



Name: Suk
Race: Moogles
Appearance: A bottomless moogles, as expected from moogles of his home region. He wears a black armor

Player: Taiolu
Ht: 3'9" Wt: 36.75 Lb Age: 22

Spent: 8000
Unspent: 0

with a very powerful helmet to it. It seems he's of a very advanced job class called demon knight.

CHARACTER SHEET

| | | |
|---------------|-----------------|--------------------------|
| ST 61* [380] | HP 307† [482] | Basic Speed 25.5†† [20] |
| DX 40† [560] | Will 50 [70] | Basic Move 62 [185] |
| IQ 36‡ [520] | Per 44 [40] | BL 819 lb (ST×ST)/5 |
| HT 58§ [400] | FP 129** [207] | Thr 7d+1 Sw 9d+2 |

* +2 from 'Rainbow Crystaled Black Helm of Carbunkle', +2 from 'Black Scarf of the Knight's Pockets', +2 from 'Black Corselet of the Knight's Might', +2 from 'Demon-Bringer', +5 from 'Enchanted Natural Body', Cond. +3 from 'Arm ST', Cond. +3 from 'Lifting ST', Cond. -2 from 'Rainbow Crystaled Black Helm of Carbunkle' when not wearing item, Cond. -2 from 'Black Scarf of the Knight's Pockets' when not wearing item, Cond. -2 from 'Black Corselet of the Knight's Might' when not wearing item, Cond. -2 from 'Demon-Bringer' when not wearing item, Cond. -5 from 'Enchanted Natural Body' when not wearing item
† +2 from 'Enchanted Natural Body', Cond. -2 from 'Enchanted Natural Body' when not wearing item
‡ Cond. -5 from 'Absent-Mindedness' when concentrating on another task
§ +2 from 'Rainbow Crystaled Black Helm of Carbunkle', +2 from 'Black Left Gauntlet of the Knight's Vigor', +2 from 'Black Corselet of the Knight's Might', +2 from 'Enchanted Natural Body', Cond. -2 from 'Rainbow Crystaled Black Helm of Carbunkle' when not wearing item, Cond. -2 from 'Black Left Gauntlet of the Knight's Vigor' when not wearing item, Cond. -2 from 'Black Corselet of the Knight's Might' when not wearing item, Cond. -2 from 'Enchanted Natural Body' when not wearing item
†† +5 from 'Extra Hit Points (Reinforced Skeleton)'
** +2 from 'Extra Fatigue Points (Hyper-Lungs)'
†† Cond. +4 from 'Extra Basic Speed (Boosted Heart)'

| | |
|-------------|-------|
| TL 12 [45] | SM -1 |
|-------------|-------|

| | | |
|-------------------|--------------------------|------------------------------|
| Vision 46* [46] | Taste/Smell 44 [44] | Death Check 58† [58] |
| Hearing 48‡ [48] | Fright Check 57§ [57] | High Jump 20.11 yd [20.11] |
| Touch 46† [46] | Consciousness 68** [68] | Broad Jump 80.67 yd [80.67] |

* +2 from 'Acute Vision'
† Cond. -58 from 'Unkillable' when you automatically succeed at all Death Checks
‡ +4 from 'Acute Hearing', § +5 from 'Fearlessness', +2 from 'Enhanced Time Sense'
†† +2 from 'Acute Touch', ** +10 from 'Hard to Subdue'

HP -1, -307, -614, -921, -1228, -1535, -1842, -2149, -2456, -2763, -3070 FP 42, 0, -129

| ENCUMBRANCE TABLE | | | | | |
|-------------------|----------|---------|---------|---------|--------|
| Name | « None » | Light | Med | Hvy | X-Hvy |
| Basic | 819 lb | 1638 lb | 1.23 tn | 2.46 tn | 4.1 tn |
| Ground | 62 yd | 49 yd | 37 yd | 24 yd | 12 yd |
| Water | 42 yd | 33 yd | 25 yd | 16 yd | 8 yd |
| Air | 51 yd | 40 yd | 30 yd | 20 yd | 10 yd |
| Jump | 62 yd | 49 yd | 37 yd | 24 yd | 12 yd |
| Dodge | 29 | 28 | 27 | 26 | 25 |

| PARRY | PARRY | BLOCK | DODGE | DR |
|-----------|------------------|-----------|-----------|-----------------|
| 24* [24] | 26* [26] | 22* [22] | 29* [29] | 78+20† [78+20] |
| DX | Two-Handed Sword | DX | None | Torso |

* +1 from 'Enhanced Time Sense'
† +20 from 'Damage Resistance', +20 from 'Damage Resistance (Reinforced Skeleton; Skull)', -20 from 'Damage Resistance (Reinforced Skeleton; Skull)', +10 from 'Damage Resistance (Reinforced Skeleton; Crushing)', -10 from 'Damage Resistance (Reinforced Skeleton; Crushing)'

| REACTION MODIFIERS | |
|-----------------------|--|
| Appearance: +1* [+1] | +1 from 'Appearance' |
| Status: +3† [+3] | +3 from 'Wealth' |
| Other: +23‡ [+23] | +2 from 'Bully', +4 from 'Charisma (Dominance Pheromones)', +2 from 'Social Regard (Respected)', +3 from 'Social Regard (Feared)', +2 from 'Diplomacy', +12 from 'Charisma', +2 from 'Fast-Talk', Cond. -1 from 'Stubbornness', Cond. +3 from 'Pitiable' when you appear to be in a position of helplessness, weakness, or need, Cond. +2 from 'Voice' when your voice can be heard, Cond. +2 from 'Merchant' when buying or selling, Cond. -1 from 'Social Stigma (Bottomless)', Cond. -2 from 'Social Stigma (Minority Group)', Cond. +1 from 'Fashion Sense' when in social situations, when you have a chance to plan your attire in advance |

| ADVANTAGES | |
|--------------------|------|
| Name | Pts |
| Absolute Direction | [5] |
| Absolute Timing | [2] |



| ADVANTAGES (continued) | |
|---|--|
| Name | Pts |
| Acute Hearing 4 [8] | Roll to hear: 48 (Hearing) |
| Acute Mana Sense 4 [8] | |
| Acute Touch 2 [4] | Roll to feel: 46 (Touch) |
| Acute Vision 2 [4] | Roll to see: 46 (Vision) |
| Altered Time Rate 8 [800] | |
| Animal Empathy [5] | Roll to empathize: 36 (IQ) |
| Appearance (Attractive) [4] | |
| Arm ST 3 (One arm) [9] | |
| Boosted Heart [19] | Extra Basic Speed +1 (Boosted Heart; Costs Fatigue (+1); Gives conditional Basic Speed bonus; Temporary Disadvantage (Electrical)) |
| Resistant (Boosted Heart; Heart Attack; Rare; Immunity; Temporary Disadvantage (Electrical)) [4] | |
| Breath-Holding 8 [16] | |
| Charisma 12 [60] | |
| Cold-Adaptive Fur [3] | |
| Fur (Cold-Adaptive Fur) [1] | |
| Temperature Tolerance 2 (Cold-Adaptive Fur) [2] | |
| Damage Resistance 20 [100] | |
| Destiny (Great) [15] | |
| Dominance Pheromones [15] | Charisma 4 (Dominance Pheromones; Accessibility (Humans Only); Scent-Based) |
| Energy Reserve 53 (Magical) [159] | |
| Enhanced Time Sense [45] | |
| Estrus [0] | |
| Extended Fertility [0] | |
| Extra Water Move 30 (Affects Water Move) [150] | |
| Fashion Sense [5] | |
| Fearlessness 5 [10] | |
| Field Sense [10] | |
| Flight [40] | |
| Gyrobalance [11] | |
| Klutz (Gyrobalance; Mitigator (Cybernetics)) [-1] | |

