if you aren't trying to manipulate them.), +0%. Voice 10 B97 Color Modifier, x0. Lightning Calculator 0 B66	Social Chameleon	5	B86
Color Modifier, x0. Lightning Calculator 0 B66	Reaction Bonus (Con artists, politicians, salesmen, etc. – but only if you aren't trying to manipulate them.),	15	B90,PU3:15
Modifier, x0. Lightning Calculator 0 B66		10	B97
	Modifier, x0.	0	
		0	B66

Skills	SL	RSL	Pts	Ref
Acting	13	IQ+0	1	B174
Carousing	10	HT+1	1	B183
▽ Color				
Accounting	15	IQ+2	1	B174
Astronomy	15	IQ+2	1	B179
Finance	15	IQ+2	1	B195
Mathematics (Applied)	15	IQ+2	1	207
Mathematics (Applied)	15	IQ+2	1	207
Mathematics (Pure)	15	IQ+2	1	B207
Mathematics/TL4	15	IQ+2	1	B207
(Cryptology)				
Physics	14	IQ+1	1	B213
Crossbow	11	DX+1	2	B186
Cryptography/TL4	15	IQ+2	1	B186
Detect Lies	12	Per-1	1	B187
Diplomacy	14	IQ+1	1	B187
Engineer/TL4 (Clockwork)	15	IQ+2	1	B190
Engineer/TL4 (Combat)	15	IQ+2	1	B190
Fast-Talk	15	IQ+2	1	B195
Innate Attack (Beam)	11	DX+1	2	B201
Innate Attack (Breath)	11	DX+1	2	B201
Innate Attack (Projectile)	11	DX+1	2	B201
Intimidation	13	Will+0	1	B202
Knife	11	DX+1	2	B208
Leadership	13	IQ+0	1	B204
Mimicry (Speech)	11	IQ-2	1	B210
Panhandling	14	IQ+1	1	B212
Performance	14	IQ+1	1	B212
Poisons/TL4	11	IQ-2	1	B214
Politics	15	IQ+2	1	B214
Public Speaking	15	IQ+2	1	B216
Rapier	10	DX+0	2	B208
Riding (Camel)	9	DX-1	1	B217
Savoir-Faire (High Society)	14	IQ+1	1	B218
Savoir-Faire (Magical)	14	IQ+1	1	F136
Savoir-Faire (Military)	14	IQ+1	1	B218
Savoir-Faire (Police)	14	IQ+1	1	B218

Advantages & Disadvantages	Pts	Ref
Talent (Mathematical Ability) 4 Reaction Bonus (Engineers and scientists), +0%.	0	B90,PU3:12
∵ Disadvantages	-107	
Bully CR: 9 (Fairly Often).	-15	B125
Curious CR: 12 (Quite Often).	-5	B129
Fanaticism (K-theorist)	-15	B136
Low Pain Threshold	-10	B142
Paranoia	-10	B148
▽ Quirks	-2	
Chauvinistic Status	-1	B163
Glasses	-1	
Secret Identity (Corporate) Possible Death, -30.	-30	B152
Skinny -2 ST vs. knockback	-5	B18
Trickster CR: 12 (Quite Often).	-15	B159

Skills	SL	RSL	Pts	Ref
Sex Appeal	11	HT+2	1	B219
Shield (Buckler)	11	DX+1	2	B220
Singing	11	HT+2	1	B220
Streetwise	13	IQ+0	1	B223
Thaumatology	13	IQ+0	1	B225
Throwing	10	DX+0	2	B226

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Spells ▽ Air	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Create Air	Area Air	1	1 sec 5 sec	14	IQ+1	1	M23
Purify Air	Area Air	1	1 sec Instant	14	IQ+1	1	M23
Shape Air	Regular Air	1-10 -	1 sec 1 min	14	IQ+1	1	M24
▽ Body Control							
Clumsiness	Regular Body Control	1-5 Half	1 sec 1 min	14	IQ+1	1	М36
Hinder	Regular Body Control	1-4 Same	1 sec 1 min	14	IQ+1	1	М36
ltch	Regular Body Control	2 -	1 sec Until scratche		IQ+1	1	M35
Spasm	Regular Body Control	2	1 sec Instant	14	IQ+1	1	M35
Vigor	Regular Body Control	2/+HT Same	1 sec 1 min	14	IQ+1	1	M37
▽ Communication							
Sense Foes	Info/Area Communication	1/area, min 2	1 sec Instant	14	IQ+1	1	M44
Seek Earth	Info Earth	3	10 sec Instant	14	IQ+1	1	M50
Shape Earth	Regular Earth	1/25 cu ft Half	1 sec 1 min	14	IQ+1	1	M50
▽ Fire							
Body of Flames	Regular Fire	12 4	5 sec 1 min	13	IQ+0	1	M76
Breathe Fire	Regular Fire	1-4	2 sec 1 sec	13	IQ+0	1	M76
Burning Touch	Melee Fire	1-3 -	1 sec Instant	14	IQ+1	1	M79
Cold	Regular Fire	Varies Varies	1 min 1 min	14	IQ+1	1	M74
Control Fire Elemental	Special Fire	Special	2 sec 1 min	14	IQ+1	1	M28

	Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
	Create Fire	Area Fire	2 Half	1 sec 1 min	14	IQ+1	1	M72
	Create Fire Elemental	Special Fire	Special -	Special Permane		IQ+1	1	M28
	Deflect Energy	Blocking Fire	1	1 sec Instant	14	IQ+1	1	M73
	Essential Flame	Area Fire	3# 2	3 sec	14	IQ+1	1	M75
	Explosive Fireball	Missile Fire	2-2xMagery#	1-3 sec Instant	14	IQ+1	1	M75
	Extinguish Fire	Regular Fire	3	1 sec Permane		IQ+1	1	M72
	Fast Fire	Regular Fire	Varies Varies	1 sec 1 min	14	IQ+1	1	M73
	Fire Cloud	Area Fire	1-5 Same	1-5 sec 10 sec	14	IQ+1	1	M75
	Fireball	Missile Fire	1-Magery -	1-3 sec Instant	14	IQ+1	1	M74
	Fireproof	Area Fire	3# Same	5 min 1 day	14	IQ+1	1	M73
	Flame Jet	Regular Fire	1-3 Same	1 sec 1 sec	14	IQ+1	1	M73
	Flaming Armor +1 point burn damage to all melee attacks	Regular Fire	6 Half	1 sec	14	IQ+1	1	M75
	Flaming Missiles +2 points burn damage with missiles fired from weapon	Regular Fire	4# Half	3 sec	14	IQ+1	1	M75
	Flaming Weapon +2 points burn damage from attacks with melee weapon	Regular Fire	4	2 sec	14	IQ+1	1	M75
	Heat	Regular Fire	Varies Varies	1 min 1 min	14	IQ+1	1	M74
	Ignite Fire	Regular Fire	1-4 Same	1 sec 1 sec	14	IQ+1	1	M72
	Phantom Flame	Area Fire/Illusion & Creation	1	1 sec 1 min	14	IQ+1	1	M73
	Rain of Fire	Area Fire	1# Same	1 sec 1 min	14	IQ+1	1	M74
	Resist Cold	Regular Fire	2 Half	1 sec	14	IQ+1	1	M74
	Resist Fire	Regular Fire	2# Half	1 sec 1 min	14	IQ+1	1	M74
	Seek Fire	Info Fire	1	1 sec Instant	14	IQ+1	1	M72
	Shape Fire	Area Fire	2 Half	1 sec 1 min	14	IQ+1	1	M72
	Slow Fire	Regular Fire	Varies Varies	1 sec 1 min	14	IQ+1	1	M73
	Smoke	Area Fire	1 Half	1 sec 5 min #	14	IQ+1	1	M73
	Summon Fire Elemental	Special Fire	4#	30 sec 1 hr	14	IQ+1	1	M27
	Warmth	Regular Fire/Protection	2 1	10 sec 1 hr	14	IQ+1	1	M74
▽ He	ealing							
	Cure Disease	Regular Healing	4	10 min Permane		IQ+1	1	M91

Spells	Class	Mana Cost				Pts	
Great Healing	Regular Healing	20	1 min Permane	13 I	Q+0	1	M91
Instant Neutralize Poison	Regular Healing	8 -	1 sec Permane	13 I	Q+0	1	M92
Lend Energy	Regular Healing	1/pt -	1 sec Permane	14 I	Q+1	1	M89
Lend Vitality	Regular Healing	1/pt	1 sec	14 I	Q+1	1	M89
Major Healing	Regular Healing	1-4	1 sec Permane	13 I	Q+0	1	M91
Minor Healing	Regular Healing	1-3	1 sec Permane	14 I	Q+1	1	M91
Neutralize Poison	Regular Healing	5	30 sec Permane	14 I	Q+1	1	M92
Relieve Sickness	Regular Healing	2	10 sec 10 min	14 l	Q+1	1	M90
Knowledge							
Far-Feeling	Regular Knowledge	3	3 sec 1 min	14 l	Q+1	1	M100
Movement	Decules	Veries	4	14 1	0.4	1	M142
Apportation	Regular Movement	Varies	1 sec 1 min	14 1	Q+1	'	W 142
Beacon	Area Gate/Movemen	10 Half	30 sec 24 hrs	14 1	Q+1	1	M83
Blink	Blocking Gate/Movemen	2	1 sec Instant	14 l	Q+1	1	M148
Blink Other	Blocking Gate/Movemen	2	1 sec Instant	14 I	Q+1	1	M148
Dancing Object	Regular Movement	4 2	10 sec 1 hr	14 I	Q+1	1	M144
Deflect Missile	Blocking Movement/Pro	1	1 sec Instant	14 I	Q+1	1	M143
Distant Blow	Regular Movement	3	3 sec 5 sec	14 I	Q+1	1	M144
Divert Teleport	Blocking Gate/Movemen	Varies -	1 sec Instant	13 I	Q+0	1	M84
Ethereal Body	Regular Movement	8 4	30 sec 10 sec	13 I	Q+0	1	M146
Flight	Regular Movement	5 3	2 sec 1 min	13 I	Q+0	1	M145
Flying Carpet	Regular Movement	1/sq foot of surface Half	5 sec 10 min	13 I	Q+0	1	M146
Glue	Area Movement	3 Same	10 min	14 I		1	M142
Grease	Area Movement	3 Same	10 min	14 I			M142
Great Haste	Regular Movement	5	3 sec 10 sec	13 I	Q+0	1	M146
	Regular	2/pt	2 sec	14 I	0.4	4	M142

