

Name: Wuzz Race: Leprechaun Appearance:

Player: Daniel Jakob Ht: 0.50m Wt: 100 lbs Age: ? Unspent: -24

Spent: 274

ST	6*	[	0]	HP	<b>4</b> ‡	[	0]	Basic 6,5	]	5]
DX	14 <sup>†</sup>	[	40 ]	Will	15	[	0]	Basic Move 6	[	0]
IQ	15	[	100]	Per	12	[	-15]	BL 7.2	lb (ST×S1	Γ)/5
нт	11	[	10]	FP	14	[	9]	Thr 1d-4	Sw 1d-3	
TL	3					[	0]	SM -4§		
* Inclu	des: -4 fro	m 'Rac	ial ST F	enalty'						

† Includes: +2 from 'Leprechaun (Dungeon Fantasy)' † Includes: -2 from 'Leprechaun (Dungeon Fantasy)' § Includes: -4 from 'Leprechaun (Dungeon Fantasy)'

Vision	12	Fright Check	15	High Jump	2.17 ft		
Hearing	12	Consciousness	s 11	Money	0*		
Touch	12	Death Check	11				
Taste/Smell	12	Broad Jump	3 yd				
* Includes: +500 from 'Money'							

ENCUMBRANCE TABLE								
Name « None » Light Med Hvy								
Basic	7.2 lb	14.4 lb	21.6 lb	43.2 lb	72 lb			
Ground	6 yd	4 yd	3 yd	2 yd	1 yd			
Water	1 yd	1 yd	1 yd	1 yd	1 yd			
Dodge	9	8	7	6	5			

	LIFTING FEATS							
	1-Hand 2-Hand Shove / Carry on							
Name	Lift*	Lift†	Over <sup>‡</sup>	Back <sup>§</sup>	Slightly			
Basic	14 lb	58 lb	86.4 lb	108 lb	360 lb			
* Takes 2 seconds to complete								
+ Takes 4 seconds to complete & Lose 1 FP/sec while over X-Hyy enc				/v enc				

REACTION MODIFIERS					
Appearance: +0					
Status: +0					
Other: +0*					
* Conditional: -1 from 'Stubbornness', +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, +2 from 'Sense of Duty (Nature)' when in dangerous situations if Sense of Duty is known					

CULTURAL FAMILIARITIES		
Name		Pts
Human	[	1]
Leprechaun (Native)	[	0]

LANGUAGES							
Name	Spoken	Written	Pts				
Common	Broken	Semi-Lit.	[ 2]				
Leprechaun (Native)	Native	Native	[ 0]				

**TEMPLATES AND META-TRAITS** 

		_
Name		Pts
Leprechaun (Dungeon Fantasy) {p. DF3:9}	[	20 ]
Description: Leprechauns have rosy cheeks, bright eyes, and rotten dispositions.		_
Racial ST Penalty -4 (Size, +0%)	[	-40]
Leprechaun Charm (1) {p. DF3:9}	[	1]
Leprechaun Charm (2) {p. DF3:9}	[	1]
Leprechaun Charm (3) {p. DF3:9}	[	1]
Magery 0 {p. B66}	Γ	5]
Description: Magery 0 is included as a separate item from the normal Magery	•	1
advantage, due to the fact that many kinds of enhancements and limitations are		
meant to only affect the levels above 0, not the base 5 points from Magery 0.		
The Magery advantage is set to have Magery 0 as a pre-req. WARNING:		
Always use the Magery modifiers with Magery and the Magery 0 modifiers with Magery 0. Using the Magery modifiers with any other item can cause your		
spells to be miscalculated.		
Luck (Ridiculous) {p. B66}	[	60 1
Leprechaun Reduced Consumption (p. B80)	Ī	6 1
Faerie Dependency (Mana; Very Common; Constantly, *5)	Î	-25 1
{p. B130}	Ĭ.	1
Bad Temper (12 or less, *1) {p. B124}	[	-10]
Sense of Duty (Nature) {p. B153}	[	-15]
Wizard (Dungeon Fantasy) {p. DF1:13}	ſ	0 ]
Description: Your knowlege of magic is deeper than that of the cleric or druid. The	-	- 1
party needs your mighty wizardry.		



ADVANTAGES		
Name		Pts
Extra Magery 3 {p. B66} Description: WARNING: Always use the Magery modifiers with Magery and the Magery 0 modifiers with Magery 0. Using the Magery modifiers with any other trait can cause your spells to be miscalculated. For standard magic use Magery, for Ritual Magic use Ritual Magery, for Wildcard! magic use Wildcard Magery!, for Clerical Magic use Power Investiture, for Syntactic magic use Syntactic Magery	[	30]
Magery 3 {p. B66} Description: WARNING: Always use the Magery modifiers with Magery and the Magery 0 modifiers with Magery 0. Using the Magery modifiers with any other trait can cause your spells to be miscalculated. For standard magic use Magery, for Ritual Magic use Ritual Mageryl, for Wildcard! magic use Wildcard Mageryl, for Clerical Magic use Power Investiture, for Syntactic magic use Syntactic Magery	[	30]
	ſ	1