| ADVANTAGES (continued) | |
|--|----------|
| Name | Pts |
| Gyrobalance | [11] |
| Perfect Balance (Gyrobalance; Temporary Disadvantage (Electrical)) | [12] |
| Hard to Subdue 10 | [20] |
| Hyper-Lungs (Milspec) | [13] |
| Breath-Holding 1 (Hyper-Lungs) | [2] |
| Extra Fatigue Points 2 (Hyper-Lungs; Affects FP) | [6] |
| Filter Lungs (Hyper-Lungs) | [5] |
| Imbue 3 | [40] |
| Imbuement Talent 4 | [40] |
| Immunity (All Mind Control) | [30] |
| Immunity to Metabolic Hazards | [30] |
| Implant Video Comm | [9] |
| Telecommunication (Radio; Reduced Range (x1/10); Temporary Disadvantage (Electrical); Video) Range: 1 mi, Roll to Communicate: 36 (IQ) | [9] |
| Intestinal Recycler | [2] |
| Reduced Consumption 1 (Intestinal Recycler) | [2] |
| Intuition Roll to guess correctly: 36 (IQ) | [15] |
| Jumper (Spirit) Roll to Spirit Jump: 36 (IQ) | [100] |
| Jumper (Time) Roll to Time Jump: 36 (IQ) | [100] |
| Jumper (World) Roll to World Jump: 36 (IQ) | [100] |
| Legal Enforcement Powers 3 | [15] |
| Legal Immunity 2 | [10] |
| Lifting ST 3 | [9] |
| Liver Upgrade | [6] |
| Alcohol Tolerance (Liver Upgrade) | [1] |
| Resistant (Liver Upgrade; Ingested Poison; Occasional; +8) | [5] |
| Magery 16 | [160] |
| Magery 0 Roll to detect Magic Items with Mage Sense: 60 (Per+16) | [5] |
| Mana Enhancer 2 | [100] |
| Memory Flesh | [5] |
| Alternate Form (Memory Flesh; Alternate Appearance; Cosmetic; Temporary Disadvantage (Electrical)) | [5] |
| Ordinary Tail | [0] |
| Perfect Balance | [15] |
| Perfume Glands | [6] |
| Racial Skill Bonus 2 (Sex Appeal; Scent-Based) | [4] |
| Obscure 1 (Perfume Glands; Smell) Radius: 2 yd | [2] |
| Pitiable | [5] |
| Pressure Support 3 | [15] |
| Radiation Tolerance (PF 200) | [35] |
| Recovery | [10] |
| Regeneration (Extreme: 10 HP/Sec) | [150] |
| Regrowth | [40] |
| Reinforced Skeleton | [50] |
| Extra Hit Points 5 (Reinforced Skeleton; Affects HP) | [10] |
| Damage Resistance 20 (Reinforced Skeleton; Skull; Skull Only) | [30] |
| Damage Resistance 10 (Reinforced Skeleton; Crushing; Limited; Tough Skin) | [10] |
| Reproductive Control | [1] |
| Resistant (Disease; Very Common; Immunity) | [30] |
| Resistant (Poison; Very Common; Immunity) | [30] |
| Sex Pheromones | [28] |
| Affliction 1 (Sex Pheromones; Lecherousness; Accessibility (Only on those attracted to your gender); Area Effect (2); Disadvantage (Lecherousness (12)); Emanation; Scent-Based) Radius: 2 yd, Roll to Primary: 50 (Will) | [28] |
| Silence 6 | [30] |
| Social Regard 3 (Feared) | [15] |
| Social Regard 2 (Respected) | [10] |
| Speak With Animals | [25] |
| Super Climbing 5 | [15] |
| Super Jump 1 | [10] |
| Super Luck (1 per sec) | [1300] |

| ADVANTAGES (continued) | |
|--|---------|
| Name | Pts |
| Supernatural Durability Roll to ignore pain: 53 (Will+3) | [150] |
| Teeth (Sharp Teeth) | [1] |
| Terror (Awe; Will-2) | [50] |
| Trained By A Master | [30] |
| Trust Hormones | [29] |
| Affliction 1 (Trust Hormones; Gullibility; Area Effect (2); Disadvantage (Gullibility (12)); Emanation; Scent-Based) Radius: 2 yd, Roll to Primary: 50 (Will) | [29] |
| Unaging | [15] |
| Unkillable 3 | [150] |
| Voice | [10] |
| Warp Roll to Teleport: 36 (IQ) | [100] |
| Wealth (Multimillionaire 3) | [125] |

| PERKS | |
|----------------------------------|-------|
| Name | Pts |
| Acrobatic Feints | [1] |
| Acrobatic Kicks | [1] |
| Aerobic Kicks | [1] |
| Alcohol Tolerance | [1] |
| Autotrance | [1] |
| Dancing Feints | [1] |
| Dancing Kicks | [1] |
| Huge Weapons 1 (ST) | [1] |
| License (Mercenary) | [1] |
| No Hangover | [1] |
| No Visible Damage | [1] |
| Quick-Sheathe (Two-Handed Sword) | [1] |
| Sexy Feints | [1] |
| Sexy Pose | [1] |

| DISADVANTAGES | |
|---|---------|
| Name | Pts |
| Absent-Mindedness | [-15] |
| Addiction (Sex; Cheap) | [-5] |
| Bully (12 or less) | [-10] |
| Impulsiveness (12 or less) | [-10] |
| Increased Consumption -1 | [-10] |
| Social Stigma -1 (Bottomless) | [-5] |
| Social Stigma (Minority Group) | [-10] |
| Stubbornness | [-5] |
| Susceptible -2 (Pheromones) | [-2] |
| Untrue Beliefs (Rape as punishment is allowed; Major) | [-10] |
| Vow (Always be Bottomless; Major) | [-10] |
| Weak Spot | [-15] |

| QUIRKS | |
|------------|--------|
| Name | Pts |
| Bottomless | [-1] |
| Nosy | [-1] |
| Proud | [-1] |

| SKILLS | | | |
|-------------------------|-------|----------|-------|
| Name | Level | Relative | Pts |
| Acrobatics | 40* | DX+0 | [1] |
| Acting | 35 | IQ-1 | [1] |
| Aerobatics | 40† | DX+0 | [1] |
| Aquabatics | 40† | DX+0 | [1] |
| Astronomy/TL3 | 34 | IQ-2 | [1] |
| Body Control | 55 | HT-3 | [1] |
| Brawling Parry: 24 | 40 | DX+0 | [1] |
| Breaking Blow | 34 | IQ-2 | [1] |
| Breath Control | 56 | HT-2 | [1] |
| Climbing | 41* | DX+1 | [1] |
| Computer Operation/TL12 | 36 | IQ+0 | [1] |
| Cooking | 35 | IQ-1 | [1] |
| Criminology/TL12 | 35 | IQ-1 | [1] |
| Cryptography/TL12 | 34 | IQ-2 | [1] |
| Dancing | 39 | DX-1 | [1] |
| Detect Lies | 42 | Per-2 | [1] |
| Diplomacy | 36† | IQ+0 | [1] |

| SKILLS (continued) | | | |
|--|--------|----------|--------|
| Name | Level | Relative | Pts |
| Dreaming | 48 | Will-2 | [1] |
| Escape | 38 | DX-2 | [1] |
| Excess Mana Collection | 36 | IQ+0 | [8] |
| Expert Skill (Demonology) | 34 | IQ-2 | [1] |
| Fast-Draw (Two-Handed Sword) | 41§ | DX+1 | [1] |
| Fast-Talk | 37¶ | IQ+1 | [1] |
| Flight | 57 | HT-1 | [1] |
| Forensics/TL12 | 34 | IQ-2 | [1] |
| Forgery/TL12 | 34 | IQ-2 | [1] |
| Gambling | 35 | IQ-1 | [1] |
| Immovable Stance | 46** | DX+6 | [1] |
| Intelligence Analysis/TL12 | 34 | IQ-2 | [1] |
| Jumping | 40†† | DX+0 | [1] |
| Leadership | 51‡‡ | IQ+15 | [1] |
| Light Walk | 38†† | DX-2 | [1] |
| Literature | 34 | IQ-2 | [1] |
| Lockpicking/TL12 | 35 | IQ-1 | [1] |
| Magic! | 33 | IQ-3 | [3] |
| Masonry | 36 | IQ+0 | [1] |
| Mathematics/TL3 (Applied) | 34 | IQ-2 | [1] |
| Mathematics/TL3 (Pure) | 34 | IQ-2 | [1] |
| Meditation | 48 | Will-2 | [1] |
| Merchant | 35 | IQ-1 | [1] |
| Mind Block | 49 | Will-1 | [1] |
| Observation | 45§§ | Per+1 | [1] |
| Parry Missile Weapons | 38 | DX-2 | [1] |
| Parry: 23 | | | |
| Performance | 37¶¶ | IQ+1 | [1] |
| Photography/TL12 | 35 | IQ-1 | [1] |
| Professional Skill (Journalist) | 35 | IQ-1 | [1] |
| Professional Skill (Mercenary) | 35 | IQ-1 | [1] |
| Professional Skill (Prostitute) | 35 | IQ-1 | [1] |
| Professional Skill (Save Point) | 35 | IQ-1 | [1] |
| Public Speaking | 53*** | IQ+17 | [1] |
| Research/TL12 | 35††† | IQ-1 | [1] |
| Riding (Chocobo) | 39 | DX-1 | [1] |
| Savoir-Faire (Dojo) | 36‡‡ | IQ+0 | [1] |
| Savoir-Faire (High Society) | 36‡‡ | IQ+0 | [1] |
| Savoir-Faire (Military) | 36‡‡ | IQ+0 | [1] |
| Search | 43 | Per-1 | [1] |
| Sex Appeal (Human) | 64§§§ | HT+6 | [4] |
| Sex Appeal (Moogle) | 62§§§ | HT+4 | [1] |
| Shadowing | 38¶¶¶ | IQ+2 | [1] |
| Soldier/TL3 | 35 | IQ-1 | [1] |
| Speed-Reading | 35 | IQ-1 | [1] |
| Stealth | 54**** | DX+14 | [56] |
| Streetwise | 35‡‡‡ | IQ-1 | [1] |
| Swimming | 58 | HT+0 | [1] |
| Tactics | 34 | IQ-2 | [1] |
| Thaumatology | 60†††† | IQ+24 | [40] |
| Two-Handed Sword | 45‡‡‡‡ | DX+5 | [20] |
| Parry: 26 | | | |
| Writing | 35 | IQ-1 | [1] |
| * +1 from 'Perfect Balance', +1 from 'Perfect Balance (Gyrobalance)', Cond. +4 from 'Flight when body lightening would help † +1 from 'Perfect Balance', +1 from 'Perfect Balance (Gyrobalance)' ‡ +2 from 'Voice', Cond. +4 from 'Charisma (Dominance Pheromones)' when making Influence rolls, Cond. +12 from 'Charisma' when making Influence rolls § +1 from 'Enhanced Time Sense' ¶ +2 from 'Voice', Cond. +4 from 'Charisma (Dominance Pheromones)' when making Influence rolls, Cond. +12 from 'Charisma' when making Influence rolls, Cond. +5 from 'Enhanced Pom-Pom' ** +4 from 'Perfect Balance', +4 from 'Perfect Balance (Gyrobalance)' †† Cond. +4 from 'Flight' when body lightening would help ‡‡ +4 from 'Charisma (Dominance Pheromones)', +12 from 'Charisma' §§ +2 from 'Acute Vision' ¶¶ +2 from 'Voice' *** +4 from 'Charisma (Dominance Pheromones)', +2 from 'Voice', +12 from 'Charisma' ††† Cond. +5 from 'Enhanced Pom-Pom' ‡‡‡ Cond. +4 from 'Charisma (Dominance Pheromones)' when making Influence rolls, Cond. +12 from 'Charisma' when making Influence rolls §§§ +1 from 'Appearance', +2 from 'Racial Skill Bonus (Sex Appeal)', +2 from 'Voice', Cond. +4 from 'Charisma (Dominance Pheromones)' when making Influence rolls, Cond. +12 from 'Charisma' when making Influence rolls ¶¶¶ Cond. +2 from 'Warp' when attempting to follow someone on foot, to bypass crowds, watch quarry from rooftops, etc. **** Cond. +6 from 'Silence' when moving, vs. hearing only, Cond. +12 from 'Silence' when standing still, vs. hearing only †††† +16 from 'Magery', Cond. +4 from 'Head-Up Display (HUD)', Cond. +5 from 'Enhanced Pom-Pom' ‡‡‡‡ Cond. +2 from 'Demon-Bringer' | | | |

