

	<b>Identity</b>	<b>Player Information</b>	<b>500 Points</b>
	Name: <b>Strahd</b> Title: _____ Religion: _____	Player: _____ Campaign: _____ Created On: <b>14/11/2009</b>	Attributes: <b>500</b> Advantages: <b>920</b> Disadvantages: <b>-313</b> Quirks: <b>-1</b> Skills: <b>37</b> Spells: <b>111</b> Race: <b>0</b> Earned: <b>-754</b>
<b>Description</b>			
Race: <b>Vampire</b> Gender: <b>Male</b> Age: <b>384</b> Birthday: _____	Height: <b>6' 1"</b> Weight: <b>125 lb</b> Size: <b>+0</b> TL: <b>3</b>	Hair: <b>Black</b> Eyes: <b>Dark and hypnotic</b> Skin: <b>Pálida, com feições proeminentes</b> Hand: <b>Right</b>	

Attributes	
Strength (ST):	<b>20</b>
Dexterity (DX):	<b>16</b>
Intelligence (IQ):	<b>20</b>
Health (HT):	<b>18</b>
Will:	<b>20</b>
Fright Check:	<b>22</b>
Basic Speed:	<b>8,5</b>
Basic Move:	<b>8</b>
Perception:	<b>20</b>
Vision:	<b>20</b>
Hearing:	<b>20</b>
Taste & Smell:	<b>20</b>
Touch:	<b>20</b>
thr:	<b>2d-1</b>
sw:	<b>3d+2</b>

Encumbrance, Move & Dodge			
Level	Max Load	Move	Dodge
• None (0)	<b>80 lb</b>	<b>8</b>	<b>14</b>
Light (1)	<b>160 lb</b>	<b>6</b>	<b>13</b>
Medium (2)	<b>240 lb</b>	<b>4</b>	<b>12</b>
Heavy (3)	<b>480 lb</b>	<b>3</b>	<b>11</b>
X-Heavy (4)	<b>800 lb</b>	<b>1</b>	<b>10</b>
Lifting & Moving Things			
Basic Lift:	<b>80 lb</b>		
One-Handed Lift:	<b>160 lb</b>		
Two-Handed Lift:	<b>640 lb</b>		
Shove & Knock Over:	<b>960 lb</b>		
Running Shove & Knock Over:	<b>1.920 lb</b>		
Carry On Back:	<b>1.200 lb</b>		
Shift Slightly:	<b>4.000 lb</b>		

Hit Location			
Roll	Where	-	DR
-	Eye	-9	4
3-4	Skull	-7	6
5	Face	-5	4
6-7	R. Leg	-2	4
8	R. Arm	-2	4
9-10	Torso	0	6
11	Groin	-3	4
12	L. Arm	-2	4
13-14	L. Leg	-2	4
15	Hand	-4	4
16	Foot	-4	4
17-18	Neck	-5	4
-	Vitals	-3	6

Fatigue/Hit Points	
Current FP:	_____
Basic FP:	<b>18</b>
Tired:	<b>5</b>
Collapse:	<b>0</b>
Unconscious:	<b>-18</b>
Current HP:	_____
Basic HP:	<b>20</b>
Reeling:	<b>6</b>
Collapse:	<b>0</b>
Check #1:	<b>-20</b>
Check #2:	<b>-40</b>
Check #3:	<b>-60</b>
Check #4:	<b>-80</b>
Dead:	<b>-100</b>

