

Damage Ritual		Innate Attack					Innate Attack Explosive					Innate Attack NO DR				
Destroy	Create	Damage	Damage Type				Damage	Damage Type				Damage	Damage Type			
		pi-	cr tox	burn tbb	pi kbb	cut pi+	imp cor fat pi++	exp	pi-	cr tbb	burn kbb	pi exp	cut pi+	imp cor fat pi++		
5	6	3d	+0	+0	+0	+0	2d	+0				1d	+0	+0	+0	+0
z.B. Destroy Body z.B. Create Energy		3d+3	+1	+1	+2	+2	2d+2	+1	+2			1d+1	+1	+1	+2	+2
Die farbigen Kästchen auswählen und dann zusammenzählen.		3d+6	+1	+2	+3	+4	2d+4	+2				1d+2	+1	+2	+3	+4
		6d-3	+2	+3	+5	+6	4d-2	+3	+5	+6		2d-1	+2	+3	+5	+6
		6d	+2	+4	+6	+8	4d	+4				2d	+2	+4	+6	+8
		6d+3	+3	+5	+8	+10	4d+2	+5	+8	+10		2d+1	+3	+5	+8	+10
		6d+6	+3	+6	+9	+12	4d+4	+6	+9	+12		2d+2	+3	+6	+9	+12
		9d-3	+4	+7	+11	+14	6d-2	+7				3d-1	+4	+7	+11	+14
		9d	+4	+8	+12	+16	6d	+8				3d	+4	+8	+12	+16
		9d+3	+5	+9	+14	+18	6d+2	+9				3d+1	+5	+9	+14	+18
		9d+6	+5	+10	+15	+20	6d+4	+10				3d+2	+5	+10	+15	+20
		12d-3	+6	+11	+17	+22	8d-2	+11				4d-1	+6	+11	+17	+22
		12d	+6	+12	+18	+24	8d	+12				4d	+6	+12	+18	+24
		12d+3	+7	+13	+20	+26	8d+1	+13				4d+1	+7	+13	+20	+26
		12d+6	+7	+14	+21	+28	8d+2	+14				4d+2	+7	+14	+21	+28
		15d-3	+8	+15	+23	+30	10d-2	+15				5d-1	+8	+15	+23	+30
		15d	+8	+16	+24	+32	10d	+16				5d	+8	+16	+24	+32
		15d+3	+9	+17	+26	+34	10d+2	+17				5d+1	+9	+17	+26	+34
		15d+6	+9	+18	+27	+36	10d+4	+18				5d+2	+9	+18	+27	+36
		18d-3	+10	+19	+29	+38	12d-2	+19				6d-1	+10	+19	+29	+38
		18d	+10	+20	+30	+40	12d	+20				6d	+10	+20	+30	+40
		18d+3	+11	+21	+32	+42	12d+2	+21				6d+1	+11	+21	+32	+42
		18d+6	+11	+22	+33	+44	12d+4	+22				6d+2	+11	+22	+33	+44
		21d-3	+12	+23	+35	+46	14d-2	+23				7d-1	+12	+23	+35	+46
		21d	+12	+24	+36	+48	14d	+24				7d	+12	+24	+36	+48
		21d+3	+13	+25	+38	+50	14d+2	+25				7d+1	+13	+25	+38	+50
		21d+6	+13	+26	+39	+52	14d+4	+26				7d+2	+13	+26	+39	+52
		24d-3	+14	+27	+41	+54	16d-2	+27				8d-1	+14	+27	+41	+54
		24d	+14	+28	+42	+56	16d	+28				8d	+14	+28	+42	+56
		24d+3	+15	+29	+44	+58	16d+2	+29				8d+1	+15	+29	+44	+58
		24d+6	+15	+30	+45	+60	16d+4	+30				8d+2	+15	+30	+45	+60
		27d-3	+16	+31	+47	+62	18d-2	+31				9d-1	+16	+31	+47	+62
		27d	+16	+32	+48	+64	18d	+32				9d	+16	+32	+48	+64
		27d+3	+17	+33	+50	+66	18d+2	+33				9d+1	+17	+33	+50	+66
		27d+6	+17	+34	+51	+68	18d+4	+34				9d+2	+17	+34	+51	+68
		30d-3	+18	+35	+53	+70	20d-2	+35				10d-1	+18	+35	+53	+70
		30d	+18	+36	+54	+72	20d	+36				10d	+18	+36	+54	+72
		30d+3	+19	+37	+56	+74	20d+2	+37				10d+1	+19	+37	+56	+74
		30d+6	+19	+38	+57	+76	20d+4	+38				10d+2	+19	+38	+57	+76
		33d-3	+20	+39	+59	+78	22d-2	+39				11d-1	+20	+39	+59	+78
		33d	+20	+40	+60	+80	22d	+40				11d	+20	+40	+60	+80
		33d+3	+21	+41	+62	+82	22d+2	+41				11d+1	+21	+41	+62	+82
		33d+6	+21	+42	+63	+84	22d+4	+42				11d+2	+21	+42	+63	+84
		Must roll to hit					Must roll to hit					Must roll to hit				
		Dodgeable					Dodge and Dive					No Dodge				
		Full DR					Full DR					No DR				
		Kein Weight					Kein Weight					Weight muss addiert werden				

