



Name: Suk
Race: Moogles
Appearance: A bottomless moogles, as expected from moogles of his home region. He wears a black armor with a very powerful helmet to it. It seems he's of a very advanced job class called demon knight.

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

Spent: 8000
Unspent: 0

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

* +2 from 'Acute Vision' ‡ +4 from 'Acute Hearing' †† +2 from 'Acute Touch'
† Cond. -58 from 'Unkillable' when you automatically succeed at all Death Checks § +5 from 'Fearlessness', +2 from 'Enhanced Time Sense' †† +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*	26*	22*	29*	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 from 'Appearance'
Status: +3†	+3 from 'Wealth'
Other: +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))	[15]
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)	[15]
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]
Aerobatic 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