Advantages & Disadvantages		Pts	Ref
▽ Advantages			
<b>Ally (Morcegos, lobos, mortos-vivos)</b> Appears almost all the time (15-), x3; Group of 51-100, x12; Minion (IQ 0 or Slave Mentality), +0%; Special Abilities (Mortos Vivos), +50%; Summonable, +100%.	<b>108</b>	<b>B36</b>	
<b>Altered Time Rate 1</b>	<b>100</b>	<b>B38</b>	
<b>Alternate form (bat, wolf)</b>	<b>30</b>		
<b>Claws, Sharp (Hands)</b> Only pay for hands or feet, not both	<b>5</b>	<b>B42</b>	
<b>Combat Reflexes</b> Never freeze; +6 on all IQ rolls to wake up or to recover from surprise or mental stun; Your side gets +1 to initiative rolls (+2 if you're the leader)	<b>15</b>	<b>B43</b>	
<b>Doesn't Breathe</b>	<b>20</b>	<b>B49</b>	
<b>Dominance</b>	<b>20</b>	<b>B50</b>	
<b>Extra Attack 1</b>	<b>25</b>	<b>B53</b>	
<b>Speak With Animals</b> Bats, wolfs, -60%.	<b>10</b>	<b>B87</b>	
<b>Injury Tolerance (Unliving)</b>	<b>20</b>	<b>B61</b>	
<b>Innate Attack (Death Touch) 3</b> Touch only, -30%; Resistible - HT, -30%.	<b>5</b>	<b>B62</b>	
<b>Insubstantiality</b> Costs fatigue, 2FP, -10%.	<b>72</b>	<b>B62</b>	
<b>Magery 2</b>	<b>25</b>	<b>B66</b>	
<b>Mind Control</b> No Memory, +10%; Puppet, -40%.	<b>35</b>	<b>B68</b>	
<b>Night Vision 5</b>	<b>5</b>	<b>B71</b>	
<b>Supernatural Durability</b>	<b>150</b>	<b>B89</b>	
<b>Unaging</b>	<b>15</b>	<b>B95</b>	
<b>Unkillable 2</b> Achilles' Heal (wood), -50%.	<b>50</b>	<b>B95</b>	
<b>Vampiric Bite</b>	<b>30</b>	<b>B96</b>	

Skills		SL	RSL	Pts	Ref
<b>Brawling</b>	<b>18</b>	<b>DX+2</b>	<b>4</b>	<b>B182</b>	
<b>Area Knowledge (Barovia)</b>	<b>20</b>	<b>IQ+0</b>	<b>1</b>	<b>B176</b>	
<b>Broadsword</b>	<b>18</b>	<b>DX+2</b>	<b>8</b>	<b>B208</b>	
<b>Climbing</b>	<b>16</b>	<b>DX+0</b>	<b>2</b>	<b>B183</b>	
<b>Bow</b>	<b>16</b>	<b>DX+0</b>	<b>2</b>	<b>B182</b>	
<b>Detect Lies</b>	<b>18</b>	<b>Per-2</b>	<b>1</b>	<b>B187</b>	
<b>Diplomacy</b>	<b>18</b>	<b>IQ-2</b>	<b>1</b>	<b>B187</b>	
<b>Current Affairs/TL10 (Politics)</b>	<b>20</b>	<b>IQ+0</b>	<b>1</b>	<b>B186</b>	
<b>Fast-Draw (Sword)</b>	<b>17</b>	<b>DX+0</b>	<b>1</b>	<b>B194</b>	
<b>Fast-Talk</b>	<b>19</b>	<b>IQ-1</b>	<b>1</b>	<b>B195</b>	
<b>Intimidation</b>	<b>19</b>	<b>Will-1</b>	<b>1</b>	<b>B202</b>	
<b>Leadership</b>	<b>19</b>	<b>IQ-1</b>	<b>1</b>	<b>B204</b>	
<b>Occultism</b>	<b>19</b>	<b>IQ-1</b>	<b>1</b>	<b>B212</b>	
<b>Politics</b>	<b>19</b>	<b>IQ-1</b>	<b>1</b>	<b>B215</b>	
<b>Riding (Horses)</b>	<b>15</b>	<b>DX-1</b>	<b>1</b>	<b>B217</b>	
<b>Combat Riding (Riding)</b>	<b>16</b>	<b>+1</b>	<b>2</b>	<b>MA69</b>	
<b>Ritual Magic (necromancy)</b>	<b>17</b>	<b>IQ-3</b>	<b>1</b>	<b>B218</b>	
<b>Shield (Shield)</b>	<b>16</b>	<b>DX+0</b>	<b>1</b>	<b>B220</b>	
<b>Stealth</b>	<b>16</b>	<b>DX+0</b>	<b>1</b>	<b>B222</b>	
<b>Strategy (Land)</b>	<b>18</b>	<b>IQ-2</b>	<b>1</b>	<b>B222</b>	
<b>Tactics</b>	<b>18</b>	<b>IQ-2</b>	<b>1</b>	<b>B224</b>	
<b>Thaumatology</b>	<b>19</b>	<b>IQ-3</b>	<b>1</b>	<b>B225</b>	
<b>Innate Attack (Beam)</b>	<b>16</b>	<b>DX+0</b>	<b>1</b>	<b>B201</b>	
<b>Innate Attack (Projectile)</b>	<b>16</b>	<b>DX+0</b>	<b>1</b>	<b>B201</b>	



Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
<b>Explosive Fireball</b>	<b>Missile</b> Fire	<b>2-2xMagery#</b> -	<b>1-3 sec</b> Instant	20	IQ-2	1	M75
<b>Shape Fire</b>	<b>Area</b> Fire	<b>2</b> Half	<b>1 sec</b> 1 min	20	IQ-2	1	M72
<b>Burning Touch</b>	<b>Melee</b> Fire	<b>1 - 3</b> -	<b>1 sec</b> Instant	20	IQ-2	1	M79
<b>Heat</b>	<b>Regular</b> Fire	<b>Varies</b> Varies	<b>1 min</b> 1 min	20	IQ-2	1	M74
<b>Create Fire</b>	<b>Area</b> Fire	<b>2</b> Half	<b>1 sec</b> 1 min	20	IQ-2	1	M72
<b>Ignite Fire</b>	<b>Regular</b> Fire	<b>1 - 4</b> Same	<b>1 sec</b> 1 sec	20	IQ-2	1	M72
<b>Dispel Magic</b>	<b>Area</b> Meta	<b>3</b> -	<b>sec=cost</b> Permanent	20	IQ-2	1	M126
<b>Counterspell</b>	<b>Regular</b> Meta	<b>Half countered</b> <b>spell</b>	<b>5 sec</b> Instant	20	IQ-2	1	M121
<b>Teleport</b>	<b>Special</b> Gate/Movement	<b>Varies</b> -	<b>1 sec</b> Instant	19	IQ-3	1	M147
<b>Hawk Flight</b>	<b>Regular</b> Movement	<b>8</b> 4	<b>3 sec</b> 1 min	19	IQ-3	1	M146
<b>Flight</b>	<b>Regular</b> Movement	<b>5</b> 3	<b>2 sec</b> 1 min	19	IQ-3	1	M145
<b>Levitation</b>	<b>Regular</b> Movement	<b>1 per 80 lbs</b> Half	<b>2 sec</b> 1 min	20	IQ-2	1	M143
<b>Deathtouch</b>	<b>Melee</b> Body Control	<b>1 - 3</b> -	<b>1 sec</b> Instant	20	IQ-2	1	M41
<b>Wither Limb</b>	<b>Melee</b> Body Control	<b>5</b> -	<b>1 sec</b> Permanent	20	IQ-2	1	M40
<b>Paralyze Limb</b>	<b>Melee</b> Body Control	<b>3</b> -	<b>1 sec</b> 1 min	20	IQ-2	1	M40
<b>Clumsiness</b>	<b>Regular</b> Body Control	<b>1 - 5</b> Half	<b>1 sec</b> 1 min	20	IQ-2	1	M36
<b>Control Limb</b>	<b>Regular</b> Body Control	<b>3</b> 3	<b>1 sec</b> 5 sec	20	IQ-2	1	M40
<b>Spasm</b>	<b>Regular</b> Body Control	<b>2</b> -	<b>1 sec</b> Instant	20	IQ-2	1	M35
<b>Itch</b>	<b>Regular</b> Body Control	<b>2</b> -	<b>1 sec</b> Until scratched	20	IQ-2	1	M35
<b>Apportation</b>	<b>Regular</b> Movement	<b>Varies</b>	<b>1 sec</b> 1 min	20	IQ-2	1	M142
<b>Sickness</b>	<b>Regular</b> Body Control/Mind Control	<b>3</b> 3	<b>4 sec</b> 1 min	20	IQ-2	1	M138
<b>Test Food</b>	<b>Info</b> Food	<b>1 or 3</b> -	<b>1 sec</b> Instant	20	IQ-2	1	M77
<b>Minor Healing</b>	<b>Regular</b> Healing	<b>1 - 3</b> -	<b>1 sec</b> Permanent	20	IQ-2	1	M91
<b>Steal Energy</b>	<b>Regular</b> Necromancy	<b>0</b> -	<b>1 min per 3 FP drained</b> Permanent	20	IQ-2	1	M150
<b>Steal Vitality</b>	<b>Regular</b> Necromancy	<b>0</b> -	<b>1 min per 3 HP drained</b> Permanent	20	IQ-2	1	M150
<b>Decay</b>	<b>Regular</b> Food	<b>1/meal</b> -	<b>1 sec</b> Permanent	20	IQ-2	1	M77
<b>Pestilence</b>	<b>Regular</b> Necromancy	<b>6</b> -	<b>30 sec</b> Permanent	20	IQ-2	1	M154
<b>Rotting Death</b>	<b>Melee</b> Necromancy	<b>3</b> 2	<b>1 sec</b> 1 sec	19	IQ-3	1	M154
<b>Zombie</b>	<b>Regular</b> Necromancy	<b>8</b> -	<b>1 min</b> until destroyed	20	IQ-2	1	M151
<b>Death Vision</b>	<b>Regular</b> Necromancy	<b>2</b> -	<b>3 sec</b> 1 sec	20	IQ-2	1	M149

