

Name: Feuerball		
# Effects	Description	Energy Cost
1 Lesser create energy	Creates a ball of fire	6
Modifiers		
1 Innate Attack Burn	3d burn	0
TOTAL COST		6
CHARM TOTAL CS: 15		11

Name: Explosiver Feuerball		
# Effects	Description	Energy Cost
1 Lesser create energy	Creates a ball of explosives	6
Modifiers		
1 Innate Attack Exp	2d exp	0
TOTAL COST		6
CHARM TOTAL CS: 15		11

Name: Magischer Feuerball		
# Effects	Description	Energy Cost
1 Lesser create energy	Creates a ball of fire	6
2 Lesser control energy	Ball of fire autohits	5
Modifiers		
1 Innate Attack NO DR burn	1d burn	0
2 Range	10 yards	4
1 Weight	1000 lbs	5
TOTAL COST		20
CHARM TOTAL CS: 17		25

Name: Ersauf in Feuer (3s 1d burn 5y radius)		
# Effects	Description	Energy Cost
1 Lesser create energy	Creates an area of fire	6
1 Lesser control energy	Damage over Time	5
Modifiers		
1 Innate Attack NO DR burn	1d burn	0
2 Range	10 yards	4
2 Area	3y (+2), exclude 6 (+3)	5
1 Extra Energy (DoT: +1 energy/s)	+2 Sekunden Damage	2
1 Duration	10 min (for DoT)	1
1 Weight	1000 lbs	5
TOTAL COST		28
CHARM TOTAL CS: 18		33

Name: Grosser Feuerball		
# Effects	Description	Energy Cost
1 Lesser create energy	Creates a ball of fire	6
Modifiers		
1 Innate Attack Burn	6d burn	4
TOTAL COST		10
CHARM TOTAL CS: 16		15

Name: Grosser Explosiver Feuerball		
# Effects	Description	Energy Cost
1 Lesser create energy	Creates a ball of explosives	6
Modifiers		
1 Innate Attack Exp	4d exp	4
TOTAL COST		10
CHARM TOTAL CS: 16		15

Name: Grosser Magischer Feuerball		
# Effects	Description	Energy Cost
1 Lesser create energy	Creates a ball of fire	6
2 Lesser control energy	Ball of fire autohits	5
Modifiers		
1 Innate Attack NO DR burn	3d-1 burn	7
2 Range	20 yards	6
1 Weight	1000 lbs	5
TOTAL COST		18
CHARM TOTAL CS: 17		23

Name: Ersauf in mehr Feuer		
# Effects	Description	Energy Cost
1 Lesser create energy	Creates an area of fire	6
2 Lesser control energy	Damage over Time	5
Modifiers		
1 Innate Attack NO DR burn	2d burn	4
2 Range	10 yards	4
2 Area	3y (+2), exclude 6 (+3)	5
1 Extra Energy (DoT: +4 energy/s)	+3 Sekunden Damage	12
1 Duration	10 min (for DoT)	1
1 Weight	1000 lbs	5
TOTAL COST		42
CHARM TOTAL CS: 19		47

Name: Mutter aller Feuerbälle		
# Effects	Description	Energy Cost
1 Lesser create energy	Creates a ball of fire	6
Modifiers		
1 Innate Attack Burn	18d burn	20
TOTAL COST		26
CHARM TOTAL CS: 18		31

Name: Mutter aller Explosiven Feuerbälle		
# Effects	Description	Energy Cost
1 Lesser create energy	Creates a ball of explosives	6
Modifiers		
1 Innate Attack Exp	12d exp	20
TOTAL COST		26
CHARM TOTAL CS: 18		31

Name: Mutter aller Magischen Feuerbälle		
# Effects	Description	Energy Cost
1 Lesser create energy	Creates a ball of fire	6
2 Lesser control energy	Ball of fire autohits	5
Modifiers		
1 Innate Attack NO DR burn	6d burn	20
2 Range	100 yards	10
1 Weight	3000 lbs	6
TOTAL COST		47
CHARM TOTAL CS: 19		52

