

Weapons

TX-5 Pump Pistol 5d6 MD 500 feet 5 shots

Armor

Huntsman 20 M.D.C.

Magic

Level One

Breathe Without Air
Chameleon
Dust Storm

Level Two

Levitate
Miasma
Create Air
Hopping Stones
Wither Plants

Level Three

Wind Rush
Darkness
Wall of Stone

Level Four

Ball Lightning
Dissipate Gases
Cocoon of Stone
Quicksand

Level Five

Invisible Wall
Breath of Life
Chasm

Level Six

Electrical Field
Mist of Death
Travel thru Stone
Mend Metal

Level Seven

Tornado
Wall of Iron
Petrification

Level Eight

Wind Blast
Earthquake
Create Golem

Tattoos

Flaming Bastard Sword
Protection from Vampires
Three Eyes (Supernatural Vision)
Chains Around Heart (Invulnerability)