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
<b>Summon Spirit</b>	<b>Info</b> Necromancy	<b>20</b> 10	<b>5 min</b> 1 min	20	IQ-2	1	M150
<b>Skull-Spirit</b>	<b>Regular</b> Necromancy	<b>20</b> -	<b>1 sec</b> 24 hrs	20	IQ-2	1	M151
<b>Sense Spirit</b>	<b>Info/Area</b> Necromancy	<b>1/2 (min 1)</b> -	<b>1 sec</b> Instant	20	IQ-2	1	M149
<b>Lend Vitality</b>	<b>Regular</b> Healing	<b>1/pt</b> -	<b>1 sec</b> 1 hour	20	IQ-2	1	M89
<b>Lend Energy</b>	<b>Regular</b> Healing	<b>1/pt</b> -	<b>1 sec</b> Permanent	20	IQ-2	1	M89
<b>Turn Zombie</b>	<b>Area</b> Necromancy	<b>2</b> -	<b>4 sec</b> Turned undead will avoid caster for 1 day	20	IQ-2	1	M152
<b>Zombie Summoning</b>	<b>Special</b> Necromancy	<b>5</b> 2	<b>4 sec</b> 1 min	20	IQ-2	1	M152
<b>Control Zombie</b>	<b>Regular</b> Necromancy	<b>3</b>	<b>1 sec</b> Permanent	20	IQ-2	1	M152
<b>Sound Vision</b>	<b>Regular</b> Sound	<b>5</b> 2	<b>1 sec</b> 1 min	20	IQ-2	1	M171
<b>Sound</b>	<b>Regular</b> Sound	<b>Varies</b> 1/ min	<b>1 sec</b> Varies	20	IQ-2	1	M171
<b>Silence</b>	<b>Area</b> Sound	<b>2</b> Half	<b>1 sec</b> 1 min	20	IQ-2	1	M171
<b>Far-Hearing</b>	<b>Info</b> Sound	<b>4</b> 2	<b>3 sec</b> 1 min	20	IQ-2	1	M173
<b>Wizard Ear</b>	<b>Regular</b> Sound	<b>4</b> 3	<b>2 sec</b> 1 min	20	IQ-2	1	M174
<b>Keen Hearing</b>	<b>Regular</b> Mind Control/Sound	<b>1</b> Half	<b>1 sec</b> 30 min	20	IQ-2	1	M133
<b>Keen Vision</b>	<b>Regular</b> Mind Control	<b>1/pt increase</b> Half	<b>1 sec</b> 30 min	20	IQ-2	1	M133
<b>Wizard Eye</b>	<b>Regular</b> Knowledge	<b>4</b> 2	<b>2 sec</b> 1 min	20	IQ-2	1	M104
<b>Body of Stone</b>	<b>Regular</b> Earth	<b>10</b> 5	<b>5 secs</b> 1 min	20	IQ-2	1	M54
<b>Stone to Flesh</b>	<b>Regular</b> Earth	<b>10</b> -	<b>5 sec</b> Permanent	20	IQ-2	1	M53
<b>Flesh to Stone</b>	<b>Regular</b> Earth	<b>10#</b> -	<b>2 sec</b> Permanent	20	IQ-2	1	M31
<b>Stone to Earth</b>	<b>Regular</b> Earth	<b>6 per 25 cu ft</b> -	<b>1 sec</b> Permanent	20	IQ-2	1	M51
<b>Earth to Stone</b>	<b>Regular</b> Earth	<b>3/25 cu ft #</b> -	<b>1 sec</b> Permanent	20	IQ-2	1	M51
<b>Shape Earth</b>	<b>Regular</b> Earth	<b>1/25 cu ft</b> Half	<b>1 sec</b> 1 min	20	IQ-2	1	M50
<b>Seek Earth</b>	<b>Info</b> Earth	<b>3</b> -	<b>10 sec</b> Instant	20	IQ-2	1	M50
<b>Earth to Air</b>	<b>Regular</b> Air/Earth	<b>5/25 cu ft#</b> -	<b>2 sec</b> Permanent	20	IQ-2	1	M25
<b>Rain Ice Daggers</b>	<b>Area</b> Water	<b>2#</b> Same	<b>1 sec</b> 1 min	20	IQ-2	1	M192
<b>Clouds</b>	<b>Area</b> Air/Weather	<b>1/20</b> Same	<b>10 sec</b> 10 min	20	IQ-2	1	M194
<b>Snow</b>	<b>Area</b> Air/Water/Weather	<b>1/15#</b> Same	<b>1 sec</b> 1 hr	20	IQ-2	1	M195
<b>Seek Water</b>	<b>Info</b> Water	<b>2</b> -	<b>1 sec</b> Instant	20	IQ-2	1	M184
<b>Purify Water</b>	<b>Special</b> Water	<b>1/gal</b> -	<b>5-10/gal#</b> Permanent	20	IQ-2	1	M184
<b>Create Water</b>	<b>Regular</b> Water	<b>2/gal</b> -	<b>1 sec</b> Permanent	20	IQ-2	1	M184