Regular Movement Blocking Movement Regular Movement Regular Movement Regular Movement Regular	8 4 1/yd - Varies Varies 1-3	3 sec 1 min 1 sec Instant 3 sec 10 min	13 14 14		1	
Blocking Movement Regular Movement Regular Movement Regular Movement	1/yd - Varies Varies 1-3	1 sec Instant 3 sec 10 min			1	M143
Regular Movement Regular Movement Regular Movement	Varies 1-3	3 sec 10 min	14	10.4		4
Regular Movement Regular Movement	1-3	-		IQ+1	1	M143
Regular Movement		1 sec 1 min	14	IQ+1	1	M143
	1 per 80 lbs Half	2 sec 1 min	14	IQ+1	1	M14
Regular Movement	4 1	1 sec 10 min	14	IQ+1	1	M14
Regular Movement	Varies Varies	3 sec 10 min	14	IQ+1	1	M14
Regular Movement	3	10 sec Instant	14	IQ+1	1	M14
Regular Movement	2 2	1 sec 1 min	14	IQ+1	1	M14
Regular Movement	3	1 min 1 day	14	IQ+1	1	M14
Regular Movement	4 3	3 sec 1 min	14	IQ+1	1	M14
Missile Movement	1 or 2 -	1 sec Instant	14	IQ+1	1	M14
Regular Movement	1 per 2 ST of pull	5 sec 1 min	14	IQ+1	1	M14
Regular Movement	4 -	1 min 1 day	14	IQ+1	1	M14
Special Gate/Movemen	Varies Varies	5 sec 1 min	13	IQ+0	1	M
Regular Movement	1 per 2 ST of repulsion	5 sec 1 min	14	IQ+1	1	M14
Regular Movement	2 2	1 sec 1 min	14	IQ+1	1	M14
Regular Movement	5 4	3 sec 10 sec	14	IQ+1	1	M14
Regular Movement	1 per 50 lbs Half	1 sec 1 min	14	IQ+1	1	M14
Regular Movement/Wat	6 3	3 sec 1 min	14	IQ+1	1	M14
Special Gate/Movemen	Varies -	1 sec Instant	13	IQ+0	1	M14
Regular Gate/Movemen	Varies _	1 sec Instant	13	IQ+0	1	M14
Info Gate/Movemen	3	1 sec Instant	14	IQ+1	1	M
Regular Movement	Varies Varies	1 sec Instant	14	IQ+1	1	M14
Regular Movement	1 per 50 lbs Half	1 sec 1 min	14	IQ+1	1	M14
Missile Movement	1/lb -	1 sec Instant	14	IQ+1	1	M14
Regular	Varies Varies	3 sec 1 min	14	IQ+1	1	M10
Regular	2 per DR	1 sec	14	IQ+1	1	M16
	Movement Regular Movement Regular Movement Regular Movement Regular Movement Missile Movement Regular Gate/Movemer Regular Gate/Movemer Regular Movement	Regular Movement Regular Movement Regular Movement Regular Movement Regular Movement Regular Movement Regular Movement Regular Movement Regular Movement Regular Movement Regular Movement Regular Movement Regular Gate/Movemen Regular Movement Regular Gate/Movemen - Regular Gate/Movemen - Regular Movement Regular Movement Regular Movement Regular Movement Varies Gate/Movemen - Regular Movement Regular Movement Varies Varies Regular Movement Varies Varies Varies Regular Movement Varies Varies Varies Varies Varies Regular Movement Varies Regular Movement Varies Varies	Movement Varies 10 min Regular Movement -	Movement Varies 10 min Regular 3	Novement Varies 10 min Regular Movement - 10 sec 14 IQ+1	Novement Varies 10 min Regular 3