	DISADVANTAGES	
	Name	Pts
	Curious (12 or less, *1) {p. B129}	[ -5]
1	Oblivious {p. B146}	[ <mark>-5</mark> ]
	Obsession (To become the world's most powerful Damage	-10]
l	Dealer; 12 or less, *1) {p. B146}	
İ	Pyromania (12 or less, *1) {p. B150}	<u>-5</u> ]
1	Sense of Duty (Adventuring companions) {p. B153}	[ <b>-5</b> ]
	Stubbornness (p. B157)	-5]

QUIRKS	
Name	Pts
_Unused Quirk 1 {p. B163}	[ -1]
_Unused Quirk 2 {p. B163}	[ -1]
_Unused Quirk 3 {p. B163}	[ -1]
_Unused Quirk 4 {p. B163}	[ -1]
_Unused Quirk 5 (p. B163)	[ -1]

SKILLS			
Name	Level	Relative	Pts
Alchemy/TL3 {p. 174, M210}	15	IQ+0	[ 8]
Body Sense {p. B181}	12	DX-2	[ 1]
Brawling (p. B182) Description: Notes: Calculated damage takes into account bonuses from Teeth, Weak Bite, Claws, and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate.  Parry: 10	14	DX+0	[ 1]
Cartography/TL3 {p. B183}	14	IQ-1	[ 1]
Climbing {p. B183}	13	DX-1	[ 1]
Diplomacy {p. B187}	12*	IQ-3	[ 1]
First Aid/TL3 (Leprechaun) {p. B195}	15	IQ+0	[ 1]
Gesture (p. B198)	15	IQ+0	[ 1]

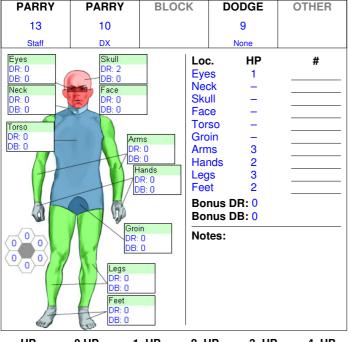
SKILLS (continued)								
Name	Level	Relative		Pts				
Hazardous Materials/TL3 (Magical)	14	IQ-1	[	1				
{p. B199}								
Hidden Lore (Magical Writings Lore)	15	IQ+0	[	2]				
{p. B199}								
Hiking {p. B20}	10	HT-1	[	1				
Innate Attack (Projectile) {p. B201}	16	DX+2	[	4				
Parry: 11								
Meditation {p. B207}	14	Will-1		2				
Occultism {p. B212}	15	IQ+0	_[_	2]				
Physiology/TL3 (Gnurpf) {p. B213}	13	IQ-2	_[_	1				
Research/TL3 {p. B217}	14	IQ-1	_[_	1				
Riding (Equines) {p. B217}	13	DX-1	[	1]				
Scrounging {p. B218}	12	Per+0	[	1]				
Speed-Reading (p. B222)	14	IQ-1	_[_	1]				
Staff {p. B208}	16	DX+2	[	8				
Parry: 13								
Stealth {p. B222}	13	DX-1		1]				
Strategy (Land) {p. B222}	13	IQ-2	_[_	1				
Teaching {p. B224}	14	IQ-1		1]				
Thaumatology {p. B225}	18†	IQ+3	[	1				
Wrestling {p. B228}	13	DX-1	[	1]				
Parry: 9			_					
Writing {p. B228}	14	IQ-1	Ļ	1				
			Ļ					
			Ĺ					
* Includes: -1 from 'Oblivious' † Includes: +3 from 'Magery', +3 from 'Extra Magery'								
Includes. +5 from Mayery , +5 from Extra Mayery								

	MELEE A	TTACKS					
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	14	10	1d-5 cr	С	_	_	
Skill used: Brawling				. L			
Brawling: Bite	14	_	1d-5 cr	C	_	_	
Skill used: Brawling				L			
Brawling: Kick	12	_	1d-4 cr	C,1	_	_	
Skill used: Brawling-2			4.1				4.0
Deathtouch	14	_	~1d spcl	C	_	_	~1-3en
Skill used: DX							
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Little Green (Poweritem (8 FP)): staff swing	16	13	1d-5 cr	С	2†	4	
Skill used: Staff							
Little Green (Poweritem (8 FP)): staff thrust	16	13	1d-6 cr	C	2†	4	
Skill used: Staff							
Little Green (Poweritem (8 FP)): sword swing	9	7	1d-5 cr	С	3†	4	
Skill used: DX-5		<u>_</u>	- <u></u>		<u>-</u>		
Little Green (Poweritem (8 FP)): sword thrust	9	7	1d-7 cr	C	3†	4	
Skill used: DX-5							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes

## **ATTACKS TABLES COLUMN NOTES**

ST "†": The weapon requires two hands. If you have at least 1.5 times the listed ST (round *up*), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Concussion	16	~1d cr	1	20 yd / 40 yd	_	_	_	_	_	_	~2-6en
Skill used: Innate Attack (Projectile)											
Explosive Lightning	16	~1d-1 burn ex	3	50 yd / 100 yd	_	_	_	_	_	_	~2-6en
Skill used: Innate Attack (Projectile)											
Lightning	16	~1d-1 burn	3	50 yd / 100 yd	_	_	_	_	_	_	~1-3en
Skill used: Innate Attack (Projectile)											
Throw Spell	16	spcl.	_	80 yd	_	_	_	_	_	_	~1-3en
Skill used: Innate Attack (Projectile)		<u>'</u>									



 HP
 0 HP
 -1 x HP
 -2 x HP
 -3 x HP
 -4 x HP

 4 3 2 1
 0 -1 -2 -3
 -4 -5 -6 -7
 -8 -9 -10 -11
 -12 -13 -14 -15
 -16 -17 -18 -19

 HP loss effects are cumulative with each other and any effects suffered from FP loss.

less than 1/3 HP: Dodge/2 and Move/2 (round up).

0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness at the start of your next turn and any turn you choose a maneuver other than Do Nothing.

-1xHP or less: Make a HT roll vs. death immediately and for every full multiple of HP below

0. -5×HP or less: Immediate death.

		FΡ	)	0 FP
14	13	12	11 10	0 -1 -2 -3 -4
9	8	7	6 5	-5 -6 -7 -8 -9
4	3	2	1	-10 -11 -12 -13

 $\ensuremath{\mathsf{FP}}$  loss effects are cumulative with each other and any effects suffered from HP loss.

less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.

 PP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.

-1xFP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

HUMANOID HIT LOCATION TABLE									
Roll	Location	Penalty	Roll	Location	Penalty				
3–4	Skull	-7	13–14	Left Leg	-2				
5	Face	-5	15	Hand	-4				
6–7	Right Leg	-2	16	Foot	-4				
8	Right Arm	-2	17–18	Neck	-5				
9–10	Torso	_	_	Vitals*	-3				
11	Groin	-3	_	Eye*	-9				
12	Left Arm	-2		-					
* Only targ	etable by impaling, p	iercing, and tig	ht-beam burn	ing attacks					
See also:	Hit Location, p. B398,	and Human ar	nd Humanoid	Hit Location Table,	p. B552.				

SIZE AND SPEED/RANGE TABLE							
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure		
0	0	2 yd	-8	+8	50 yd		
-1	+1	3 yd	-9	+9	70 yd		
-2	+2	5 yd	-10	+10	100 yd		
-3	+3	7 yd	-11	+11	150 yd		
-4	+4	10 yd	-12	+12	200 yd		
-5	+5	15 yd	-13	+13	300 yd		
-6	+6	20 yd	-14	+14	500 yd		
-7	+7	30 yd	-15	+15	700 yd		
See also: Size	and Speed/	Range Table, p. B55	i0.				

SLAM TABLE						
1–6	7					
1d-3	1d-2					

Leprechaun Charm 1: Infravision
Leprechaun Charm 2: Iron Arm
Leprechaun Charm 3: Invisibility