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
<b>Frost</b>	<b>Area</b> Water/Weather	<b>1</b> -	<b>1 sec</b> Indef	<b>20</b>	<b>IQ-2</b>	<b>1</b>	<b>M193</b>
<b>Hail</b> base cost 1 for damaging hail	<b>Area</b> Water/Weather	<b>1/5 #</b> Same	<b>1 sec</b> 1 min	<b>20</b>	<b>IQ-2</b>	<b>1</b>	<b>M195</b>
<b>Shape Water</b>	<b>Regular</b> Water	<b>1 #</b> 1	<b>2 sec</b> 1 min	<b>20</b>	<b>IQ-2</b>	<b>1</b>	<b>M185</b>
<b>Ice Sphere</b>	<b>Missile</b> Water	<b>1-Magery</b> -	<b>1-3 sec</b> Instant	<b>20</b>	<b>IQ-2</b>	<b>1</b>	<b>M186</b>
<b>Ice Dagger</b>	<b>Missile</b> Water	<b>1-Magery</b> -	<b>1-3 sec</b> Instant	<b>20</b>	<b>IQ-2</b>	<b>1</b>	<b>M188</b>
<b>Spell Shield</b>	<b>Area</b> Meta	<b>3</b> 2	<b>1 sec</b> 1 min	<b>20</b>	<b>IQ-2</b>	<b>1</b>	<b>M124</b>
<b>Scryguard</b>	<b>Regular</b> Meta	<b>3</b> 1	<b>5 sec</b> 10 hrs	<b>20</b>	<b>IQ-2</b>	<b>1</b>	<b>M121</b>
<b>Magic Resistance</b>	<b>Regular</b> Meta	<b>1 - 5</b> Same	<b>3 sec</b> 1 min	<b>20</b>	<b>IQ-2</b>	<b>1</b>	<b>M123</b>
<b>Analyze Magic</b>	<b>Info</b> Knowledge	<b>8</b> -	<b>1 hr</b> Instant	<b>20</b>	<b>IQ-2</b>	<b>1</b>	<b>M102</b>
<b>Dispel Magic</b>	<b>Area</b> Meta	<b>3</b> -	<b>sec=cost</b> Permanent	<b>20</b>	<b>IQ-2</b>	<b>1</b>	<b>M126</b>
<b>Identify Spell</b>	<b>Info</b> Knowledge	<b>2</b> -	<b>1 sec</b> Instant	<b>20</b>	<b>IQ-2</b>	<b>1</b>	<b>M102</b>
<b>Detect Magic</b>	<b>Regular</b> Knowledge	<b>2</b> -	<b>5 sec</b> Instant	<b>20</b>	<b>IQ-2</b>	<b>1</b>	<b>M101</b>
<b>Dispel Illusion</b>	<b>Regular</b> Illusion & Creation	<b>1</b> -	<b>1 sec</b> Instant	<b>20</b>	<b>IQ-2</b>	<b>1</b>	<b>M97</b>
<b>Control Illusion</b>	<b>Regular</b> Illusion & Creation	<b>1</b> -	<b>2 sec</b> Permanent	<b>20</b>	<b>IQ-2</b>	<b>1</b>	<b>M97</b>
<b>Create Earth</b>	<b>Regular</b> Earth	<b>2/25 cu ft</b> -	<b>1 sec</b> Permanent	<b>20</b>	<b>IQ-2</b>	<b>1</b>	<b>M51</b>
<b>Create Object</b>	<b>Regular</b> Illusion & Creation	<b>2/5 lbs</b> -	<b>1 sec/cost</b> While touching someone	<b>19</b>	<b>IQ-3</b>	<b>1</b>	<b>M98</b>
<b>Create Animal</b>	<b>Regular</b> Illusion & Creation	<b>Varies</b> Half	<b>1 sec/cost</b> 1 min	<b>20</b>	<b>IQ-2</b>	<b>1</b>	<b>M98</b>
<b>Perfect Illusion</b>	<b>Area</b> Illusion & Creation	<b>3</b> Half	<b>1 sec</b> 1 min	<b>20</b>	<b>IQ-2</b>	<b>1</b>	<b>M96</b>
<b>Complex Illusion</b>	<b>Area</b> Illusion & Creation	<b>2</b> Half	<b>1 sec</b> 1 min	<b>20</b>	<b>IQ-2</b>	<b>1</b>	<b>M96</b>
<b>Simple Illusion</b>	<b>Area</b> Illusion & Creation	<b>1</b> Half	<b>1 sec</b> 1 min	<b>20</b>	<b>IQ-2</b>	<b>1</b>	<b>M95</b>
<b>Summon Shade</b>	<b>Info</b> Knowledge	<b>50</b> 20	<b>10 min</b> 1 min	<b>19</b>	<b>IQ-3</b>	<b>1</b>	<b>M102</b>
<b>Invisibility</b>	<b>Regular</b> Light	<b>5</b> 3	<b>3 sec</b> 1 min	<b>20</b>	<b>IQ-2</b>	<b>1</b>	<b>M114</b>
<b>Blur</b>	<b>Regular</b> Light	<b>1 - 5</b> Same	<b>2 sec</b> 1 min	<b>20</b>	<b>IQ-2</b>	<b>1</b>	<b>M113</b>
<b>Light</b>	<b>Regular</b> Light	<b>1</b> 1	<b>1 sec</b> 1 min	<b>20</b>	<b>IQ-2</b>	<b>1</b>	<b>M110</b>
<b>Continual Light</b>	<b>Regular</b> Light	<b>2 moon, 4 torch, 6 day</b> -	<b>1 sec</b> 2d days	<b>20</b>	<b>IQ-2</b>	<b>1</b>	<b>M110</b>
<b>Darkness</b>	<b>Area</b> Light	<b>2</b> 1	<b>1 sec</b> 1 min	<b>20</b>	<b>IQ-2</b>	<b>1</b>	<b>M111</b>
<b>Shape Darkness</b>	<b>Area</b> Light	<b>2#</b> Same	<b>1 sec</b> 1 min	<b>20</b>	<b>IQ-2</b>	<b>1</b>	<b>M113</b>
<b>Colors</b>	<b>Regular</b> Light	<b>2</b> 1	<b>1 sec</b> 1 min	<b>20</b>	<b>IQ-2</b>	<b>1</b>	<b>M110</b>
<b>Mirror</b>	<b>Regular</b> Light	<b>2</b> 2	<b>1 sec</b> 1 min	<b>20</b>	<b>IQ-2</b>	<b>1</b>	<b>M112</b>
<b>See Invisible</b>	<b>Regular</b> Light	<b>4</b> 2	<b>1 sec</b> 1 min	<b>20</b>	<b>IQ-2</b>	<b>1</b>	<b>M113</b>

