

Heilung		
Effects	Heilt HP	Energie
L Restore Body		4
<b>Modifiers</b>	<b>Value</b>	
Heal HP	1d HP healed	0
Weight	300 lbs	3
Range	2 yards	0
<b>TOTAL ENERGY COST</b>		<b>7</b>
<b>CHARM TOTAL ENERGY COST</b>		<b>12</b>
Adds Lesser Control		
Q&D Skill 16	Magic (+5)	
<b>POTION TOTAL ENERGY COST</b>		<b>13</b>
Adds Lesser Create		
Q&D Skill 16	Magic (+6)	

Erholung		
Effects	Heilt FP	Energie
L Restore Body		4
<b>Modifiers</b>	<b>Value</b>	
Restore FP	1d FP restored	0
Weight	300 lbs	3
Range	2 yards	0
<b>TOTAL ENERGY COST</b>		<b>7</b>
<b>CHARM TOTAL ENERGY COST</b>		<b>12</b>
Adds Lesser Control		
Q&D Skill 16	Magic (+5)	
<b>POTION TOTAL ENERGY COST</b>		<b>13</b>
Adds Lesser Create		
Q&D Skill 16	Magic (+6)	

Heilendes Feld		
Effects		Energie
L Restore Body	Heilt HP auf Feld	4
<b>Modifiers</b>	<b>Value</b>	
Heal HP	1d HP healed	0
Weight	300 lbs	3
Range	2 yards	0
Area	2 meter (+2), 6 Exclude (+3)	5
<b>TOTAL ENERGY COST</b>		<b>12</b>
<b>CHARM TOTAL ENERGY COST</b>		<b>17</b>
Adds Lesser Control Magic		
Q&D Skill 17	(+5)	
<b>POTION TOTAL ENERGY COST</b>		<b>18</b>
Adds Lesser Create Magic		
Q&D Skill 17	(+6)	

Erholendes Feld		
Effects		Energie
L Restore Body	Heilt FP auf Feld	4
<b>Modifiers</b>	<b>Value</b>	
Heal HP	1d FP restored	0
Weight	300 lbs	3
Range	2 yards	0
Area	2 meter (+2), 6 Exclude (+3)	5
<b>TOTAL ENERGY COST</b>		<b>12</b>
<b>CHARM TOTAL ENERGY COST</b>		<b>17</b>
Adds Lesser Control Magic		
Q&D Skill 17	(+5)	
<b>POTION TOTAL ENERGY COST</b>		<b>18</b>
Adds Lesser Create Magic		
Q&D Skill 17	(+6)	

Entkrüppelung		
Effects		Energie
L Strengthen Body	Alle HP geheilt = no cripplings	3
L Strengthen Body		3
Modifiers	Value	
Altered Traits	Regen. 1HP/12h	10
Altered Traits	Regrowth	40
Weight	300 lbs	3
Duration	3 Tage	8
<b>TOTAL ENERGY COST</b>		<b>67</b>
<b>CHARM TOTAL ENERGY COST</b>		<b>72</b>
Adds Lesser Control		
Q&D Skill 21	Magic (+5)	
<b>POTION TOTAL ENERGY COST</b>		<b>73</b>
Adds Lesser Create		
Q&D Skill 21	Magic (+6)	

Regeneration		
Effects		Energie
L Strengthen Body	Regeneriert 180 HP in 3 Stunden	3
L Strengthen Body		3
Modifiers	Value	
Altered Traits	Regen. 1HP/1m	50
Weight	300 lbs	3
Duration	3 Stunden	4
<b>TOTAL ENERGY COST</b>		<b>60</b>
<b>CHARM TOTAL ENERGY COST</b>		<b>65</b>
Adds Lesser Control		
Q&D Skill 20	Magic (+5)	
<b>POTION TOTAL ENERGY COST</b>		<b>66</b>
Adds Lesser Create		
Q&D Skill 21	Magic (+6)	