				SPELL GRIM	OIRE			
Air	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Body of Air	19 [1]	0	Regular/R-HT	5 sec.	1 min.	4/1	Ai	3 M24
Concussion	19 [1]	0	Missile	1 to 3 sec.	Instant	2 to 2xMagery#	Ai, So	5 M26
Create Air	19 [1]	0	Area	1 sec.	5 sec.#	1	Ai	1 M23, B243
Explosive Lightning	19 [1]	1	Missile	1 to 3 sec.	Instant	2 to 2xMagery#	We, Ai	7 M196
Lightning	19 [1]	1	Missile	1 to 3 sec.	Instant	1 to Magery#	We, Ai	6 M196, B244
Purify Air	19 [1]	0	Area	1 sec.	Instant	1	Ai	- M23, B243
Shape Air	19 [1]	0	Regular	1 sec.	1 min.	1 to 10#	Ai	2 M24, B243
Walk on Air	19 [1]	0	Regular	1 sec.	1 min.	3/2	Ai	3 M25, B243
Body Control	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Clumsiness	19 [1]	0	Regular/R-HT	1 sec.	1 min.	1 to 5/H	BC	2 M36, B244
Deathtouch	19 [1]	2	Melee	1 sec.	Instant	1 to 3	BC	7 M41, B245
Grace	19 [1]	0	Regular	1 sec.	1 min.	4 per DX+/S	BC	3 M37
Itch	19 [1]	0	Regular/R-HT	1 sec.	Scratch#	2	BC	– M35, B244
Might	19 [1]	1	Regular	1 sec.	1 min.	2 per ST+/S	BC	1 M37
Paralyze Limb	19 [1]	1	Melee/R-HT	1 sec.	1 min.	3	BC	5 M40, B244
Spasm	19 [1]	0	Regular/R-HT	1 sec.	Instant	2	BC	1 M35, B244
Wither Limb	19 [1]	2	Melee/R-HT	1 sec.	Perm.	5	BC	6 M40, B244
Healing	Skill	Magery		Time	Duration	Casting Cost	College	Prereq Page
Lend Energy	19 [1]		Regular	1 sec.	Perm.	Varies	He	- M89, B248
Recover Energy	19 [1]	1	Special	Special	Special	none	He	1 M89, B248
Light & Darkness	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Infravision (Leprechaun		0	Regular	1 sec.	1 min.	3/1	LD	1
Charm)		_						' M111
Invisibility (Leprechaun	19 [1]	0	Regular	3 sec.	1 min.	5/3	LD	6 <sub>M114, F170</sub>
Charm)								,
· · · · · · · · · · · · · · · · · · ·								
Meta-Spells	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Meta-Spells Catch Spell	Skill 18 [1]	Magery 2	Class Blocking	Time 1 sec.	Duration Instant	3	College	Prereq Page 4 M123
							MS MS	
Catch Spell	18 [1]	2	Blocking	1 sec.	Instant	3	MS	4 M123
Catch Spell Delay Hang Spell	18 [1] 19 [1] 18 [1]	2	Blocking Regular Special	1 sec. 10 sec.	Instant 2 hrs.	3 3/3	MS MS	4 M123 15 M130
Catch Spell Delay Hang Spell Throw Spell	18 [1] 19 [1] 18 [1] 18 [1]	2 3 3 3	Blocking Regular Special Missile/Special	1 sec. 10 sec. 10 sec. 1 sec.	Instant 2 hrs. 1 hr. Indef.#	3 3/3 Varies 3	MS MS MS MS	4 M123 15 M130 16 M128 16 M128
Catch Spell Delay Hang Spell Throw Spell Movement	18 [1] 19 [1] 18 [1] 18 [1] Skill	2 3 3 3 Magery	Blocking Regular Special Missile/Special Class	1 sec. 10 sec. 10 sec. 1 sec. Time	Instant 2 hrs. 1 hr. Indef.#  Duration	3 3/3 Varies 3 Casting Cost	MS MS MS College	4 M123 15 M130 16 M128 16 M128 Prereq Page
Catch Spell Delay Hang Spell Throw Spell Movement Apportation	18 [1] 19 [1] 18 [1] 18 [1] <b>Skill</b> 19 [1]	2 3 3 3 Magery	Blocking Regular Special Missile/Special Class Reg./R-Will	1 sec. 10 sec. 10 sec. 1 sec. Time 1 sec.	Instant 2 hrs. 1 hr. Indef.#  Duration 1 min.	3 3/3 Varies 3 Casting Cost Varies	MS MS MS MS College	4 M123 15 M130 16 M128 16 M128 Prereq Page — M142, B251
Catch Spell Delay Hang Spell Throw Spell Movement Apportation Deflect Missile	18 [1] 19 [1] 18 [1] 18 [1] <b>Skill</b> 19 [1] 19 [1]	2 3 3 3 Magery 1	Blocking Regular Special Missile/Special Class Reg./R-Will Blocking	1 sec. 10 sec. 10 sec. 1 sec. Time 1 sec. 1 sec.	Instant 2 hrs. 1 hr. Indef.#  Duration 1 min. Instant	3 3/3 Varies 3 Casting Cost Varies 1	MS MS MS MS College Mo Mo, PW	4 M123 15 M130 16 M128 16 M128 Prereq Page — M142, B251 1 M143, B251
Catch Spell Delay Hang Spell Throw Spell  Movement Apportation Deflect Missile Grease	18 [1] 19 [1] 18 [1] 18 [1] <b>Skill</b> 19 [1] 19 [1]	2 3 3 3 <b>Magery</b> 1 1	Blocking Regular Special Missile/Special  Class Reg./R-Will Blocking Area	1 sec. 10 sec. 10 sec. 1 sec. Time 1 sec. 1 sec. 1 sec. 1 sec.	Instant 2 hrs. 1 hr. Indef.#  Duration 1 min. Instant 10 min.	3 3/3 Varies 3 Casting Cost Varies 1 3/S	MS MS MS MS College Mo Mo, PW	4 M123 15 M130 16 M128 16 M128 Prereq Page — M142, B251 1 M143, B251 1 M142