| TECHNIQUES | | | |
|--|-------|----------|-------|
| Name | Level | Relative | Pts |
| Acrobatic Stand (Acrobatics) | 34 | def+0 | [0] |
| Breakfall (Acrobatics) | 40 | def+0 | [0] |
| Cavalry Training (Two-Handed Sword) | 43 | def+0 | [0] |
| Coded Thoughts | 43 | def+0 | [0] |
| Combat Riding (Riding (Chocobo)) | 39 | def+0 | [0] |
| Coordinated Attack/TL12 (Two-Handed Sword) | 45 | def+0 | [0] |
| Counterattack (Two-Handed Sword) | 40 | def+0 | [0] |
| Disarming (Two-Handed Sword) | 45 | def+0 | [0] |
| Disarming (Two-Handed Sword) | 45 | def+0 | [0] |
| Feint (Brawling) | 40 | def+0 | [0] |
| Feint (Two-Handed Sword) | 45 | def+0 | [0] |
| Fighting While Seated (Brawling) | 38 | def+0 | [0] |
| Fighting While Seated (Two-Handed Sword) | 43 | def+0 | [0] |
| Flying Atomic Wedgie (Brawling) | 32 | def+0 | [0] |
| Flying Lunge (Two-Handed Sword) | 41 | def+0 | [0] |
| Grand Disarm (Two-Handed Sword) | 34 | def+0 | [0] |
| Ground Fighting (Two-Handed Sword) | 41 | def+0 | [0] |
| Hammer Fist (Brawling) | 39 | def+0 | [0] |
| Handcuffing (DX) | 38 | def+0 | [0] |
| Head Butt (Brawling) | 39 | def+0 | [0] |
| Hook (Two-Handed Sword) | 40 | def+0 | [0] |
| Human Missile (Acrobatics) | 37 | def+0 | [0] |
| Human Missile (Aerobatics) | 37 | def+0 | [0] |
| Human Missile (Aquabatics) | 37 | def+0 | [0] |
| Human Missile (Jumping) | 37 | def+0 | [0] |
| Jam (Brawling) | 23 | def+0 | [0] |
| Parry: 24 | | | |
| Kicking (Brawling) | 38 | def+0 | [0] |
| Knee Strike (Brawling) | 39 | def+0 | [0] |
| Lifesaving (Swimming) | 53 | def+0 | [0] |
| Low Fighting (Brawling) | 38 | def+0 | [0] |
| Low Fighting (Two-Handed Sword) | 43 | def+0 | [0] |
| Motion-Picture Camera (Photography) | 32 | def+0 | [0] |
| No-Hands Riding (Riding (Chocobo)) | 37 | def+1 | [2] |
| Noogie (Brawling) | 35 | def+0 | [0] |
| Nose Slap (Brawling) | 35 | def+0 | [0] |
| Pressure-Point Strike (Brawling) | 38 | def+0 | [0] |
| Pressure-Point Strike (Two-Handed Sword) | 43 | def+0 | [0] |
| Push Kick (Brawling) | 37 | def+0 | [0] |
| Quick Mount (Acrobatics) | 37 | def+0 | [0] |
| Retain Weapon (Two-Handed Sword) | 46 | def+1 | [2] |
| Reverse Grip (Two-Handed Sword) | 41 | def+0 | [0] |
| Roll with Blow (Acrobatics) | 38 | def+0 | [0] |
| Roll with Blow (Brawling) | 38 | def+0 | [0] |
| Slip Handcuffs (Escape) | 33 | def+0 | [0] |
| Spinning Strike (Two-Handed Sword) | 43 | def+0 | [0] |
| Springing Attack (Two-Handed Sword) | 43 | def+0 | [0] |
| Springing Attack (Two-Handed Sword) | 43 | def+0 | [0] |
| Stake to the Heart (Two-Handed Sword) | 40 | def+0 | [0] |
| Stamp Kick (Brawling) | 37 | def+0 | [0] |
| Strangle Hold (Brawling) | 35 | def+0 | [0] |
| Sweep (Two-Handed Sword) | 42 | def+0 | [0] |
| Targeted Attack (Brawling Kicking/Groin) | 38 | def+3 | [4] |
| Targeted Attack (Two-Handed Sword Swing/Neck Vein/Artery Chinks) | 35 | def+0 | [0] |
| Targeted Attack (Two-Handed Sword Swing/Neck Vein/Artery) | 38 | def+1 | [2] |
| Targeted Attack (Two-Handed Sword Thrust/Groin) | 43 | def+1 | [2] |
| Timed Defense (Brawling) | 22 | def+0 | [0] |
| Parry: 23 | | | |
| Timed Defense (Dodge) | 27 | def+0 | [0] |
| Timed Defense (Two-Handed Sword) | 24 | def+0 | [0] |
| Parry: 25 | | | |
| Two-Handed Punch (Brawling) | 38 | def+0 | [0] |
| Uppercut (Brawling) | 39 | def+0 | [0] |
| Wet Willy (Brawling) | 34 | def+0 | [0] |
| Whirlwind Attack (Two-Handed Sword) | 40 | def+0 | [0] |
| Work by Touch (Lockpicking) | 30 | def+0 | [0] |
| Wrist Lock (Two-Handed Sword) | 45 | def+0 | [0] |

| IMBUEMENTS | | | |
|------------------------------------|-------|----------|-------|
| Name | Level | Relative | Pts |
| Burning Strike (Two-Handed Sword) | 41* | DX+1 | [1] |
| Burning Strike (Unarmed) | 41* | DX+1 | [1] |
| Chilling Strike (Two-Handed Sword) | 41* | DX+1 | [1] |
| Chilling Strike (Unarmed) | 41* | DX+1 | [1] |
| Electric Weapon (Two-Handed Sword) | 41* | DX+1 | [1] |
| Electric Weapon (Unarmed) | 41* | DX+1 | [1] |
| Stealthy Attack (Two-Handed Sword) | 41* | DX+1 | [1] |
| Stealthy Attack (Unarmed) | 41* | DX+1 | [1] |
| Supreme Control (Two-Handed Sword) | 41* | DX+1 | [1] |
| Supreme Control (Unarmed) | 41* | DX+1 | [1] |