Charm
Control Magic
+5

		Range										
Auto Hit												
Control Energy	2	3	5	7	10	15	20	30	50	70	100	
	+5	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
	150	200	300	500	700	1000	1500	2000	3000	5000	7000	10000
	+11	+12	+13	+14	+15	+16	+17	+18	+19	+20	+21	+22

		Weight										
	10 lbs	30 lbs	100 lbs	300 lbs	1000 lbs	3000 lbs	5 tons	15 tons	50 tons	150 tons	450 tons	1350
	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12

		Area of Effect										
	1	2	3	5	7	10	15	20	30	50	70	2 Hex Exclude
	+2	+2	+2	+4	+6	+8	+10	+12	+14	+16	+18	+1

Extra Energy
 Damage over Time = Pro Sekunde soviel Energie wie der gewünschte Schaden kostet (Kostet mind. 1 pro Sekunde)
 Hit Location = Man kann ein Ritual mit "Autohit" verfeinern, in dem man eine Hitlocation wählt. Dieses kostet soviel wie der doppelte Betrag des Abzugs. Bsp: Headshot = [2*(7)] = +14 Energie. Ist IMMER ein Greater Effect

Buff Ritual	
Strenghten	3
z.B. Strenghten Body	
Die farbigen Kästchen auswählen und dann zusammenzählen.	

Give Bonus to Rolls					
Bonus	Single z.B. Axe/Mace	Moderate z.B. all Vision-based	Broad z.B. All Active Defense		
+1	+1	+2	+5	Lesser	
+2	+2	+4	+10		
+3	+4	+8	+20		
+4	+8	+16	+40		
+5	+16	+32	+80		
+6	+32	+64	+160		
+7	+64	+128	+320		Greater
+8	+128	+256	+640		
+9	+256	+512	+1280		
+10	+512	+1024	+2560		

Altered Traits gegen Schaden										
Bei Traits mit Levels, zählt man pro Level den angegebenen Wert										
DR	Dodge	CR	HPT	VHPT	IP	RMH3	RMH8	IMH	Parry	
+5	+15	+15	+10	+15	+30	+10	+15	+30	+10	
ITD	ITH	ITU	ITNBL	ITNBR	ITNE	ITNH	ITNN	ITNV	Block	
+100	+40	+20	+5	+5	+5	+7	+5	+5	+5	

DR = Damage Resistance
 CR = Combat Reflexes
 HPT = High Pain Threshold
 VHPT = Very High Pain Threshold
 IP = Immune to Pain
 RMH3 = Resistant to Metabolic Hazards +3 (Disease, Poison)
 RMH8 = Resistant to Metabolic Hazards +8 (Disease, Poison)
 IMH = Immunity to Metabolic Hazards (Disease, Poison)

ITD = Injury Tolerance Diffuse (No Blood, No Brain, No Vitals)
 ITH = Injury Tolerance Homogenous (No Brain, No Vitals)
 ITU = Injury Tolerance Unlving
 ITNBL = Injury Tolerance No Blood
 ITNBR = Injury Tolerance No Brain (Kein 4x Schaden bei Skull)
 ITNE = Injury Tolerance No Eyes
 ITNH = Injury Tolerance No Head (No Brain, No Face)
 ITNN = Injury Tolerance No Neck
 ITNV = Injury Tolerance No Vitals (No Vitals, No Groin)

Duration										
Dauer von mehr als einem Jahr: 21 + Anzahl Jahre ergibt benötigte Energie, ab 20 Energie Greater										
10 Min	30 Min	1 Std	3 Std	6 Std	12 Std	1 Tag	3 Tage	1 Woche	2 Wochen	1 Monat
+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11

Weight											
10 lbs	30 lbs	100 lbs	300 lbs	1000 lbs	3000 lbs	5 tons	15 tons	50 tons	150 tons	450 tons	1350 tons
+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12

Range											
Auto Hit Control Energy	2	3	5	7	10	15	20	30	50	70	100
+5	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
150	200	300	500	700	1000	1500	2000	3000	5000	7000	10000
+11	+12	+13	+14	+15	+16	+17	+18	+19	+20	+21	+22