Catch Spell Delay Hang Spell Throw Spell Movement Apportation Deflect Missile Grease Great Haste	18 [1] 19 [1] 18 [1] 18 [1] <b>Skill</b> 19 [1] 19 [1] 19 [1] 18 [1]	2 3 3 3 <b>Magery</b> 1 1 0	Blocking Regular Special Missile/Special  Class Reg./R-Will Blocking Area Regular	1 sec. 10 sec. 10 sec. 1 sec. 1 sec. Time 1 sec. 1 sec. 1 sec. 3 sec.	Instant 2 hrs. 1 hr. Indef.#  Duration 1 min. Instant 10 min. 10 sec.	3 3/3 Varies 3 Casting Cost Varies 1 3/S 5#	MS MS MS MS College Mo Mo, PW Mo	4 M123 15 M130 16 M128 16 M128 Prereq Page - M142, B251 1 M143, B251 1 M142 1 M146, B251
Catch Spell Delay Hang Spell Throw Spell Movement Apportation Deflect Missile Grease Great Haste Haste	18 [1] 19 [1] 18 [1] 18 [1] <b>Skill</b> 19 [1] 19 [1] 19 [1] 18 [1] 19 [1]	2 3 3 3 <b>Magery</b> 1 1 0 1	Blocking Regular Special Missile/Special  Class Reg./R-Will Blocking Area Regular Regular	1 sec. 10 sec. 10 sec. 1 sec. 1 sec. Time 1 sec. 1 sec. 1 sec. 2 sec.	Instant 2 hrs. 1 hr. Indef.#  Duration 1 min. Instant 10 min. 10 sec. 1 min.	3 3/3 Varies 3 Casting Cost Varies 1 3/S 5# 2/pt./H	MS MS MS MS College Mo Mo, PW Mo Mo	4 M123 15 M130 16 M128 16 M128 Prereq Page — M142, B251 1 M143, B251 1 M142 1 M146, B251 — M142, B251
Catch Spell Delay Hang Spell Throw Spell Movement Apportation Deflect Missile Grease Great Haste	18 [1] 19 [1] 18 [1] 18 [1] <b>Skill</b> 19 [1] 19 [1] 19 [1] 18 [1]	2 3 3 3 <b>Magery</b> 1 1 0	Blocking Regular Special Missile/Special  Class Reg./R-Will Blocking Area Regular Regular Regular/R-	1 sec. 10 sec. 10 sec. 1 sec. 1 sec. Time 1 sec. 1 sec. 1 sec. 3 sec.	Instant 2 hrs. 1 hr. Indef.#  Duration 1 min. Instant 10 min. 10 sec.	3 3/3 Varies 3 Casting Cost Varies 1 3/S 5#	MS MS MS MS College Mo Mo, PW Mo	4 M123 15 M130 16 M128 16 M128 Prereq Page - M142, B251 1 M143, B251 1 M142 1 M146, B251
Catch Spell Delay Hang Spell Throw Spell Movement Apportation Deflect Missile Grease Great Haste Haste Lockmaster	18 [1] 19 [1] 18 [1] 18 [1] <b>Skill</b> 19 [1] 19 [1] 19 [1] 19 [1] 19 [1]	2 3 3 3 <b>Magery</b> 1 1 0 1 0 2	Blocking Regular Special Missile/Special Class Reg./R-Will Blocking Area Regular Regular Regular/R- Magelock	1 sec. 10 sec. 10 sec. 1 sec. 1 sec. Time 1 sec. 1 sec. 1 sec. 2 sec. 10 sec.	Instant 2 hrs. 1 hr. Indef.#  Duration 1 min. Instant 10 min. 10 sec. 1 min. Perm.	3 3/3 Varies 3 Casting Cost Varies 1 3/S 5# 2/pt./H 3	MS MS MS MS College Mo Mo, PW Mo Mo Mo Mo	4 M123 15 M130 16 M128 16 M128 Prereq Page — M142, B251 1 M143, B251 1 M146, B251 — M142, B251 1 M144, B251
Catch Spell Delay Hang Spell Throw Spell Movement Apportation Deflect Missile Grease Great Haste Haste Lockmaster  Protection & Warning	18 [1] 19 [1] 18 [1] 18 [1] Skill 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1]	2 3 3 3 Magery 1 1 0 1 0 2	Blocking Regular Special Missile/Special Class Reg./R-Will Blocking Area Regular Regular Regular/R- Magelock Class	1 sec. 10 sec. 10 sec. 1 sec. 1 sec. Time 1 sec. 1 sec. 1 sec. 2 sec. 10 sec.	Instant 2 hrs. 1 hr. Indef.#  Duration 1 min. Instant 10 min. 10 sec. 1 min. Perm.	3 3/3 Varies 3 Casting Cost Varies 1 3/S 5# 2/pt./H 3 Casting Cost	MS MS MS MS MS College Mo Mo, PW Mo Mo Mo College	4 M123 15 M130 16 M128 16 M128  Prereq Page - M142, B251 1 M143, B251 1 M142 1 M146, B251 - M142, B251 1 M144, B251  Prereq Page