Name: Ersauf im Höllenfeuer		
# Effects	Description	Energy Cost
1 Lesser create energy	Creates an area of fire	6
2 Lesser control energy	Damage over Time	5
Modifiers		
1 Innate Attack NO DR burn	6d burn	20
2 Range	100 yards	10
2 Area	7y (+6), exclude 20 (+10)	16
1 Extra Energy (DoT: +20 energy/s)	+3 Sekunden Damage	60
1 Duration	10 min (for DoT)	1
1 Weight	3000 lbs	6
TOTAL COST		124
CHARM TOTAL CS: 27		129

Name: Hans im Glück		Blocking
# Effects	Description	Energy Cost
1 Lesser Transform Chance	Angreifer Treffer umwandeln	8
2 Lesser Transform Chance	in Glück für den Betroffenen	8
Modifiers		Value:
Weight	30 lbs	2
TOTAL COST		18
NICHT MÖGLICH ALS CHARM		

Name: Return to Sender		Blocking
# Effects	Description	Energy Cost
1 Lesser Transform Energy	Angriffskraft wegnehmen	8
2 Lesser Transform Energy	Angriffskraft hinzufügen	8
3 Lesser Control Energy	Zurück in <i>ein</i> Ziel steuern	5
Modifiers		Value:
Weight	30 lbs	1
Range	10 yards	4
TOTAL COST		26
NICHT MÖGLICH ALS CHARM		

Name: Scotty Beam Me Up		Blocking
# Effects	Description	Energy Cost
1 Lesser Transform Crossroads	Wegbeamen	8
2 Lesser Transform Crossroads	Zurück beamen	8
Modifiers		Value:
Weight	300 lbs	4
Range	10 yards	4
Speed	10 yards / Sekunde	4
TOTAL COST		28
NICHT MÖGLICH ALS CHARM		

Name: Heilende Hand		
# Effects	Description	Energy Cost
1 Lesser restore body	Heilt HP	4
Modifiers		Value:
1 Heal	1d HP healed	0
1 Weight	300 lbs	4
TOTAL COST		8
CHARM TOTAL CS: 16		13

Name: Erholende Hand		
# Effects	Description	Energy Cost
1 Lesser restore body	Heilt FP	4
Modifiers		Value:
1 Heal	1d FP healed	0
1 Weight	300 lbs	4
TOTAL COST		8
CHARM TOTAL CS: 16		13

Name: Pfleger		
# Effects	Description	Energy Cost
1 Lesser restore body	Heilt HP	4
2 Lesser restore body	Heilt FP	4
Modifiers		Value:
1 Heal	1d HP healed	0
1 Range	3 yards	1
1 Weight	300 lbs	4
2 Heal	1d FP healed	0
2 Range	3 yards	1
2 Weight	300 lbs	4
TOTAL COST		18
CHARM TOTAL CS: 17		23

Name: Heilender Blick		
# Effects	Description	Energy Cost
1 Lesser restore body	Heilt HP	4
Modifiers		Value:
1 Heal	2d HP healed	4
1 Range	5 yards	2
1 Weight	300 lbs	4
TOTAL COST		14
CHARM TOTAL CS: 17		19

Name: Erholender Blick		
# Effects	Description	Energy Cost
1 Lesser restore body	Heilt FP	4
Modifiers		Value:
1 Heal	2d FP healed	4
1 Range	5 yards	2
1 Weight	300 lbs	4
TOTAL COST		14
CHARM TOTAL CS: 17		19

Name: Sanitärer		
# Effects	Description	Energy Cost
1 Lesser restore body	Heilt HP	4
2 Lesser restore body	Heilt FP	4
Modifiers		Value:
1 Heal	2d HP healed	4
1 Range	10 yards	4
1 Weight	300 lbs	4
2 Heal	2d FP healed	4
2 Range	10 yards	4
2 Weight	300 lbs	4
TOTAL COST		32
CHARM TOTAL CS: 18		37

Name: Auf, Soldat!		
# Effects	Description	Energy Cost
1 Lesser restore body	Heilt HP	4
Modifiers		Value:
1 Heal	6d HP healed	20
1 Range	70 yards	9
1 Weight	300 lbs	4
TOTAL COST		37
CHARM TOTAL CS: 18		42