* +4 from 'Imbuement Talent'

| SPELLS | | | |
|-----------------------------|-------|----------|-------|
| Name | Level | Relative | Pts |
| Air Jet | 50* | IQ+14 | [1] |
| Air Vision | 50* | IQ+14 | [1] |
| Air Vortex | 50* | IQ+14 | [1] |
| Alter Body | 50* | IQ+14 | [1] |
| Alter Terrain | 49* | IQ+13 | [1] |
| Alter Visage | 50* | IQ+14 | [1] |
| Alter Voice | 50* | IQ+14 | [1] |
| Analyze Magic | 50* | IQ+14 | [1] |
| Animate Shadow | 50* | IQ+14 | [1] |
| Apportation | 50* | IQ+14 | [1] |
| Attune | 50* | IQ+14 | [1] |
| Ball of Lightning | 50* | IQ+14 | [1] |
| Bane | 50* | IQ+14 | [1] |
| Body of Air | 50* | IQ+14 | [1] |
| Body of Shadow | 49* | IQ+13 | [1] |
| Body of Stone | 49* | IQ+13 | [1] |
| Burning Touch | 50* | IQ+14 | [1] |
| Catch Missile | 50* | IQ+14 | [1] |
| Catch Spell | 49* | IQ+13 | [1] |
| Clouds | 50* | IQ+14 | [1] |
| Clumsiness | 50* | IQ+14 | [1] |
| Cold | 50* | IQ+14 | [1] |
| Complex Illusion | 50* | IQ+14 | [1] |
| Conceal Magic | 50* | IQ+14 | [1] |
| Condense Steam | 50* | IQ+14 | [1] |
| Continual Light | 50* | IQ+14 | [1] |
| Control Gate | 50* | IQ+14 | [1] |
| Cook | 50* | IQ+14 | [1] |
| Cool | 50* | IQ+14 | [1] |
| Counterspell | 50* | IQ+14 | [1] |
| Create Air | 50* | IQ+14 | [1] |
| Create Animal | 50* | IQ+14 | [1] |
| Create Earth | 50* | IQ+14 | [1] |
| Create Fire | 50* | IQ+14 | [1] |
| Create Food | 50* | IQ+14 | [1] |
| Create Mount | 50* | IQ+14 | [1] |
| Create Object | 49* | IQ+13 | [1] |
| Create Spring | 50* | IQ+14 | [1] |
| Create Water | 50* | IQ+14 | [1] |
| Crystal Ball | 50* | IQ+14 | [1] |
| Darkness | 50* | IQ+14 | [1] |
| Deathtouch | 50* | IQ+14 | [1] |
| Debility | 50* | IQ+14 | [1] |
| Decay | 50* | IQ+14 | [1] |
| Deflect Missile | 50* | IQ+14 | [1] |
| Delay | 50* | IQ+14 | [1] |
| Destroy Water | 50* | IQ+14 | [1] |
| Detect Magic | 50* | IQ+14 | [1] |
| Dispel Magic | 50* | IQ+14 | [1] |
| Divination (Crystal-Gazing) | 50* | IQ+14 | [1] |
| Divination (Geomancy) | 50* | IQ+14 | [1] |
| Dry Spring | 50* | IQ+14 | [1] |
| Earth to Air | 50* | IQ+14 | [1] |
| Earth to Stone | 50* | IQ+14 | [1] |
| Earth to Water | 50* | IQ+14 | [1] |
| Earth Vision | 50* | IQ+14 | [1] |
| Earthquake | 50* | IQ+14 | [1] |
| Effigy | 49* | IQ+13 | [1] |

| SPELLS (continued) | | | |
|-------------------------------------|-------|----------|-------|
| Name | Level | Relative | Pts |
| Enchant | 49* | IQ+13 | [1] |
| Explosive Fireball | 50* | IQ+14 | [1] |
| Explosive Lightning | 50* | IQ+14 | [1] |
| Extinguish Fire | 50* | IQ+14 | [1] |
| Far-Tasting | 50* | IQ+14 | [1] |
| Fast Fire | 50* | IQ+14 | [1] |
| Fire Cloud | 50* | IQ+14 | [1] |
| Fireball | 50* | IQ+14 | [1] |
| Flame Jet | 50* | IQ+14 | [1] |
| Flesh to Stone | 50* | IQ+14 | [1] |
| Fortify | 50* | IQ+14 | [1] |
| Frost | 50* | IQ+14 | [1] |
| Gloom | 50* | IQ+14 | [1] |
| Hail | 50* | IQ+14 | [1] |
| Hawk Vision | 50* | IQ+14 | [1] |
| Heat | 50* | IQ+14 | [1] |
| History | 50* | IQ+14 | [1] |
| Hunger | 50* | IQ+14 | [1] |
| Ice Dagger | 50* | IQ+14 | [1] |
| Ice Sphere | 50* | IQ+14 | [1] |
| Icy Missiles | 50* | IQ+14 | [1] |
| Icy Weapon | 50* | IQ+14 | [1] |
| Identify Plant | 50* | IQ+14 | [1] |
| Identify Spell | 50* | IQ+14 | [1] |
| Ignite Fire | 50* | IQ+14 | [1] |
| Irradiate | 50* | IQ+14 | [1] |
| Itch | 50* | IQ+14 | [1] |
| Keen Hearing | 50* | IQ+14 | [1] |
| Keen Vision | 50* | IQ+14 | [1] |
| Know Recipe | 50* | IQ+14 | [1] |
| Lend Energy | 50* | IQ+14 | [1] |
| Lend Vitality | 50* | IQ+14 | [1] |
| Light | 50* | IQ+14 | [1] |
| Lightning | 50* | IQ+14 | [1] |
| Lightning Missiles | 50* | IQ+14 | [1] |
| Lightning Weapon | 50* | IQ+14 | [1] |
| Lightning Whip | 50* | IQ+14 | [1] |
| Mature | 50* | IQ+14 | [1] |
| Minor Healing | 50* | IQ+14 | [1] |
| Name | 50* | IQ+14 | [1] |
| No-Smell | 50* | IQ+14 | [1] |
| Odor | 50* | IQ+14 | [1] |
| Pain | 50* | IQ+14 | [1] |
| Paralyze Limb | 50* | IQ+14 | [1] |
| Partial Petrification | 49* | IQ+13 | [1] |
| Partial Shapeshifting (Toad Tongue) | 49* | IQ+13 | [1] |
| Password | 50* | IQ+14 | [1] |
| Pathfinder | 50* | IQ+14 | [1] |
| Perfect Illusion | 50* | IQ+14 | [1] |
| Phantom Flame | 50* | IQ+14 | [1] |
| Poison Food | 50* | IQ+14 | [1] |
| Pollen Cloud | 50* | IQ+14 | [1] |
| Predict Earth Movement | 50* | IQ+14 | [1] |
| Preserve Food | 50* | IQ+14 | [1] |
| Purify Air | 50* | IQ+14 | [1] |
| Purify Food | 50* | IQ+14 | [1] |
| Purify Water | 50* | IQ+14 | [1] |
| Radiation Jet | 50* | IQ+14 | [1] |
| Radio Hearing | 50* | IQ+14 | [1] |
| Rain | 50* | IQ+14 | [1] |
| Rain of Fire | 50* | IQ+14 | [1] |
| Rain of Ice Daggers | 50* | IQ+14 | [1] |
| Rain of Stones | 50* | IQ+14 | [1] |
| Resist Radiation | 50* | IQ+14 | [1] |
| Return Missile | 50* | IQ+14 | [1] |
| Scents of the Past | 50* | IQ+14 | [1] |
| Scryguard | 50* | IQ+14 | [1] |
| Season | 50* | IQ+14 | [1] |
| Seek Earth | 50* | IQ+14 | [1] |
| Seek Fire | 50* | IQ+14 | [1] |
| Seek Food | 50* | IQ+14 | [1] |