Catch Spell Delay Hang Spell Throw Spell Movement Apportation Deflect Missile Grease Great Haste Haste Lockmaster  Protection & Warning Catch Missile	18 [1] 19 [1] 18 [1] 8 kill 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1]	2 3 3 3 Magery 1 1 0 1 0 2 Magery 1	Blocking Regular Special Missile/Special Class Reg./R-Will Blocking Area Regular Regular Regular/R- Magelock Class Blocking	1 sec. 10 sec. 10 sec. 1 sec. 1 sec. Time 1 sec. 1 sec. 1 sec. 2 sec. 10 sec. Time	Instant 2 hrs. 1 hr. Indef.#  Duration 1 min. Instant 10 min. 10 sec. 1 min. Perm.  Duration Instant	3 3/3 Varies 3 Casting Cost Varies 1 3/S 5# 2/pt./H 3 Casting Cost 2	MS MS MS MS MS College Mo Mo, PW Mo Mo Mo College PW	4 M123 15 M130 16 M128 16 M128 Prereq Page - M142, B251 1 M143, B251 1 M142 1 M146, B251 - M142, B251 1 M144, B251 Prereq Page 2 M168
Catch Spell Delay Hang Spell Throw Spell Movement Apportation Deflect Missile Grease Great Haste Haste Lockmaster  Protection & Warning Catch Missile Deflect Missile	18 [1] 19 [1] 18 [1] 8 kill 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] Skill 19 [1] 19 [1]	2 3 3 3 Magery 1 1 0 1 0 2 Magery 1	Blocking Regular Special Missile/Special Class Reg./R-Will Blocking Area Regular Regular Regular/R- Magelock Class Blocking Blocking	1 sec. 10 sec. 10 sec. 1 sec. 2 sec. 10 sec. Time 1 sec. 1 sec.	Instant 2 hrs. 1 hr. Indef.#  Duration 1 min. Instant 10 min. 10 sec. 1 min. Perm.  Duration Instant	3 3/3 Varies 3 Casting Cost Varies 1 3/S 5# 2/pt./H 3 Casting Cost 2	MS MS MS MS MS College Mo Mo, PW Mo Mo Mo College PW Mo, PW	4 M123 15 M130 16 M128 16 M128 Prereq Page - M142, B251 1 M143, B251 1 M146, B251 - M142, B251 1 M144, B251 1 Prereq Page 2 M168 1 M143, B251 4
Catch Spell Delay Hang Spell Throw Spell Movement Apportation Deflect Missile Grease Great Haste Haste Lockmaster  Protection & Warning Catch Missile Deflect Missile Iron Arm (Leprechaun	18 [1] 19 [1] 18 [1] 8 kill 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1]	2 3 3 3 Magery 1 1 0 1 0 2 Magery 1	Blocking Regular Special Missile/Special Class Reg./R-Will Blocking Area Regular Regular Regular/R- Magelock Class Blocking	1 sec. 10 sec. 10 sec. 1 sec. 1 sec. Time 1 sec. 1 sec. 1 sec. 2 sec. 10 sec. Time	Instant 2 hrs. 1 hr. Indef.#  Duration 1 min. Instant 10 min. 10 sec. 1 min. Perm.  Duration Instant	3 3/3 Varies 3 Casting Cost Varies 1 3/S 5# 2/pt./H 3 Casting Cost 2	MS MS MS MS MS College Mo Mo, PW Mo Mo Mo College PW	4 M123 15 M130 16 M128 16 M128 Prereq Page - M142, B251 1 M143, B251 1 M142 1 M146, B251 - M142, B251 1 M144, B251 Prereq Page 2 M168
Catch Spell Delay Hang Spell Throw Spell Movement Apportation Deflect Missile Grease Great Haste Haste Lockmaster  Protection & Warning Catch Missile Deflect Missile Iron Arm (Leprechaun Charm)	18 [1] 19 [1] 18 [1] 8 kill 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 9 kill 19 [1] 19 [1] 19 [1]	2 3 3 3 Magery 1 1 0 1 0 2 Magery 1	Blocking Regular Special Missile/Special Class Reg./R-Will Blocking Area Regular Regular Regular/R- Magelock Class Blocking Blocking Blocking	1 sec. 10 sec. 10 sec. 1 sec.	Instant 2 hrs. 1 hr. Indef.#  Duration 1 min. Instant 10 min. 10 sec. 1 min. Perm.  Duration Instant Instant	3 3/3 Varies 3 Casting Cost Varies 1 3/S 5# 2/pt./H 3 Casting Cost 2 1	MS MS MS MS MS MS College Mo Mo Mo Mo Mo College PW Mo, PW PW	4 M123 15 M130 16 M128 16 M128 Prereq Page — M142, B251 1 M143, B251 1 M142 1 M146, B251 — M142, B251 1 M144, B251 Prereq Page 2 M168 1 M143, B251 4 M169
Catch Spell Delay Hang Spell Throw Spell Movement Apportation Deflect Missile Grease Great Haste Haste Lockmaster  Protection & Warning Catch Missile Deflect Missile Iron Arm (Leprechaun Charm) Return Missile	18 [1] 19 [1] 18 [1] 8kill 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] Skill 19 [1] 19 [1] 19 [1] 19 [1]	2 3 3 3 Magery 1 1 0 2 Magery 1 1 2	Blocking Regular Special Missile/Special Class Reg./R-Will Blocking Area Regular Regular Regular/R- Magelock Class Blocking Blocking Blocking Blocking	1 sec. 10 sec. 10 sec. 11 sec. 1 sec.	Instant 2 hrs. 1 hr. Indef.#  Duration 1 min. Instant 10 min. 10 sec. 1 min. Perm.  Duration Instant Instant Instant Instant Instant Instant Instant	3 3/3 Varies 3 Casting Cost Varies 1 3/S 5# 2/pt./H 3 Casting Cost 2 1 1	MS MS MS MS MS College Mo Mo, PW Mo Mo Mo Mo Mo PW Mo Mo Mo Mo Mo Mo PW PW PW	4 M123 15 M130 16 M128 16 M128 16 M128  Prereq Page - M142, B251 1 M143, B251 1 M142 1 M146, B251 - M142, B251 1 M144, B251 1 M144, B251 1 M144, B251 4 M169 3 M168