<b>Wiederbeleben</b>			
<b>Effects</b>		Erweckt Tote und heilt 10800 HP, <b>Energie</b>	
G Strengthen Body		sofern sie nicht mehr als 11xHP	3
G Strengthen Body		Schaden erhalten haben	3
<b>Modifiers</b>		<b>Value</b>	
Altered Traits		Regen, Very Fast, Cosmic, Works	150
Altered Traits		Unkillable 1, Cosmic, Works on tl	75
Weight		300 lbs	3
Duration		30 Minuten	2
<b>TOTAL ENERGY COST</b>	<b>5</b>	<b>Modified by Greater Effects</b>	<b>1180</b>
<b>CHARM TOTAL ENERGY COST</b>			<b>1205</b>
	Q&D Skill #N/A	Adds Lesser Control Magic (+5)	
<b>POTION TOTAL ENERGY COST</b>			<b>1210</b>
	Q&D Skill #N/A	Adds Lesser Create Magic (+6)	

<b>Wecker</b>			
<b>Effects</b>		Weckt auf Fläche auf: Stun, nicht- <b>Energie</b>	
L Strengthen Body		magischen Afflictions, Bewusstlosigkeit	3
L Strengthen Body			4
<b>Modifiers</b>		<b>Value</b>	
Altered Traits		Recovery	10
Heal HP		3d FP healed	8
Weight		300 lbs	3
Range		10 yards	4
Area		2 meter (+2), 6 Exclude (+3)	5
<b>TOTAL ENERGY COST</b>			<b>37</b>
<b>CHARM TOTAL ENERGY COST</b>			<b>42</b>
	Q&D Skill 18	Adds Lesser Control Magic (+5)	
<b>POTION TOTAL ENERGY COST</b>			<b>43</b>
	Q&D Skill 19	Adds Lesser Create Magic (+6)	

<b>Schlafloser Schlaf</b>			
<b>Effects</b>	Macht 1x schlafen überflüssig und heilt FP die durch entgangenen Schlaf fehlen		<b>Energie</b>
L Restore Body			4
<b>Modifiers</b>	<b>Value</b>		
Weight	300 lbs		3
Duration	8 h		4
<b>TOTAL ENERGY COST</b>			<b>11</b>
<b>CHARM TOTAL ENERGY COST</b>			<b>16</b>
	Q&D Skill 17	Adds Lesser Control Magic (+5)	
<b>POTION TOTAL ENERGY COST</b>			<b>17</b>
	Q&D Skill 17	Adds Lesser Create Magic (+6)	

Feuerball		
Effects		Energie
L Create Energy	Macht Burn Dmg	6
Modifiers	Value	
Damage	3d Burn	0
<b>TOTAL ENERGY COST</b>		<b>6</b>
<b>CHARM TOTAL ENERGY COST</b>		<b>11</b>
Q&D Skill 15 Adds Lesser Control Magic (+5)		
<b>POTION TOTAL ENERGY COST</b>		<b>12</b>
Q&D Skill 16 Adds Lesser Create Magic (+6)		

Erhitzen		
Effects		Energie
L Destroy Body	Malediction Burn Schaden	6
Modifiers	Value	
Damage	1d Burn Malediction	0
Weight	300 lbs	3
Range	10 yards	4
<b>TOTAL ENERGY COST</b>		<b>13</b>
<b>CHARM TOTAL ENERGY COST</b>		<b>18</b>
Q&D Skill 17 Adds Lesser Control Magic (+5)		
<b>POTION TOTAL ENERGY COST</b>		<b>19</b>
Q&D Skill 17 Adds Lesser Create Magic (+6)		