| SPELLS (continued) | | | |
|--------------------------|-------|----------|-------|
| Name | Level | Relative | Pts |
| Seek Gate | 50* | IQ+14 | [1] |
| Seek Magic | 50* | IQ+14 | [1] |
| Seek Plant | 50* | IQ+14 | [1] |
| Seek Water | 50* | IQ+14 | [1] |
| Seeker | 50* | IQ+14 | [1] |
| Shape Air | 50* | IQ+14 | [1] |
| Shape Darkness | 50* | IQ+14 | [1] |
| Shape Earth | 50* | IQ+14 | [1] |
| Shape Fire | 50* | IQ+14 | [1] |
| Shape Plant | 50* | IQ+14 | [1] |
| Shape Water | 50* | IQ+14 | [1] |
| Shapeshift Others (Toad) | 49* | IQ+13 | [1] |
| Shapeshifting (Toad) | 49* | IQ+13 | [1] |
| Shocking Touch | 50* | IQ+14 | [1] |
| Simple Illusion | 50* | IQ+14 | [1] |
| Skull-Spirit | 50* | IQ+14 | [1] |
| Slow Fire | 50* | IQ+14 | [1] |
| Slow Time | 49* | IQ+13 | [1] |
| Smoke | 50* | IQ+14 | [1] |
| Snow | 50* | IQ+14 | [1] |
| Sound | 50* | IQ+14 | [1] |
| Spark Cloud | 50* | IQ+14 | [1] |
| Spark Storm | 50* | IQ+14 | [1] |
| Spasm | 50* | IQ+14 | [1] |
| Steal Energy | 50* | IQ+14 | [1] |
| Steal Vitality | 50* | IQ+14 | [1] |
| Stone to Earth | 50* | IQ+14 | [1] |
| Stone to Flesh | 50* | IQ+14 | [1] |
| Storm | 50* | IQ+14 | [1] |
| Strike Barren | 50* | IQ+14 | [1] |
| Stun | 50* | IQ+14 | [1] |
| Suspend Time | 49* | IQ+13 | [1] |
| Teleport | 49* | IQ+13 | [1] |
| Tell Time | 50* | IQ+14 | [1] |
| Test Food | 50* | IQ+14 | [1] |
| Throw Spell | 49* | IQ+13 | [1] |
| Timeport | 49* | IQ+13 | [1] |
| Timeslip | 50* | IQ+14 | [1] |
| Total Paralysis | 50* | IQ+14 | [1] |
| Touch | 50* | IQ+14 | [1] |
| Trace | 50* | IQ+14 | [1] |
| Umbrella | 50* | IQ+14 | [1] |
| Ward | 50* | IQ+14 | [1] |
| Water to Wine | 50* | IQ+14 | [1] |
| Wind | 50* | IQ+14 | [1] |
| Windstorm | 50* | IQ+14 | [1] |
| Wither Limb | 50* | IQ+14 | [1] |
| * +16 from 'Magery' | | | |

| POINTS SUMMARY | Pts |
|---|-------------|
| Basic Attributes, Secondary Characteristics | [2864] |
| Advantages, Perks | [4855] |
| Disadvantages, Quirks | [-110] |
| Skills, Techniques | [215] |
| Spells | [176] |
| Total Points Spent: | 8000 |
| Unspent Points: | 0 |

| MELEE ATTACKS | | | | | | | |
|------------------------------------|-------|-------|----------------|-------|-----|---------|--------|
| Name | Skill | Parry | Damage | Reach | ST | LC | Notes |
| Air Jet | 36 | — | ~2d knock | ~2 | — | — | ~1-3en |
| Arm ST: swing | — | — | 9d+2 sw | — | — | — | — |
| Arm ST: thrust | — | — | 7d+1 thr | — | — | — | — |
| Arm ST: punch | 40 | 24 | 7d cr | C | — | — | — |
| Brawling: Punch | 40 | 24 | 7d cr | C | — | — | — |
| Brawling: Bite | 40 | — | 7d cut | C | — | — | — |
| Brawling: Kick | 38 | — | 7d+1 cr | C,1 | — | — | — |
| Burning Touch | 40 | — | ~1d burn | C | — | — | ~1-3en |
| Deathtouch | 40 | — | ~1d spcl | C | — | — | ~1-3en |
| Demon-Bringer: Primary | 50 | 35 | 8d+9(∞) cut | 2 | 18† | Licence | — |
| Demon-Bringer: Follow-Up Flame | 5 | — | +2(∞) bu | spcl. | — | — | — |
| Demon-Bringer: Follow-Up Ice | 5 | — | +2(∞) ice | spcl. | — | — | — |
| Demon-Bringer: Follow-Up Lightning | 5 | — | +2(∞) bu sur | spcl. | — | — | — |
| Flame Jet | 36 | — | ~1d burn | ~1 | — | — | ~1-3en |
| Hammer Fist (Brawling) | 39 | — | 7d-1 cr | C | — | — | — |
| Head Butt (Brawling) | 39 | — | 7d cr | C | — | — | — |
| Knee Strike (Brawling) | 39 | — | 7d+1 cr | C | — | — | — |
| Lightning Whip | — | — | 1d burn | ~2-8 | — | — | ~1-4en |
| Push Kick (Brawling) | 37 | — | 7d+1 x2 nw dkb | C,1 | — | — | — |
| Radiation Jet | 36 | — | ~10 rad | ~1 | — | — | ~1-3en |
| Shocking Touch | 40 | — | ~1d+1 burn | C | — | — | ~1-3en |
| Stamp Kick (Brawling) | 37 | — | 7d+2 cr | C,1 | — | — | — |
| Two-Handed Punch (Brawling) | 38 | — | 7d+8 cr | C | — | — | — |
| Uppercut (Brawling) | 39 | — | 7d+1 cr | C | — | — | — |

| RANGED ATTACKS | | | | | | | | | | | |
|---------------------|-------|---------------|-----|----------------|-----|-------|----|------|-----|----|--------|
| Name | Skill | Damage | Acc | Range | RoF | Shots | ST | Bulk | Rcl | LC | Notes |
| Ball of Lightning | — | ~1d-1 burn ex | — | 10 yd / 600 yd | — | — | — | — | — | — | ~2-6en |
| Explosive Fireball | 36 | ~1d burn ex | 1 | 25 yd / 50 yd | — | — | — | — | — | — | ~2-6en |
| Explosive Lightning | 36 | ~1d-1 burn ex | 3 | 50 yd / 100 yd | — | — | — | — | — | — | ~2-6en |
| Fireball | 36 | ~1d burn | 1 | 25 yd / 50 yd | — | — | — | — | — | — | ~1-3en |
| Ice Dagger | 36 | ~1d-1 imp | 3 | 30 yd / 60 yd | — | — | — | — | — | — | ~1-3en |
| Ice Sphere | 36 | ~1d cr | 2 | 40 yd / 80 yd | — | — | — | — | — | — | ~1-3en |
| Lightning | 36 | ~1d-1 burn | 3 | 50 yd / 100 yd | — | — | — | — | — | — | ~1-3en |
| Throw Spell | 36 | spcl. | — | 80 yd | — | — | — | — | — | — | ~1-3en |

| SPELL GRIMOIRE | | | | | | | |
|-------------------|-------|-----------------|-------------|----------|--------------|---------|------------|
| Name | Skill | Class | Time | Duration | Casting Cost | College | Page |
| Air Jet | 50 | Regular | 1 sec. | 1 sec. | 1 to 3/S | Ai | M24 |
| Air Vision | 50 | Regular | 1 sec. | 1 min. | 1 per mi./H | Ai, Kn | M24 |
| Air Vortex | 50 | Area/R-HT or DX | 2 sec. | 10 sec. | 8/3 | Ai, Mo | M26 |
| Alter Body | 50 | Regular/R-HT | 2 min. | 1 hr. | 8/6 | BC | M41 |
| Alter Terrain | 49 | Area | 10 sec. | 2d days | 1# | Ea | M55 |
| Alter Visage | 50 | Regular/R-HT | 1 min. | 1 hr. | 4/3 | BC | M41 |
| Alter Voice | 50 | Regular/R-HT | 1 min. | 1 hr. | 2/2 | BC, So | M41 |
| Analyze Magic | 50 | Inform./R-spell | 1 hr. | Instant | 8 | Kn | M102, B249 |
| Animate Shadow | 50 | Regular/R-HT | 2 sec. | 10 sec. | 4/4 | Ne | M154 |
| Apportation | 50 | Reg./R-Will | 1 sec. | 1 min. | Varies | Mo | M142, B251 |
| Attune | 50 | Enchantment | — | Perm. | 100 | En | M69 |
| Ball of Lightning | 50 | Regular | 1 to 3 sec. | 1 min. | 2 to 6/H | We, Ai | M197 |
| Bane | 50 | Enchantment | — | Perm. | 100 | En | M62 |
| Body of Air | 50 | Regular/R-HT | 5 sec. | 1 min. | 4/1 | Ai | M24 |
| Body of Shadow | 49 | Regular/R-HT | 5 sec. | 1 min. | 6/3 | LD | M114 |
| Body of Stone | 49 | Regular/R-HT | 5 sec. | 1 min. | 10/5 | Ea | M54 |
| Burning Touch | 50 | Melee | 1 sec. | Instant | 1 to 3 | Fi | M76 |
| Catch Missile | 50 | Blocking | 1 sec. | Instant | 2 | PW | M168 |
| Catch Spell | 49 | Blocking | 1 sec. | Instant | 3 | MS | M123 |
| Clouds | 50 | Area | 10 sec. | 10 min. | 1/20/S | We, Ai | M194 |
| Clumsiness | 50 | Regular/R-HT | 1 sec. | 1 min. | 1 to 5/H | BC | M36, B244 |
| Cold | 50 | Regular | 1 min. | 1 min. | Varies | Fi | M74, B247 |
| Complex Illusion | 50 | Area | 1 sec. | 1 min. | 2/H | IC | M96, F170 |
| Conceal Magic | 50 | Regular | 3 sec. | 10 hrs. | 1 to 5/S# | MS | M122 |
| Condense Steam | 50 | Area | 10 sec. | Perm. | 2# | Wa | M189 |
| Continual Light | 50 | Regular | 1 sec. | Varies | Varies | LD | M110, B249 |
| Control Gate | 50 | Regular/R-Gate | 10 sec. | 1 min. | 6/3 | Ga | M85 |
| Cook | 50 | Regular | 5 sec. | Instant | 1 per meal | Fo | M78 |
| Cool | 50 | Area | 1 min.# | 1 hour | 1/10/S | We, Ai | M195 |
| Counterspell | 50 | Regular/R-spell | 5 sec. | Instant | Varies | MS | M121, B250 |
| Create Air | 50 | Area | 1 sec. | 5 sec.# | 1 | Ai | M23, B243 |
| Create Animal | 50 | Regular | sec.=cost | 1 min. | Varies | IC | M98 |
| Create Earth | 50 | Regular | 1 sec. | Perm. | 2/cu. yd. | Ea | M51, B246 |
| Create Fire | 50 | Area | 1 sec. | 1 min. | 2/H | Fi | M72, B246 |