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
<b>Enchant</b>	<b>Enchantment</b> Enchantment	<b>Varies</b> -	<b>Varies</b> Permanent	19	IQ-3	1	M56
<b>Lesser Wish</b>	<b>Enchantment</b> Enchantment	<b>180</b> -	- Special	19	IQ-3	1	M58
<b>Wish</b>	<b>Enchantment</b> Enchantment	<b>250</b> -	- Special	19	IQ-3	1	M61
<b>Weather Dome</b>	<b>Area</b> Protection/Weather	<b>3</b> 2	<b>1 sec</b> 6 hrs	20	IQ-2	1	M169
<b>Force Wall</b>	<b>Regular</b> Protection	<b>2/yd</b> Same	<b>1 sec</b> 10 min	20	IQ-2	1	M170
<b>Force Dome</b>	<b>Area</b> Protection	<b>3</b> 2	<b>1 sec</b> 10 min	20	IQ-2	1	M170
<b>Explode</b> affects only inanimate objects	<b>Regular</b> Making & Breaking	<b>2 - 6</b> -	<b>1 sec</b> Instant	19	IQ-3	1	M118
<b>Shatter</b> only affects inanimate objects	<b>Regular</b> Making & Breaking	<b>1 - 3</b> -	<b>1 sec</b> Instant	19	IQ-3	1	M116
<b>Weaken</b> affects only inanimate objects	<b>Regular</b> Making & Breaking	<b>2 - 6</b> -	<b>5 sec</b> Permanent	20	IQ-2	1	M116
<b>Find Weakness</b>	<b>Info</b> Making & Breaking	<b>Varies</b> -	<b>2 sec</b> Instant	20	IQ-2	1	M116
<b>Divination: Crystal-Gazing</b>	<b>Info</b> Knowledge	<b>10</b> -	<b>1 hr</b> Instant	20	IQ-2	1	M108
<b>Water Vision</b>	<b>Info</b> Knowledge/Water	<b>1 #</b> 1	<b>1 sec</b> 30 sec	20	IQ-2	1	M187