Fläche erhitzen		
Effects		Energie
L Destroy Body	Macht auf Fläche Burn Schaden in Form einer Malediction	6
Modifiers	Value	
Damage	1d Burn Malediction	0
Weight	300 lbs	3
Range	10 yards	4
Area	2 meter (+2), 6 Exclude (+3)	5
<b>TOTAL ENERGY COST</b>		<b>18</b>
<b>CHARM TOTAL ENERGY COST</b>		<b>23</b>
Q&D Skill 17 Adds Lesser Control Magic (+5)		
<b>POTION TOTAL ENERGY COST</b>		<b>24</b>
Q&D Skill 17 Adds Lesser Create Magic (+6)		

Eisball		
Effects		Energie
L Create Energy	Macht Cold Dmg	6
Modifiers	Value	
Damage	3d Cold	0
<b>TOTAL ENERGY COST</b>		<b>6</b>
<b>CHARM TOTAL ENERGY COST</b>		<b>11</b>
Q&D Skill 15 Adds Lesser Control Magic (+5)		
<b>POTION TOTAL ENERGY COST</b>		<b>12</b>
Q&D Skill 16 Adds Lesser Create Magic (+6)		

Einfrieren		
Effects		Energie
L Destroy Body	Malediction Cold Schaden, friert	5
L Destroy Body	Opfer Minuten pro failed resist	5
L Destroy Body	ein.	5
Modifiers	Value	
Damage	1d Cold (burn, no incendiary -10	0
Affliction	Paralysis +150%	30
Bestows a Penalty	-3 to resist, single	4
Weight	300 lbs	3
Range	10 yards	4
Duration	10m, zählt nur für Affliction	1
<b>TOTAL ENERGY COST</b>		<b>57</b>
<b>CHARM TOTAL ENERGY COST</b>		<b>62</b>
Q&D Skill 20 Adds Lesser Control Magic (+5)		
<b>POTION TOTAL ENERGY COST</b>		<b>63</b>
Q&D Skill 20 Adds Lesser Create Magic (+6)		

Fläche einfrieren		
Effects		Energie
L Destroy Body	Malediction Cold Schaden, friert	5
L Destroy Body	Opfer Minuten pro failed resist	5
L Destroy Body	ein.	5
Modifiers	Value	
Damage	1d Cold (burn, no incendiary -10	0
Affliction	Paralysis +150%	30
Bestows a Penalty	-3 to resist, single	4
Weight	300 lbs	3
Range	10 yards	4
Duration	10m, zählt nur für Affliction	1
Area	2 meter (+2), 6 Exclude (+3)	5
<b>TOTAL ENERGY COST</b>		<b>62</b>
<b>CHARM TOTAL ENERGY COST</b>		<b>67</b>
Q&D Skill 21 Adds Lesser Control Magic (+5)		
<b>POTION TOTAL ENERGY COST</b>		<b>68</b>
Q&D Skill 21 Adds Lesser Create Magic (+6)		

Explosion		
<b>Effects</b>		<b>Energie</b>
L Create Energy	Macht Exp Dmg	6
<b>Modifiers</b>	<b>Value</b>	
Damage	2d Exp	0
<b>TOTAL ENERGY COST</b>		<b>6</b>
<b>CHARM TOTAL ENERGY COST</b>		<b>11</b>
	Q&D Skill 15 Adds Lesser Control Magic (+5)	
<b>POTION TOTAL ENERGY COST</b>		<b>12</b>
	Q&D Skill 16 Adds Lesser Create Magic (+6)	

Bann der Untoten		
<b>Effects</b>	30s 1d burn auf alle Untoten	<b>Energie</b>
G Destroy Undead	innerhalb von 10 Metern	6
<b>Modifiers</b>	<b>Value</b>	
Damage	1d Burn (+0); Drifting (+4); Extended Duration, 3x (+4); Persistent (+8)	16
Area of Effect	10 yards	8
Weight	300 lbs	3
<b>TOTAL ENERGY COST</b>	<b>3 Greater Effects Modifier</b>	<b>99</b>
<b>CHARM TOTAL ENERGY COST</b>		<b>114</b>
	Q&D Skill 25 Adds Lesser Control Magic (+5)	
<b>POTION TOTAL ENERGY COST</b>		<b>117</b>
	Q&D Skill 26 Adds Lesser Create Magic (+6)	