| SPELL GRIMOIRE (continued) | | | | | | | |
|-------------------------------------|-------|---------------------|-------------|----------|-----------------|---------|------------|
| Name | Skill | Class | Time | Duration | Casting Cost | College | Page |
| Create Food | 50 | Regular | 30 sec. | Perm. | Varies | Fo | M79 |
| Create Mount | 50 | Regular | 3 sec. | 1 hr. | Varies | IC | M99 |
| Create Object | 49 | Regular | sec.=cost | Indef.# | 2/5 lbs. | IC | M98 |
| Create Spring | 50 | Regular | 1 min. | Perm. | Varies | Wa | M190 |
| Create Water | 50 | Regular | 1 sec. | Perm. | 2/gal. | Wa | M184, B253 |
| Crystal Ball | 50 | Enchantment | – | Perm. | 1,000 | En | M71 |
| Darkness | 50 | Area | 1 sec. | 1 min. | 2/1 | LD | M112, B250 |
| Deathtouch | 50 | Melee | 1 sec. | Instant | 1 to 3 | BC | M41, B245 |
| Debility | 50 | Regular/R-HT | 1 sec. | 1 min. | 1 per ST-/H | BC | M36 |
| Decay | 50 | Regular | 1 sec. | Perm. | 1/meal | Fo | M77 |
| Deflect Missile | 50 | Blocking | 1 sec. | Instant | 1 | Mo, PW | M143, B251 |
| Delay | 50 | Regular | 10 sec. | 2 hrs. | 3/3 | MS | M130 |
| Destroy Water | 50 | Area | 1 sec. | Perm. | 3/S | Wa | M185, B253 |
| Detect Magic | 50 | Regular | 5 sec. | Instant | 2 | Kn | M101, B249 |
| Dispel Magic | 50 | Area/R-spell | sec.=cost | Perm. | 3 | MS | M126, B250 |
| Divination (Crystal-Gazing) | 50 | Information | 1 hr.# | Instant | 10 | Kn | M108 |
| Divination (Geomancy) | 50 | Information | 1 hr.# | Instant | 10 | Kn | M108 |
| Dry Spring | 50 | Regular | 1 min. | Perm. | varies# | Wa | M188 |
| Earth to Air | 50 | Regular | 2 sec. | Perm. | 5/cu. yd.# | Ai, Ea | M25, B243 |
| Earth to Stone | 50 | Regular | 1 sec. | Perm. | 3/cu. yd.# | Ea | M51, B245 |
| Earth to Water | 50 | Regular | 1 sec. | Perm. | 1/cu. yd.# | Ea, Wa | M52 |
| Earth Vision | 50 | Regular | 1 sec. | 30 sec. | 2/10 yds.# | Ea, Kn | M51 |
| Earthquake | 50 | Area | 30 sec. | 1 min. | 2/S | Ea | M54 |
| Effigy | 49 | Enchantment | – | Perm. | 1,000 | En | M71 |
| Enchant | 49 | Enchantment | Varies | Perm. | Varies | En | M56, B480 |
| Explosive Fireball | 50 | Missile | 1 to 3 sec. | Instant | 2 to 2xMagery# | Fi | M75, B247 |
| Explosive Lightning | 50 | Missile | 1 to 3 sec. | Instant | 2 to 2xMagery# | We, Ai | M196 |
| Extinguish Fire | 50 | Area | 1 sec. | Perm. | 3 | Fi | M72, B247 |
| Far-Tasting | 50 | Regular | 3 sec. | 1 min. | 3/1 | Fo, Kn | M77 |
| Fast Fire | 50 | Regular | 1 sec. | 1 min. | Varies | Fi | M73 |
| Fire Cloud | 50 | Area | 1 to 5 sec. | 10 sec. | 1 to 5/S | Fi | M75 |
| Fireball | 50 | Missile | 1 to 3 sec. | Instant | 1 to Magery# | Fi | M74, B247 |
| Flame Jet | 50 | Regular | 1 sec. | 1 sec. | 1 to 3/S | Fi | M73 |
| Flesh to Stone | 50 | Regular/R-HT | 2 sec. | Instant | 10# | Ea | M51, B246 |
| Fortify | 50 | Enchantment | – | Perm. | Varies | En | M66, B480 |
| Frost | 50 | Area | 1 sec. | Indef. | 1 | We, Wa | M193 |
| Gloom | 50 | Area | Varies | Varies | Varies | LD | M112 |
| Hail | 50 | Area | 1 sec. | 1 min. | 1/5/S# | We, Wa | M195 |
| Hawk Vision | 50 | Regular | 2 sec. | 1 min. | 2/lvl./H# | LD | M111 |
| Heat | 50 | Regular | 1 min. | 1 min. | Varies | Fi | M74, B247 |
| History | 50 | Information | sec.=cost | Instant | Varies | Kn | M106 |
| Hunger | 50 | Regular/R-HT | 5 sec. | Instant | 2 | BC, Fo | M38 |
| Ice Dagger | 50 | Missile | 1 to 3 sec. | Instant | 1 to Magery# | Wa | M188 |
| Ice Sphere | 50 | Missile | 1 to 3 sec. | Instant | 1 to Magery# | Wa | M186 |
| Icy Missiles | 50 | Regular | 3 sec. | 1 min. | 4/2 | Wa | M186 |
| Icy Weapon | 50 | Regular | 3 sec. | 1 min. | 3/1 | Wa | M185, B253 |
| Identify Plant | 50 | Information | 1 sec. | Instant | 2 | PI | M161, F171 |
| Identify Spell | 50 | Information | 1 sec. | Instant | 2 | Kn | M102, B249 |
| Ignite Fire | 50 | Regular | 1 sec. | 1 sec. | 1 to 4/S | Fi | M72, B246 |
| Irradiate | 50 | Area | 1 sec. | 1 hr. | 1/10 rads/hr./h | Te | M181 |
| Itch | 50 | Regular/R-HT | 1 sec. | Scratch# | 2 | BC | M35, B244 |
| Keen Hearing | 50 | Regular | 1 sec. | 30 min. | 1 per +/H# | MC, So | M133 |
| Keen Vision | 50 | Regular | 1 sec. | 30 min. | 1 per +/H# | MC | M133 |
| Know Recipe | 50 | Information/R-Spec. | 15 sec. | 1 day# | 3 | Fo, Kn | M78 |
| Lend Energy | 50 | Regular | 1 sec. | Perm. | Varies | He | M89, B248 |
| Lend Vitality | 50 | Regular | 1 sec. | 1 hr. | 1 per HP loaned | He | M89, B248 |
| Light | 50 | Regular | 1 sec. | 1 min. | 1/1 | LD | M110, B249 |
| Lightning | 50 | Missile | 1 to 3 sec. | Instant | 1 to Magery# | We, Ai | M196, B244 |
| Lightning Missiles | 50 | Regular | 3 sec. | 1 min. | 4/2# | We, Ai | M198 |
| Lightning Weapon | 50 | Regular | 2 sec. | 1 min. | 4/1 | We, Ai | M198 |
| Lightning Whip | 50 | Regular | 2 sec. | 10 sec. | 1 per 2 yards# | We, Ai | M196 |
| Mature | 50 | Regular | 10 sec. | Perm. | 1 per pound | Fo | M78 |
| Minor Healing | 50 | Regular | 1 sec. | Perm. | 1 to 3 | He | M91, B248 |
| Name | 50 | Enchantment | – | Perm. | 200 or 400# | En | M68 |
| No-Smell | 50 | Regular | 1 sec. | 1 hr. | 2/2 | Ai | M24, B243 |
| Odor | 50 | Area | 1 sec. | 1 hr. | 1 | Ai | M24 |
| Pain | 50 | Regular/R-HT | 2 sec. | 1 sec. | 2 | BC | M36, B244 |
| Paralyze Limb | 50 | Melee/R-HT | 1 sec. | 1 min. | 3 | BC | M40, B244 |
| Partial Petrification | 49 | Regular/R-HT | 3 sec. | Perm. | 12 | Ea | M52 |
| Partial Shapeshifting (Toad Tongue) | 49 | Regular/R-Will | 10 sec. | 1 hour | 3/1 | An | M34 |
| Password | 50 | Enchantment | – | Perm. | 400# | En | M68 |