Catch Spell Delay Hang Spell Throw Spell Movement Apportation Deflect Missile Grease Great Haste Haste Lockmaster  Protection & Warning Catch Missile Deflect Missile Iron Arm (Leprechaun Charm) Return Missile Sound	18 [1] 19 [1] 18 [1] 8 kill 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1]	2 3 3 3 Magery 1 1 0 2 Magery 1 1 2	Blocking Regular Special Missile/Special Class Reg./R-Will Blocking Area Regular Regular Regular/R- Magelock Class Blocking Blocking Blocking Blocking Class Class	1 sec. 10 sec. 10 sec. 11 sec. 1 sec.	Instant 2 hrs. 1 hr. Indef.#  Duration 1 min. Instant 10 min. 10 sec. 1 min. Perm.  Duration Instant	3 3/3 Varies 3 Casting Cost Varies 1 3/S 5# 2/pt./H 3 Casting Cost 2 1 1 2 Casting Cost	MS MS MS MS MS MS MS College Mo Mo, PW Mo Mo Mo Mo PW Mo Mo Mo Mo College PW Mo, PW PW College	4 M123 15 M130 16 M128 16 M128 16 M128  Prereq Page - M142, B251 1 M143, B251 1 M142 1 M146, B251 - M142, B251 1 M144, B251  Prereq Page 2 M168 1 M143, B251 4 M169 3 M168  Prereq Page
Catch Spell Delay Hang Spell Throw Spell Movement Apportation Deflect Missile Grease Great Haste Haste Lockmaster  Protection & Warning Catch Missile Deflect Missile Iron Arm (Leprechaun Charm) Return Missile Sound Concussion	18 [1] 19 [1] 18 [1] 18 [1] 18 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1]	2 3 3 3 Magery 1 1 0 2 Magery 1 1 2 Magery 0	Blocking Regular Special Missile/Special Class Reg./R-Will Blocking Area Regular Regular Regular/R- Magelock Class Blocking Blocking Blocking Blocking Class Missile	1 sec. 10 sec. 10 sec. 11 sec. 1 sec.	Instant 2 hrs. 1 hr. Indef.#  Duration 1 min. Instant 10 min. 10 sec. 1 min. Perm.  Duration Instant	3 3/3 Varies 3 Casting Cost Varies 1 3/S 5# 2/pt./H 3 Casting Cost 2 1 1 2 Casting Cost 2 to 2xMagery#	MS MS MS MS MS MS MS College Mo Mo, PW Mo Mo Mo Mo PW Mo Mo Mo Mo College PW Mo, PW PW College Ai, So	4 M123 15 M130 16 M128 16 M128 16 M128  Prereq Page - M142, B251 1 M143, B251 1 M142 1 M146, B251 - M142, B251 1 M144, B251  Prereq Page 2 M168 1 M143, B251 4 M169 3 M168  Prereq Page 5 M26
Catch Spell Delay Hang Spell Throw Spell Movement Apportation Deflect Missile Grease Great Haste Haste Lockmaster  Protection & Warning Catch Missile Deflect Missile Iron Arm (Leprechaun Charm) Return Missile Sound Concussion Sound	18 [1] 19 [1] 18 [1] 18 [1] 18 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1]	2 3 3 3 Magery 1 1 0 2 Magery 1 1 2 Magery 0 0	Blocking Regular Special Missile/Special Class Reg./R-Will Blocking Area Regular Regular Regular/R- Magelock Class Blocking Blocking Blocking Blocking Class Missile Regular	1 sec. 10 sec. 10 sec. 11 sec. 1  sec. 1 sec.	Instant 2 hrs. 1 hr. Indef.#  Duration 1 min. Instant 10 min. 10 sec. 1 min. Perm.  Duration Instant Instant Instant Instant Instant Instant Instant Instant Instant Varies	3 3/3 Varies 3 Casting Cost Varies 1 3/S 5# 2/pt./H 3 Casting Cost 2 1 1 2 Casting Cost 2 2 to 2xMagery# Varies	MS MS MS MS MS MS MS College Mo Mo, PW Mo Mo Mo Mo PW Mo Mo Mo Mo College PW Mo, PW PW College Ai, So So	4 M123 15 M130 16 M128 16 M128 16 M128  Prereq Page  - M142, B251 1 M143, B251 1 M142 1 M146, B251 1 M144, B251 1 M144, B251 1 M144, B251  Prereq Page 2 M168 1 M143, B251 4 M169 3 M168  Prereq Page 5 M26 - M171, F172