LESSER EFFECTS = 60 Energy

Alle Effekte aus den Tabellen Altered Traits gegen Schaden /- auf Stats / -'nice to have' dürfen zusammen nicht mehr als 60 Energie kosten, sonst wird es ein "Greater" Effect

GREATER EFFECTS = 61+ Energy

Altered Traits auf Stats

Altered Traits auf Stats																	
Kosten pro Level																	
ST/HT	DX/IQ	HP	SST	LST	FP	HTK	HHS	BS	BM	DXI/IQ!	Per	Will	Vis	Hear	Touch	Taste	Fear
+10	+20	+2	+5	+3	+2	+2	+2	+5	+5	+15	+5	+5	+2	+2	+2	+2	+2

ST = Strength
 HT = Health
 IQ = Intelligence
 HP = Hitpoints
 SST = Striking Strength
 LST = Lifting Strength
 FP = Fatigue Points
 HTK = Hard to Kill
 HHS = Hard to Subdue
 BS = Basic Speed (0.25 pro Level)
 BM = Basic Move
 DXI = Dasselbe wie DX aber es betrifft nur Skills, sonst nichts
 IQ! = Dasselbe wie IQ aber erhöht nur Skills, sonst nichts
 Per = Perception
 Vis = Vision
 Fear = Fearlessness

Charm

Control Magic	+5
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Altered Traits 'nice to have'

Altered Traits 'nice to have'																		
Kosten pro Level																		
Extra Attack	Ambidexterity	Absolute Direction	Luck	Magic Resistance	Night Vision	Perfect Balance	Peripheral Vision	Photographic Memory	Serendipity	Speak with Animals	Trained by a Master	Unfazeable	Fit	Very Fit	Weapon Master	Wild Talent	Flight	Medium
+30	+5	+5	+15	+2	+1	+15	+15	+10	+15	+25	+30	+15	+5	+15	+20	+20	+40	+10
Mind Probe	Mind Reading	Mind Control	Intuition	Infravision	Dark Vision mit Color	Filter Lungs	Enhanced Tracking	Enhanced Move	Elastic Skin	Empathy	Detect Loot	Catfall	360° Vision	Invisibility mit Equip	Walk on Air	Body of Air	Altered Time Rate	Jumper
+20	+30	+50	+15	+10	+30	+5	+5	+20	+20	+15	+25	+10	+25	+80	+20	+36	+100	+100

Healing Ritual

Restore / Strengthen

4

z.B. Restore Body

Die farbigen Kästchen auswählen und dann zusammenzählen.

Healed

HP / FP Energy Cost

1d	+0
1d+1	+1
1d+2	+2
2d-1	+3
2d	+4
2d+1	+5
2d+2	+6
3d-1	+7
3d	+8
3d+1	+9
3d+2	+10
4d-1	+11
4d	+12
4d+1	+13
4d+2	+14
5d-1	+15
5d	+16
5d+1	+17
5d+2	+18
6d-1	+19
6d	+20
6d+1	+21
6d+2	+22
7d-1	+23
7d	+24
7d+1	+25
7d+2	+26
8d-1	+27
8d	+28
8d+1	+29
8d+2	+30
9d-1	+31
9d	+32
9d+1	+33
9d+2	+34
10d-1	+35
10d	+36
10d+1	+37
10d+2	+38
11d-1	+39
11d	+40
11d+1	+41
11d+2	+42

Lesser

Greater

Altered Traits für Heilung

Regeneration 1 HP pro

12 h	1h	1m	1s	0.1s	Recovery	Regrowth	Rapid Healing	Very Rapid Healing
+10	+25	+50	+100	+150	+10	+40	+5	+15

Altered Traits gegen Schaden

Bei Traits mit Leveln, zahlt man pro Level den angegebenen Wert

DR	Dodge	CR	HPT	VHPT	IP	RMH3	RMH8	IMH	Parry
+5	+15	+15	+10	+15	+30	+10	+15	+30	+10

ITD	ITH	ITU	ITNBL	ITNBR	ITNE	ITNH	ITNN	ITNV	Block
+100	+40	+20	+5	+5	+5	+7	+5	+5	+5

DR = Damage Resistance

CR = Combat Reflexes

HPT = High Pain Threshold

VHPT = Very High Pain Threshold

IP = Immune to Pain

RMH3 = Resistant to Metabolic Hazards +3 (Disease, Po ITNE = Injury Tolerance No Eyes

RMH8 = Resistant to Metabolic Hazards +8 (Disease, Po ITNH = Injury Tolerance No Head (No Brain, No Face)

IMH = Immunity to Metabolic Hazards (Disease, Poison) ITNV = Injury Tolerance No Neck

ITNV = Injury Tolerance No Vitals (No Vitals, No Groin)

ITD = Injury Tolerance Diffuse (No Blood, No Brain, No Vitals)