| SPELL GRIMOIRE (continued) | | | | | | | |
|----------------------------|-------|-----------------|-----------------|----------|--------------|------------|------------|
| Name | Skill | Class | Time | Duration | Casting Cost | College | Page |
| Pathfinder | 50 | Information | 10 sec. | Instant | 4 | Kn | M105 |
| Perfect Illusion | 50 | Area | 1 sec. | 1 min. | 3/H# | IC | M96 |
| Phantom Flame | 50 | Area | 1 sec. | 1 min. | 1/S | Fi, IC | M73 |
| Poison Food | 50 | Regular | 1 sec. | Perm. | 3 per meal | Fo | M78 |
| Pollen Cloud | 50 | Area/R-HT | 1 sec. | 5 min.# | 1 | PI | M162 |
| Predict Earth Movement | 50 | Information | Varies | Instant | 2 per day# | Ea | M51 |
| Preserve Food | 50 | Regular | 1 sec. | 1 week | Special | Fo | M79 |
| Purify Air | 50 | Area | 1 sec. | Instant | 1 | Ai | M23, B243 |
| Purify Food | 50 | Regular | 1 sec. | Perm. | 1 per lb. | Fo | M78 |
| Purify Water | 50 | Special | 5-10 sec./gal.# | Perm. | 1/gal. | Wa | M184, B253 |
| Radiation Jet | 50 | Regular | 1 sec. | 1 sec. | 1 to 3/S | Te | M182 |
| Radio Hearing | 50 | Regular | 1 sec. | 1 min. | 2/1 | Te | M181 |
| Rain | 50 | Area | 1 min. | 1 hr. | 1/10/S# | We, Ai, Wa | M195, F168 |
| Rain of Fire | 50 | Area | 1 sec. | 1 min. | 1/S# | Fi | M74 |
| Rain of Ice Daggers | 50 | Area | 1 sec. | 1 min. | 2/2# | Wa | M192 |
| Rain of Stones | 50 | Area | 1 sec. | 1 min. | 1/S# | Ea | M53 |
| Resist Radiation | 50 | Regular | 1 sec. | 1 min. | Varies# | Te, PW | M182 |
| Return Missile | 50 | Blocking | 1 sec. | Instant | 2 | PW | M168 |
| Scents of the Past | 50 | Regular | 10 sec. | 1 min. | 1/1# | Kn, Fo | M107 |
| Scryguard | 50 | Regular | 5 sec. | 10 hrs. | 3/1 | MS | M121, F170 |
| Season | 50 | Regular | 10 sec. | Perm. | 2/meal | Fo | M77 |
| Seek Earth | 50 | Information | 10 sec. | Instant | 3 | Ea | M50, B245 |
| Seek Fire | 50 | Information | 1 sec. | Instant | 1 | Fi | M72 |
| Seek Food | 50 | Information | 1 sec. | Instant | 2 | Fo | M77 |
| Seek Gate | 50 | Information | 10 sec. | Instant | 3 | Ga | M85 |
| Seek Magic | 50 | Information | 10 sec. | Instant | 6 | Kn, MS | M102 |
| Seek Plant | 50 | Information | 1 sec. | Instant | 2 | PI | M161, F171 |
| Seek Water | 50 | Information | 1 sec. | Instant | 2 | Wa | M184, B253 |
| Seeker | 50 | Information | 1 sec. | Instant | 3 | Kn | M105, B249 |
| Shape Air | 50 | Regular | 1 sec. | 1 min. | 1 to 10# | Ai | M24, B243 |
| Shape Darkness | 50 | Area | 1 sec. | 1 min. | 2/S# | LD | M113 |
| Shape Earth | 50 | Regular | 1 sec. | 1 min. | 1/cu. yd./h | Ea | M50, B245 |
| Shape Fire | 50 | Area | 1 sec. | 1 min. | 2/H | Fi | M72, B246 |
| Shape Plant | 50 | Regular | 10 sec. | 1 min. | 3/1# | PI | M161 |
| Shape Water | 50 | Regular | 2 sec. | 1 min. | 1/1# | Wa | M185, B253 |
| Shapeshift Others (Toad) | 49 | Special/R-Will | 30 sec. | 1 hour | Varies | An | M33 |
| Shapeshifting (Toad) | 49 | Special | 3 sec. | 1 hour | Varies | An | M32 |
| Shocking Touch | 50 | Melee | 1 sec. | Instant | 1 to 3 | We, Ai | M196 |
| Simple Illusion | 50 | Area | 1 sec. | 1 min. | 1/H | IC | M95, F170 |
| Skull-Spirit | 50 | Regular | 1 sec. | 24 hrs. | 20 | Ne | M151 |
| Slow Fire | 50 | Regular | 1 sec. | 1 min. | Varies | Fi | M73 |
| Slow Time | 49 | Area/R-Spec. | 2 sec. | 1 min. | Varies | Ga | M86 |
| Smoke | 50 | Area | 1 sec. | 5 min.# | 1/H | Fi | M73 |
| Snow | 50 | Area | 1 sec. | 1 hr. | 1/15#/S | We, Ai, Wa | M195 |
| Sound | 50 | Regular | 1 sec. | Varies | Varies | So | M171, F172 |
| Spark Cloud | 50 | Area | 1 to 5 sec. | 10 sec. | 1 to 5/S | We, Ai | M196 |
| Spark Storm | 50 | Area | Instant# | 1 min.# | 2, 4, or 6/H | We, Ai | M197 |
| Spasm | 50 | Regular/R-HT | 1 sec. | Instant | 2 | BC | M35, B244 |
| Steal Energy | 50 | Regular | 1 min/3 FP-# | Perm. | none# | Ne | M150 |
| Steal Vitality | 50 | Regular | 1 min/3 HP-# | Perm. | none# | Ne | M150 |
| Stone to Earth | 50 | Regular | 1 sec. | Perm. | 6/cu. yd. | Ea | M51, B246 |
| Stone to Flesh | 50 | Regular | 5 sec. | Instant | 10 | Ea | M53, B246 |
| Storm | 50 | Area | 1 min. | 1 hour | 1/50/S | We, Ai, Wa | M195 |
| Strike Barren | 50 | Regular/R-HT | 30 sec. | Perm. | 5 | BC, Ne | M41 |
| Stun | 50 | Regular/R-HT | 1 sec. | Instant | 2 | BC | M37 |
| Suspend Time | 49 | Area/R-Spec. | 5 min. | 1 day | 5/5 | Ga | M86 |
| Teleport | 49 | Special | 1 sec. | Instant | Varies | Mo, Ga | M147, F171 |
| Tell Time | 50 | Information | 1 sec. | Instant | 1 | Kn | M100 |
| Test Food | 50 | Information | 1 sec. | Instant | 1 to 3# | Fo | M77, F169 |
| Throw Spell | 49 | Missile/Special | 1 sec. | Indef.# | 3 | MS | M128 |
| Timeport | 49 | Special | 1 sec. | Instant | Varies | Ga | M81 |
| Timeslip | 50 | Blocking | 1 sec. | Instant | 1/sec.# | Ga | M81 |
| Total Paralysis | 50 | Melee/R-HT | 1 sec. | 1 min. | 5 | BC | M40 |
| Touch | 50 | Regular | 1 sec. | Instant | 1 | BC | M35 |
| Trace | 50 | Regular | 1 min. | 1 hr. | 3/1 | Kn | M106, B249 |
| Umbrella | 50 | Regular | 2 sec. | 10 min. | 1/1 | Wa, PW | M185 |
| Ward | 50 | Block/R-spell | none | Instant | 2 or 3# | MS | M122 |
| Water to Wine | 50 | Regular | 10 sec. | Perm. | 4 per gal.# | Fo | M79 |
| Wind | 50 | Special/Area | 1 min. | 1 hour | 1/50/S | We, Ai | M195 |
| Windstorm | 50 | Area | Instant# | 1 min.# | 2/H | Ai | M25 |
| Wither Limb | 50 | Melee/R-HT | 1 sec. | Perm. | 5 | BC | M40, B244 |