Feuermeer		
<b># Effects</b>	10s 1d burn auf alle Lebewesen im	<b>Energie</b>
G Destroy Body	Umkreis von 5 m, bis 10m	5
<b>Modifiers</b>	<b>Value</b>	
Damage	1d Burn (+0); Persistent (+8)	8
Area of Effect	5 meter (+4), Exclude 8 (+4)	8
Weight	300 lbs	3
Range	10 yards	4
Bestows a Penalty	-3 to resist, single	4
<b>TOTAL ENERGY COST</b>	<b>3 Greater Effects Modifier</b>	<b>96</b>
<b>CHARM TOTAL ENERGY COST</b>		<b>111</b>
	Q&D Skill 25 Adds Lesser Control Magic (+5)	
<b>POTION TOTAL ENERGY COST</b>		<b>114</b>
	Q&D Skill 25 Adds Lesser Create Magic (+6)	



<b>Pfeilverzauberung</b>		
<b>Effects</b>	Muss auf einen Pfeil gezaubert werden, gilt als "linked Attack" nicht follow-up. Falls der Schuss vorbei fliegt, ist der Charm trotzdem hin	<b>Energie</b>
G Control Matter		5
<b>Modifiers</b>	<b>Value</b>	
Damage	3d+3 pi++ (+2); Armor Divisor (2) (+10)	12
<b>TOTAL ENERGY COST</b>	<b>3 Greater Effects Modifier</b>	<b>51</b>
<b>CHARM TOTAL ENERGY COST</b>		<b>66</b>
	Q&D Skill 21 Adds Lesser Control Magic (+5)	
<b>POTION TOTAL ENERGY COST</b>		<b>69</b>
	Q&D Skill 21 Adds Lesser Create Magic (+6)	

Segnung		
<b>Effects</b>	Ein critical Fail darf rerolled	<b>Energie</b>
G Control Chance	werden. Falls es ein Charm ist,	5
L Sense Chance	aktiviert er sich automatisch	2
<b>TOTAL ENERGY COST</b>	<b>3 Modified by Greater Effects</b>	<b>21</b>
<b>CHARM TOTAL ENERGY COST</b>	Adds Lesser Control Magic	<b>36</b>
	Q&D Skill 18 (+5)	
<b>POTION TOTAL ENERGY COST</b>		<b>39</b>
	Q&D Skill 18 Adds Lesser Create Magic (+6)	

Fluch		
<b>Effects</b>	Verflucht das Subject:	<b>Energie</b>
G Destroy Chance	Erfolgreicher Roll wird Failure	5
<b>TOTAL ENERGY COST</b>	<b>3 Modified by Greater Effects</b>	<b>15</b>
<b>CHARM TOTAL ENERGY COST</b>	Adds Lesser Control Magic	<b>30</b>
	Q&D Skill 18 (+5)	
<b>POTION TOTAL ENERGY COST</b>		<b>33</b>
	Q&D Skill 18 Adds Lesser Create Magic (+6)	

Fügung		
<b>Effects</b>	Eine in-game Stunde lang hat man	<b>Energie</b>
G Strengthen Chance	5 Destiny Punkte	3
<b>Modifiers</b>	<b>Value</b>	
Altered Traits	5 Destiny Points	25
Duration	1 hour	3
Weight	300 lbs	3
<b>TOTAL ENERGY COST</b>	<b>3 Modified by Greater Effects</b>	<b>102</b>
<b>CHARM TOTAL ENERGY COST</b>	Adds Lesser Control Magic	<b>117</b>
	Q&D Skill 26 (+5)	
<b>POTION TOTAL ENERGY COST</b>		<b>120</b>
	Q&D Skill 26 Adds Lesser Create Magic (+6)	