Spells	Class	Mana Cost	Time	SL			Re
Atmosphere Dome	Area Protection	4 Half	1 sec 6 hrs	14	IQ+1	1	M16
Bladeturning	Regular Protection	2	1 sec	14	IQ+1	1	M16
Block	Blocking Protection	1 per DB	1 sec	14	IQ+1	1	M16
Catch Missile	Blocking Protection	2	1 sec	14	IQ+1	1	M16
Coolness	Regular Protection/Wat	2 1	10 sec 1 hour	14	IQ+1	1	M18
Deflect Missile	Blocking Movement/Pro	1	1 sec Instant	14	IQ+1	1	M1
Detect Poison	Area/Info Healing/Protec	2	2 sec	14	IQ+1	1	M1
Force Dome	Area Protection	3	1 sec	14	IQ+1	1	M1
Force Wall	Regular Protection	2/yd Same	1 sec	14	IQ+1	1	M1
Hardiness	Blocking Protection	1 per DR	1 sec	14	IQ+1	1	M1
Magelock	Regular Protection	3 2	4 sec 6 hrs	14	IQ+1	1	M1
Missile Shield	Regular Protection	5 2	1 sec 1 min	14	IQ+1	1	M1
Mystic Mist	Area Protection	1 Same	5 min 10 hrs	14	IQ+1	1	M1
Nightingale	Area Protection	2 Same	1 sec 10 hrs	14	IQ+1	1	М1
Resist Disease	Regular Healing/Protec	4 13	10 sec 1 hr	14	IQ+1	1	М
Resist Poison	Regular Healing/Protec	4 13	10 sec 1 Hour	14	IQ+1	1	M
Resist Pressure	Regular Protection	Varies	1 sec	14	IQ+1	1	М1
Return Missile	Blocking Protection	2	1 sec	14	IQ+1	1	M1
Reverse Missiles	Regular Protection	7 3	1 sec	14	IQ+1	1	М1
Sense Danger	Info Protection	3	1 sec	14	IQ+1	1	M1
Sense Observation	Area Protection	1 or 3 Half	5 sec 1 hr	14	IQ+1	1	М1
Shade	Regular Protection	1 Half	10 sec 1 hr	14	IQ+1	1	M1
Shield	Regular Protection	2 per DB Half	1 sec	14	IQ+1	1	М1
Teleport Shield	Area Gate/Protection	1#	10 sec 1 hr	14	IQ+1	1	M1
Turn Blade	Blocking Protection	1	1 sec	14	IQ+1	1	M1
Umbrella	Regular Protection/Wat	1	2 sec 10 min	14	IQ+1	1	M1
Warmth	Regular Fire/Protection	2 1	10 sec 1 hr	14	IQ+1	1	M
Watchdog	Area Protection	1 Same	10 sec 10 hrs	14	IQ+1	1	M1

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Weather Dome	Area Protection/Wea	3 2	1 sec 6 hrs	14	IQ+1	1	M169
▽ Water							
Create Water	Regular Water	2/gal -	1 sec Permane	14	IQ+1	1	M184
Purify Water	Special Water	1/gal -	5-10/ga Permane		IQ+1	1	M184
Seek Water	Info Water	2	1 sec Instant	14	IQ+1	1	M184
Shape Water	Regular Water	1# 1	2 sec 1 min	14	IQ+1	1	M185

Melee Weapons	Usage	LvI	Parry	Block	Damage	Reach	ST
Body of Flames	Punch	10	8		1d burn	С	
Breathe Fire	Breath	11	No		1d+1 burn/point	1/point	
Burning Touch	Punch	10	8		1d-4 +1d burn/point	С	
Create Fire	Area	0	No		1d-1 burn	Special	
Essential Flame	Area	0	No		1d burn	Special	
Fire Cloud	Area	0	No		1 point burn/point	Special	
Flame Jet	Jet	11	No		1d burn/point	1/point	
Natural	Kick	8	No		1d-3 cr	C,1	
Natural	Kick w/Boots	8	No		1d-2 cr	C,1	
Natural	Punch	10	8		1d-4 cr	С	
Rain of Fire	Area	0	No		1d-1 burn	Special	
Smoke	Area	0	No		Cough/Weep	Special	

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Explosive Fireball		11	1	1d burn ex/2 points	25/50					
Fireball		11	1	1d burn/point	25/50					
Poltergeist 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).		10	1	Special cr	20/60					
Winged Knife throws any weapon with ST 15		10	1	per weapon	20/40					

Notes