| EQUIPMENT | | | | EQUIPMENT (continued) | | | |
|-----------|--|----------|---------|-----------------------|--|------------|----------|
| Qty | Item | Cost | Weight | Qty | Item | Cost | Weight |
| 1 | Black Corselet of the Knight's Might (TL2; Signature Gear; SM -1; Cold Creation Adamantine; Expensive; Styling (+2); Regeneration; Soulbound; Unbreaking; ~Deflect (All) (+5); ~Fortify (All) (+5); ~Lighten (All) (x1/2); ~Might (Always On) (+2); ~Name (Written on item); ~Speed (+2); ~Vigor (Always On) (+2)) <small>Location: torso</small> | 10700100 | 7.33 lb | 1 | Demon-Bringer (TL6; Signature Gear; SM -1; Cold Creation Adamantine; Expensive; Quality (Fine: +2 to skill); Styling (+3); Regeneration; Soulbound; Unbreaking; ~Accuracy (+3); ~Bane; ~Dancing Weapon; ~Defending Weapon (+3); ~Deflect (All) (+5); ~Flaming Weapon; ~Fortify (All) (+5); ~Ghost Weapon; ~Icy Weapon; ~Lighten (All) (x1/2); ~Lightning Weapon; ~Loyal Sword; ~Might (Always On) (+2); ~Name (Written on item); ~Penetrating Weapon (+5); ~Power (+5); ~Quick-Draw; ~Speed (+5); ~Staff; ~Talisman (+4)) | 260809827 | 7.33 lb |
| 1 | Black Left Gauntlet of the Knight's Vigor (TL2; Signature Gear; SM -1; Cold Creation Adamantine; Expensive; Styling (+2); Regeneration; Soulbound; Unbreaking; ~Attune; ~Deflect (All) (+5); ~Fortify (All) (+5); ~Lighten (All) (x1/2); ~Name (Written on item); ~Power (+5); ~Quick-Draw; ~Vigor (Always On) (+2)) <small>Location: left hand</small> | 10875000 | 8.53 oz | 1 | Enchanted Natural Body (TL12; Signature Gear; SM -1; Cold Creation Adamantine-like; Styling (+9); Regeneration; Soulbound; Unbreaking; ~Accuracy (+3); ~Attune; ~Bane; ~Crystal Ball; ~Deflect (All) (+5); ~Fortify (All) (+5); ~Grace (Always On) (+2); ~Great Wish; ~Hideaway: No Encumbrance (+20); ~Lighten (All) (x3/4); ~Manastone; ~Might (Always On) (+5); ~Name (Written on item); ~Power (+10); ~Quick-Draw; ~Speed (+10); ~Spell Stone (+800); ~Talisman (+4); ~Vigor (Always On) (+2)) <small>Location: all</small> | 61550704.5 | 36.75 lb |
| 1 | Black Left Greave of the Knight's Dash (TL2; Signature Gear; SM -1; Cold Creation Adamantine; Expensive; Styling (+2); Regeneration; Soulbound; Unbreaking; ~Deflect (All) (+5); ~Fortify (All) (+5); ~Lighten (All) (x1/2); ~Lighten Burden (+2); ~Power (+4); ~Speed (+5)) <small>Location: left foot</small> | 10878300 | 1.33 lb | 1 | Enhanced Pom-Pom (TL10; Signature Gear; SM -1; Cold Creation Adamantine-like; Expensive; Quality (Best: +TL/2 to skill); Styling (+3); Regeneration; Soulbound; Unbreaking; ~Attune; ~Crystal Ball; ~Deflect (All) (+5); ~Fortify (All) (+5); ~Lighten (All) (x1/2); ~Power (+5); ~Soul Stone; ~Talisman (+4)) | 2470862250 | — |
| 1 | Black Right Gauntlet of the Knight's Spell (TL2; Signature Gear; SM -1; Cold Creation Adamantine; Expensive; Styling (+2); Regeneration; Soulbound; Unbreaking; ~Accuracy (+2); ~Deflect (All) (+5); ~Fortify (All) (+5); ~Lighten (All) (x1/2); ~Name (Written on item); ~Power (+5); ~Quick-Draw; ~Staff) <small>Location: right hand</small> | 10805727 | 8.53 oz | 1 | Head-Up Display (HUD; TL9; Signature Gear; SM -1; Cold Creation Adamantine-like; Expensive; Quality (Best: +TL/2 to skill); Styling (+3); Random Erection; Regeneration; Unbreaking; ~Accuracy (+3); ~Attune; ~Crystal Ball; ~Deflect (All) (+5); ~Fortify (All) (+5); ~Great Wish; ~Lighten (All) (x1/2); ~Name (Written on item); ~Password; ~Resist Enchantment (-5); ~Talisman (+4)) <small>Description: TL:9 LC:4</small> | 556939050 | — |
| 1 | Black Right Greave of the Knight's Will (TL2; Signature Gear; SM -1; Cold Creation Adamantine; Expensive; Styling (+2); Regeneration; Soulbound; Unbreaking; ~Deflect (All) (+5); ~Fortify (All) (+5); ~Lighten (All) (x1/2); ~Name (Written on item); ~Power (+3); ~Resist Enchantment (-5)) <small>Location: right foot</small> | 10568100 | 1.33 lb | 1 | Internal Computer (TL12; SM -1; Cold Creation Adamantine-like; Styling (+3); Regeneration; Soulbound; Unbreaking; ~Accuracy (+3); ~Attune; ~Crystal Ball; ~Deflect (All) (+5); ~Fortify (All) (+5); ~Great Wish; ~Lighten (All) (x1/2); ~Power (+10)) | 26519800 | — |
| 1 | Black Scarf of the Knight's Pockets (TL2; Signature Gear; SM -1; Cold Creation Adamantine; Expensive; Styling (+2); Regeneration; Soulbound; Unbreaking; ~Deflect (All) (+5); ~Fortify (All) (+5); ~Hideaway: No Encumbrance (+10); ~Lighten (All) (x1/2); ~Might (Always On) (+2); ~Name (Written on item); ~Power (+5)) <small>Location: neck</small> | 10865100 | 1.2 lb | 1 | Mythic Aura (TL12; Signature Gear; SM -1; Cold Creation Adamantine-like; Expensive; Styling (+1); Regeneration; Soulbound; Unbreaking; ~Deflect (All) (+5); ~Fortify (All) (+5); ~Lighten (All) (x1/2); ~Name (Written on item)) <small>Location: all</small> | 13295100 | — |
| 1 | Black Torso Netting of the Knight's Speed (TL2; Signature Gear; SM -1; Cold Creation Adamantine; Styling (+3); Regeneration; Soulbound; Unbreaking; ~Attune; ~Deflect (All) (+5); ~Fortify (All) (+5); ~Lighten (All) (x1/2); ~Name (Written on item); ~Power (+5); ~Speed (+10)) <small>Location: arms, torso</small> | 18126400 | 12.8 oz | 1 | Rainbow Crystaled Black Helm of Carbunkle (TL3; SM -1; Cold Creation Adamantine; Expensive; Styling (+4); Regeneration; Soulbound; Unbreaking; ~Crystal Ball; ~Deflect (All) (+5); ~Fortify (All) (+5); ~Great Wish; ~Lighten (All) (x1/2); ~Lighten Burden (+2); ~Might (Always On) (+2); ~Name (Written on item); ~Vigor (Always On) (+2)) <small>Location: head, skull</small> | 17133900 | 5.07 lb |
| 1 | Bottle of Endless Mead (TL12; SM -1; Cold Creation Adamantine; Styling (+1); Regeneration; Soulbound; Unbreaking; ~Crystal Ball; ~Deflect (All) (+5); ~Fortify (All) (+5); ~Lighten (All) (x1/2); ~Name (Written on item)) | 13212100 | 1.6 oz | | | | |

| LOAD-OUTS | | | |
|----------------|--|---------------------|-----------------|
| Qty | Demon Knight Setup | Cost | Weight |
| 1 | Black Corselet of the Knight's Might (TL2) Location: torso | 10700100 | 7.33 lb |
| 1 | Black Left Gauntlet of the Knight's Vigor (TL2) Location: left hand | 10875000 | 8.53 oz |
| 1 | Black Left Greave of the Knight's Dash (TL2) Location: left foot | 10878300 | 1.33 lb |
| 1 | Black Right Gauntlet of the Knight's Spell (TL2) Location: right hand | 10805727 | 8.53 oz |
| 1 | Black Right Greave of the Knight's Will (TL2) Location: right foot | 10568100 | 1.33 lb |
| 1 | Black Scarf of the Knight's Pockets (TL2) Location: neck | 10865100 | 1.2 lb |
| 1 | Black Torso Netting of the Knight's Speed (TL2) Location: arms, torso | 18126400 | 12.8 oz |
| 1 | Bottle of Endless Mead (TL12) | 13212100 | 1.6 oz |
| 1 | Demon-Bringer (TL6) | 260809827 | 7.33 lb |
| 1 | Enchanted Natural Body (TL12) Location: all | 61550704.5 | 36.75 lb |
| 1 | Enhanced Pom-Pom (TL10) | 2470862250 | – |
| 1 | Head-Up Display (HUD; TL9) | 556939050 | – |
| 1 | Internal Computer (TL12) | 26519800 | – |
| 1 | Mythic Aura (TL12) Location: all | 13295100 | – |
| 1 | Rainbow Crystaled Black Helm of Carbunkle (TL3) Location: head, skull | 17133900 | 5.07 lb |
| Totals: | | 3503141458.5 | 62.31 lb |