Assassinensegnung		
<b>Effects</b>	+3 auf <i>alle</i> Rolls <i>eine spezifische,</i>	<b>Energie</b>
G Strengthen Body	<i>im voraus genannte Person</i> zu töten	3
<b>Modifiers</b>	<b>Value</b>	
Bestows a Bonus	+3, Broad	20
Duration	3 hours	4
Weight	300 lbs	3
<b>TOTAL ENERGY COST</b>	<b>3 Modified by Greater Effects</b>	<b>90</b>
<b>CHARM TOTAL ENERGY COST</b>	Adds Lesser Control Magic	<b>105</b>
	Q&D Skill 24 (+5)	
<b>POTION TOTAL ENERGY COST</b>		<b>108</b>
	Q&D Skill 25 Adds Lesser Create Magic (+6)	

Schwarzer Sack		
Effects		Energie
G Destroy Mind	Der Debuffte sieht, hört, schmeckt, riecht oder fühlt nichts mehr für 30 Minuten	5
Modifiers	Value	
Altered Traits	Blindness (+10), Deafness (+4),	19
Duration	30 Minutes	2
Weight	300 lbs	3
<b>TOTAL ENERGY COST</b>	<b>3 Modified by Greater Effects</b>	<b>87</b>
<b>CHARM TOTAL ENERGY COST</b>	Adds Lesser Control Magic	<b>102</b>
	Q&D Skill 24 (+5)	
<b>POTION TOTAL ENERGY COST</b>		<b>105</b>
	Q&D Skill 24 Adds Lesser Create Magic (+6)	

Fälschersegnung		
Effects		Energie
L Strengthen Mind	+5 auf alle Forgery oder Counterfeiting Rolls	3
L Strengthen Mind		3
Modifiers	Value	
Bestows a Bonus	+5, Moderate	32
Duration	1 hour	3
Weight	300 lbs	3
<b>TOTAL ENERGY COST</b>		<b>44</b>
<b>CHARM TOTAL ENERGY COST</b>	Adds Lesser Control Magic	<b>49</b>
	Q&D Skill 19 (+5)	
<b>POTION TOTAL ENERGY COST</b>		<b>50</b>
	Q&D Skill 19 Adds Lesser Create Magic (+6)	

Massen Flammenschild		
Effects		Energie
G Strengthen Body	Innerhalb von X m 20 DR Feuerschutz auf Lebewesen und	3
Modifiers	Value	
Altered Traits	DR 20 vs Heat/Fire (-40%) with Forcefield (+20%) (80), Temperature Tolerance 20 (+20)	32
Duration	10 Minutes	1
Weight	300 lbs	3
Area	3 yard, 18 excluded	11
<b>TOTAL ENERGY COST</b>	<b>3 Modified by Greater Effects</b>	<b>150</b>
<b>CHARM TOTAL ENERGY COST</b>	Adds Lesser Control Magic	<b>165</b>
	Q&D Skill 30 (+5)	
<b>POTION TOTAL ENERGY COST</b>		<b>168</b>
	Q&D Skill 31 Adds Lesser Create Magic (+6)	

Epic Fail		
Effects		Energie
L Destroy Chance		5
L Destroy Chance		
<b>Modifiers</b>	<b>Value</b>	
Bestows Resistance Penalty	Single, Resist -4	8
Bestows Penalty	Broad, Resist -4	40
Altered Traits	Total Klutz	3
Duration	10 min	1
Weight	300 lbs	3
Range	20 yards	6
<b>TOTAL ENERGY COST</b>	<b>1 Modified by Greater Effects</b>	<b>66</b>
<b>CHARM TOTAL ENERGY COST</b>	Adds Lesser Control Magic	<b>71</b>
	Q&D Skill 21 (+5)	
<b>POTION TOTAL ENERGY COST</b>		<b>72</b>
	Q&D Skill 21 Adds Lesser Create Magic (+6)	