Name: Verleiht Flügel		
# Effects	Description	Energy Cost
1 Lesser restore body	Heilt FP	4
Modifiers		Value:
1 Heal	6d HP healed	20
1 Range	70 yards	9
1 Weight	300 lbs	4
TOTAL COST		37
CHARM TOTAL CS: 18		42

Name: Notarzt		
# Effects	Description	Energy Cost
1 Lesser restore body	Heilt HP	4
2 Lesser restore body	Heilt FP	4
3 Lesser sense body	Sucht den Patienten	2
Modifiers		Value:
1 Heal	8d+2 HP healed	30
1 Range	500 yards	13
1 Weight	300 lbs	4
2 Heal	8d+2 FP healed	30
2 Range	500 yards	13
2 Weight	300 lbs	4
3 Long-Range	500 yards	1
TOTAL COST		105
CHARM TOTAL CS: 25		110

Name: Erneuerungsritual		
# Effects	Description	Energy Cost
1 Lesser restore body	Regeneration	4
2 Lesser restore body	Regrowth	4
Modifiers		Value:
1 Altered Trait	Regeneration 1HP/12h	20
1 Duration	2 Wochen	10
1 Weight	300 lbs	4
2 Altered Trait	Regrowth	40
2 Duration	2 Wochen	10
2 Weight	300 lbs	4
TOTAL COST		96
CHARM TOTAL CS: 24		101

Name: Regeneration (180hp/3Std)		
# Effects	Description	Energy Cost
1 Lesser restore body	Regeneration	4
Modifiers		Value:
1 Altered Trait	Regeneration 1HP/1m	20
1 Duration	3 hours	4
1 Weight	300 lbs	4
TOTAL COST		32
CHARM TOTAL CS: 18		37

Name: Gutes Hospiz		
# Effects	Description	Energy Cost
1 Lesser restore body	Very Rapid Healing	4
2 Lesser restore body	Recovery	4
Modifiers		Value:
1 Altered Traits	15 CP	15
1 Weight	300 lbs	4
2 Altered Traits	10 CP	10
2 Weight	300 lbs	4
TOTAL COST		41
CHARM TOTAL CS: 19		46

Name: Wiederbeleben		
# Effects	Description	Energy Cost
1 Greater restore body	Regeneration	4
2 Greater restore body	Unkillable	4
Modifiers		Value:
1 Altered Trait	Regen, Very Fast, Cosmic, Works on the	150
1 Duration	30 Minuten	2
1 Weight	300 lbs	4
2 Altered Trait	Unkillable 1, Cosmic, Works on the Dea	75
2 Duration	30 Minuten	2
2 Weight	300 lbs	4
TOTAL COST		1225
CHARM TOTAL CS: 137		1230

Name:		
# Effects	Description	Energy Cost
TOTAL COST		0
CHARM TOTAL CS: 18		5

Name:		
# Effects	Description	Energy Cost
TOTAL COST		0
CHARM TOTAL CS: 18		5

Name: Kopfschuss		
# Effects	Description	Energy Cost
1 Lesser create energy	Creates an small bolt of energy	6
2 Greater control energy	Homes right home!	5
Modifiers		Value:
1 Innate Attack NO DR pi-	11d pi-	0
1 Weight	300 lbs	4
2 Range	10 yards	4
2 Hit Location	Skull -7	18
TOTAL COST		111
CHARM TOTAL CS: 18		116

Name: Illusion		
# Effects	Description	Energy Cost
1 Lesser control Mind	Illusion erzeugen	5
Modifiers		Value:
1 Duration	10 Minuten	1
1 Area	5y	4
1 Penalty	-2 to resist	10
TOTAL COST		20
CHARM TOTAL CS: 17		25

Name: Illusion		
# Effects	Description	Energy Cost
1 Lesser control Mind	Illusion erzeugen	5
Modifiers		Value:
1 Altered Traits	Illusion	25
1 Duration	10 Minuten	1
TOTAL COST		31
CHARM TOTAL CS: 18		36

Name:		
# Effects	Description	Energy Cost
1	Lesser control Mind	5
Modifiers		Value:
1	Duration	10 Minuten 1
1	Area	5y 4
1	Penalty	-2 to resist 10
TOTAL COST		20
CHARM TOTAL CS: 17		25