Catch Spell Delay Hang Spell Throw Spell Movement Apportation Deflect Missile Grease Great Haste Haste Lockmaster  Protection & Warning Catch Missile Deflect Missile Iron Arm (Leprechaun Charm) Return Missile Sound Concussion Sound Thunderclap	18 [1] 19 [1] 18 [1] 18 [1] 18 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1]	2 3 3 3 Magery 1 1 0 2 Magery 1 1 2 Magery 0 0 0	Blocking Regular Special Missile/Special Class Reg./R-Will Blocking Area Regular Regular Regular/R- Magelock Class Blocking Blocking Blocking Blocking Class Missile Regular Regular Regular	1 sec. 10 sec. 10 sec. 11 sec. 1 sec.	Instant 2 hrs. 1 hr. Indef.#  Duration 1 min. Instant 10 min. 10 sec. 1 min. Perm.  Duration Instant	3 3/3 Varies 3 Casting Cost Varies 1 3/S 5# 2/pt./H 3 Casting Cost 2 1 1 2 Casting Cost 2 to 2xMagery# Varies 2	MS MS MS MS MS MS MS College Mo Mo, PW Mo Mo Mo Mo PW Mo Mo PW PW College Ai, So So So	4 M123 15 M130 16 M128 16 M128  Prereq Page - M142, B251 1 M143, B251 1 M146, B251 1 M144, B251 1 M144, B251 1 M143, B251 4 M169 3 M168 Prereq Page 5 M26 - M171, F172 1 M171
Catch Spell Delay Hang Spell Throw Spell Movement Apportation Deflect Missile Grease Great Haste Haste Lockmaster  Protection & Warning Catch Missile Deflect Missile Iron Arm (Leprechaun Charm) Return Missile Sound Concussion Sound Thunderclap Weather	18 [1] 19 [1] 18 [1] 18 [1] 18 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] Skill 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1]	2 3 3 3 Magery 1 1 0 2 Magery 1 1 2 Magery 0 0	Blocking Regular Special Missile/Special Class Reg./R-Will Blocking Area Regular Regular Regular/R- Magelock Class Blocking Blocking Blocking Blocking Class Missile Regular Regular Class	1 sec. 10 sec. 10 sec. 11 sec. 1 sec. Time 1 to 3 sec. 1 sec. Time 1 sec. Time	Instant 2 hrs. 1 hr. Indef.#  Duration 1 min. Instant 10 min. 10 sec. 1 min. Perm.  Duration Instant Instant Instant Instant Instant Instant Instant Unration	3 3/3 Varies 3 Casting Cost Varies 1 3/S 5# 2/pt./H 3 Casting Cost 2 1 1 2 Casting Cost 2 to 2xMagery# Varies 2 Casting Cost 2 to 2xMagery# Varies 2 Casting Cost	MS MS MS MS MS MS MS College Mo Mo, PW Mo Mo Mo Mo Mo College PW Mo, PW PW College Ai, So So So College	4 M123 15 M130 16 M128 16 M128 16 M128  Prereq Page - M142, B251 1 M143, B251 1 M146, B251 - M142, B251 1 M144, B251  Prereq Page 2 M168 1 M143, B251 4 M169 3 M168  Prereq Page 5 M26 - M171, F172 1 M171  Prereq Page
Catch Spell Delay Hang Spell Throw Spell Movement Apportation Deflect Missile Grease Great Haste Haste Lockmaster  Protection & Warning Catch Missile Deflect Missile Iron Arm (Leprechaun Charm) Return Missile Sound Concussion Sound Thunderclap	18 [1] 19 [1] 18 [1] 18 [1] 18 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1] 19 [1]	2 3 3 3 Magery 1 1 0 2 Magery 1 1 2 Magery 0 0 0	Blocking Regular Special Missile/Special Class Reg./R-Will Blocking Area Regular Regular Regular/R- Magelock Class Blocking Blocking Blocking Blocking Class Missile Regular Regular Regular	1 sec. 10 sec. 10 sec. 11 sec. 1 sec.	Instant 2 hrs. 1 hr. Indef.#  Duration 1 min. Instant 10 min. 10 sec. 1 min. Perm.  Duration Instant	3 3/3 Varies 3 Casting Cost Varies 1 3/S 5# 2/pt./H 3 Casting Cost 2 1 1 2 Casting Cost 2 to 2xMagery# Varies 2	MS MS MS MS MS MS MS College Mo Mo, PW Mo Mo Mo Mo PW Mo Mo PW PW College Ai, So So So	4 M123 15 M130 16 M128 16 M128 16 M128  Prereq Page  - M142, B251 1 M143, B251 1 M146, B251 - M142, B251 1 M144, B251  Prereq Page 2 M168 1 M143, B251 4 M169 3 M168  Prereq Page 5 M26 - M171, F172 1 M171

SCRATCH PAD

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	150
Advantages, Perks	83]
Disadvantages, Quirks	-40]
Skills, Techniques	46]
Spells	35
Total Points Spent:	274
Unspent Points:	-24

CAMPAIGN LOG						
Points: (logged) 0	+ (other) 0	= (total) 0				
Initial Character Creation						
Character created usin	g GURPS Characte	r Assistant 4				
20.10.2011: 0 pts						