Styx' Standard Operating Procedure		
Effects		Energie
L Strengthen Body		3
L Strengthen Body		3
L Strengthen Body		3
<b>Modifiers</b>	<b>Value</b>	
Altered Traits	Combat Reflexes	15
Bestows Bonus	+3 to all Active Defense	20
Bestows Bonus	+3 to Fast-Draw(Charm)	4
Duration	1 Tag	7
Weight	300 lbs	3
<b>TOTAL ENERGY COST</b>		<b>58</b>
<b>CHARM TOTAL ENERGY COST</b>	Adds Lesser Control Magic	<b>63</b>
	Q&D Skill 20 (+5)	
<b>POTION TOTAL ENERGY COST</b>		<b>64</b>
	Q&D Skill 20 Adds Lesser Create Magic (+6)	

<b>Finde Unterschlupf</b>		
<b>Effects</b>	Findet innerhalb eines km den nächsten	<b>Energie</b>
G Sense Chance	Unterschlupf und einen sicheren Weg dorthin.	2
<b>Modifiers</b>	<b>Value</b>	
Range	Long-Range, 1 mile	2
<b>TOTAL ENERGY COST</b>	<b>3</b>	<b>Modified by Greater Effects</b> <b>12</b>
<b>CHARM TOTAL ENERGY COST</b>		<b>27</b>
	Q&D Skill 17	Adds Lesser Control Magic (+5)
<b>POTION TOTAL ENERGY COST</b>		<b>30</b>
	Q&D Skill 18	Adds Lesser Create Magic (+6)

<b>Vision</b>		
<b>Effects</b>	15 Minuten meditieren, danach wird GM gegen Will-	<b>Energie</b>
G Sense Chance	1 oder Meditation+5 würfeln. Success = ehrliche	2
L Strengthen Mind	Antwort auf 1 Frage	3
<b>Modifiers</b>	<b>Value</b>	
Bestows a Bonus	+5 auf Meditation	16
<b>TOTAL ENERGY COST</b>	<b>3</b>	<b>Modified by Greater Effects</b> <b>63</b>
<b>CHARM TOTAL ENERGY COST</b>		<b>78</b>
	Q&D Skill 22	Adds Lesser Control Magic (+5)
<b>POTION TOTAL ENERGY COST</b>		<b>81</b>
	Q&D Skill 22	Adds Lesser Create Magic (+6)

<b>Schlachthof</b>		
<b>Effects</b>	Schlachtet automatisch ein totes, materielles	<b>Energie</b>
L Control Matter	Monster bis 300 lbs. Würfle gegen DX, Per,	5
L Control Matter	Professional Skill (Butcher)+5 oder Survival+5	5
<b>Modifiers</b>	<b>Value</b>	
Bestows a Bonus	+5 auf alle "Schlachten" Würfe	32
Weight	300 lbs	3
<b>TOTAL ENERGY COST</b>		<b>45</b>
<b>CHARM TOTAL ENERGY COST</b>		<b>50</b>
	Q&D Skill 19	Adds Lesser Control Magic (+5)
<b>POTION TOTAL ENERGY COST</b>		<b>51</b>
	Q&D Skill 19	Adds Lesser Create Magic (+6)

<b>Geister Wachhund</b>		
<b>Effects</b>	Caster & 5 Leute sind "safe"; alle anderen innerhalb	<b>Energie</b>
L Create Spirit	10m lösen Alarm aus.	6
L Control Spirit		5
<b>Modifiers</b>	<b>Value</b>	
Area of Effect	10 yards (+8), 6 excluded targets (+3)	11
Duration	12 hours	6
<b>TOTAL ENERGY COST</b>		<b>28</b>
<b>CHARM TOTAL ENERGY COST</b>		<b>33</b>
	Q&D Skill 18	Adds Lesser Control Magic (+5)
<b>POTION TOTAL ENERGY COST</b>		<b>34</b>
	Q&D Skill 18	Adds Lesser Create Magic (+6)