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
<b>Air Jet</b>	<b>Jet</b>	16	No		2d kb/point	1/point	
<b>Burning Touch</b>	<b>Punch</b>	18	13		2d +1d burn/point	C	
<b>Claws, Sharp (Hands)</b> Only pay for hands or feet, not both	<b>Slash</b>	18	13	No	2d cut	C	
<b>Create Fire</b>	<b>Area</b>	0	No		1d-1 burn	Special	
<b>Deathtouch</b>	<b>Punch</b>	18	13		2d cr +1d/point	C	
<b>Explode</b> affects only inanimate objects		0	No		1d frag/2 points	Special	
<b>Hail</b> base cost 1 for damaging hail	<b>Area</b>	0	No		1d-2 cr	Special	
<b>Innate Attack (Death Touch)</b>	<b>Touch</b>	18	-	-	1D/level	C	-
<b>Natural</b>	<b>Kick</b>	16	No		2d+1 cr	C,1	
<b>Natural</b>	<b>Kick w/Boots</b>	16	No		2d+2 cr	C,1	
<b>Natural</b>	<b>Punch</b>	18	13		2d cr	C	
<b>Rain Ice Daggers</b>	<b>Area</b>	0	No		1d-2 imp	Special	
<b>Rotting Death</b>	<b>Punch</b>	18	13		2d cr +1d-1 tox/second	C	
<b>Shatter</b> only affects inanimate objects		0	No		1d/point	Special	
<b>Thrusting Broadsword +1</b>	<b>Swung</b>	18	13	No	3d+4 cut	1	10
<b>Thrusting Broadsword +1</b>	<b>Thrust</b>	18	13	No	2d+2 imp	1	10
<b>Weaken</b> affects only inanimate objects		0	No		1d/2 points	Special	
<b>Wither Limb</b>	<b>Punch</b>	18	13		2d cr +1d	C	

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
<b>Explosive Fireball</b>		16	1	1d burn ex/2 points	25/50					
<b>Fireball</b>		16	1	1d burn/point	25/50					
<b>Ice Dagger</b>		16	3	1d-1 imp/point	30/60					
<b>Ice Sphere</b>		16	2	1d cr/point	40/80					
<b>Lightning</b>		16	3	1d-1 burn/point	50/100					

Equipment (23 lb; \$800)	? #	\$	Lb	\$	Lb	Ref
<b>Ring of fire protection +4</b>	E	1	100	10	100	10 B283

Equipment (23 lb; \$800)						
?	#	\$	Lb	\$	Lb	Ref
	E 1	100	10	100	10	B283
	E 1	600	3	600	3	B271

**Notes**