<b>Adlerblick</b>		
<b>Effects</b>		<b>Energie</b>
G Control Mind		5
L Strengthen Mind		3
<b>Modifiers</b>	<b>Value</b>	
Bestows a Bonus	+3 on Observation Rolls	4
Duration	1 hour	3
Range	100 yards	10
<b>TOTAL ENERGY COST</b>	<b>3</b>	<b>Modified by Greater Effects 75</b>
<b>CHARM TOTAL ENERGY COST</b>		<b>90</b>
	Q&D Skill 23	Adds Lesser Control Magic (+5)
<b>POTION TOTAL ENERGY COST</b>		<b>93</b>
	Q&D Skill 23	Adds Lesser Create Magic (+6)

<b>Lauschangriff</b>		
<b>Effects</b>	Geist der Konversationen folgt. Hat IQ 6, Hearing 14,	<b>Energie</b>
L Create Spirit	Mimicry (Voice Library), Parabolic Hearing 2. Kann	6
L Control Spirit	nur zuhören, stirbt bei 1 Injury	5
<b>Modifiers</b>	<b>Value</b>	
Duration	1 Tag	7
<b>TOTAL ENERGY COST</b>		<b>18</b>
<b>CHARM TOTAL ENERGY COST</b>		<b>23</b>
	Q&D Skill 17	Adds Lesser Control Magic (+5)
<b>POTION TOTAL ENERGY COST</b>		<b>24</b>
	Q&D Skill 17	Adds Lesser Create Magic (+6)

<b>Unter falscher Flagge</b>		
<b>Effects</b>	Kleidung der Ziele innerhalb von 10m um Magier	<b>Energie</b>
L Transform Matter	werden zur gewünschten Kleidung	8
<b>Modifiers</b>	<b>Value</b>	
Weight	100 lbs	2
Area Effect	10 yards	8
Duration	6 hours	5
<b>TOTAL ENERGY COST</b>		<b>23</b>
<b>CHARM TOTAL ENERGY COST</b>		<b>28</b>
	Q&D Skill 17	Adds Lesser Control Magic (+5)
<b>POTION TOTAL ENERGY COST</b>		<b>29</b>
	Q&D Skill 17	Adds Lesser Create Magic (+6)

<b>Hans im Glück</b>		
<b>Effects</b>		<b>Energie</b>
L Transform Chance	Wandelt einen Treffer in einen Fehlschlag um	8
<b>Modifiers</b>	<b>Value</b>	
Altered Traits	Destiny	5
<b>TOTAL ENERGY COST</b>		<b>13</b>
<b>CHARM NICHT MÖGLICH</b>		
<b>POTION NICHT MÖGLICH</b>		

<b>Return to Sender</b>		
<b>Effects</b>		<b>Energie</b>
L Transform Energy	Schickt eine Ranged Attack zurück zu einem Feind, 10 yards entfernt. Dieser erhält eine normale Active Defense	8
L Control Energy		5
<b>Modifiers</b>	<b>Value</b>	
Weight	10 lbs	0
Range	10 yard	4
<b>TOTAL ENERGY COST</b>		<b>17</b>
<b>CHARM NICHT MÖGLICH</b>		
<b>POTION NICHT MÖGLICH</b>		

<b>Nottransport</b>		
<b>Effects</b>		<b>Energie</b>
L Control Crossroads	Beamt den Magier bis zu 5 yards aus der Gefahrenzone, anschliessend ist ein DX-3,	5
L Strengthen Body	Acrobatics oder Body Sense+3 Roll nötig	3
<b>Modifiers</b>	<b>Value</b>	
Weight	300 lbs	4
Range	5 yards	3
Speed	5 yards / Sekunde	3
Bestows a Bonus	+3 auf Body Sense nach Teleport	4
<b>TOTAL ENERGY COST</b>		<b>22</b>
<b>CHARM NICHT MÖGLICH</b>		
<b>POTION NICHT MÖGLICH</b>		