ITH = Injury Tolerance Homogenous (No Brain, No Vitals)

ITU = Injury Tolerance Unliving

ITNBL = Injury Tolerance No Blood

ITNBR = Injury Tolerance No Brain (Kein 4x Schaden bei Skull)

LESSER EFFECTS = 60 Energy

Alle Effekte aus den Tabellen Altered Traits für Heilung /- gegen Schaden dürfen zusammen nicht mehr als 60 Energie kosten, sonst wird es ein "Greater" Effect

GREATER EFFECTS = 61+ Energy

Duration

Dauer von mehr als einem Jahr: 21 + Anzahl Jahre ergibt benötigte Energie; Kann nur mit Altered Traits angewendet werden. Ab 21+ Energie ist die Duration Greater Effect

10 Min	30 Min	1 Std	3 Std	6 Std	12 Std	1 Tag	3 Tage	1 Woche	2 Wochen	1 Monat
+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11

Weight

10 lbs	30 lbs	100 lbs	300 lbs	1000 lbs	3000 lbs	5 tons	15 tons	50 tons	150 tons	450 tons	1350 tons
+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12

Range

Auto Hit	Control Energy	2	3	5	7	10	15	20	30	50	70	100
+5	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11
150	200	300	500	700	1000	1500	2000	3000	5000	7000	10000	
+11	+12	+13	+14	+15	+16	+17	+18	+19	+20	+21	+22	

Area of Effect

1	2	3	5	7	10	15	20	30	50	70	2 Hex Ex
+2	+2	+2	+4	+6	+8	+10	+12	+14	+16	+18	+1

Charm

Control
+5

Buff Ritual	
Strengthen	3
z.B. Strengthen Body	
Die farbigen Kästchen auswählen und dann zusammenzählen.	

Bonus	Give Penalty to Rolls		
	Single	Moderate	Broad
	z.B. Axe/Mace	z.B. all Vision-based	z.B. All Active Defense
-1	+1	+2	+5
-2	+2	+4	+10
-3	+4	+8	+20
-4	+8	+16	+40
-5	+16	+32	+80
-6	+32	+64	+160
-7	+64	+128	+320
-8	+128	+256	+640
-9	+256	+512	+1280
-10	+512	+1024	+2560

Altered Traits Debuffs										
Bei Traits mit Levels, zählt man pro Level den angegebenen Wert										
Amnesia	Bad Back	Bad Grip	Bad Sight	Bad Smell	Bad Temper	Berserk	Blindness	Combat Paralysis	Compulsive Behavior	
+5	+5	+1	+5	+2	+4	+6	+10	+3	+6	
Cowardice	DTR	Dread	Easy to kill	Epilepsy	Fragile Unnatural	Total Klutz	Paraplegic	Low Pain Threshold	Phobia B149	
+2	+20	+15	+1	+6	+10	+3	+6	+2	+6	
					No Peri Vision	Tunnel Vision	Very Unfit	Unhealing	Unluckiness	
					+3	+6	+3	+6	+2	

A-M = Absent-Mindedness
DTR = Decreased Time Rat
Dread = Very Common, 11 yards

Charm
Control Magic
+5

Duration										
Dauer von mehr als einem Jahr: 21 + Anzahl Jahre ergibt benötigte Energie, ab 20 Energie Greater										
10 Min	30 Min	1 Std	3 Std	6 Std	12 Std	1 Tag	3 Tage	1 Woche	2 Wochen	1 Monat
+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11

Weight										
10 lbs	30 lbs	100 lbs	300 lbs	1000 lbs	3000 lbs	5 tons	15 tons	50 tons	150 tons	450 tons 1350 tons
+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11 +12

Range										
Auto Hit Control Energy	2	3	5	7	10	15	20	30	50	70 100
+5	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9 +10
	150	200	300	500	700	1000	1500	2000	3000	5000 7000 10000
+11	+12	+13	+14	+15	+16	+17	+18	+19	+20	+21 +22

LESSER EFFECTS = 12 Energy

GREATER EFFECTS = 13+ Energy

Alle Effekte aus den Tabellen Altered Traits gegen Schaden /- auf Stats /- 'nice to have' dürfen zusammen nicht mehr als 13 Energie kosten, sonst wird es ein "Greater" Effect

Altered Traits auf Stats ins Minus!												
Kosten pro Level MINUS!												
ST/HT	DX/IQ	HP	FP	EtK	BS	BM	DX/IQI	Per	Will	Vis	Hear	Touch Taste Fear
+2	+4	+1	+1	+1	+1	+1	+3	+1	+1	+1	+1	+1

ST = Strength
HT = Health
DX = Dexterity
IQ = Intelligence
HP = Hitpoints
FP = Fatigue Points
EtK = Hard to Kill
BS = Basic Speed (0.25 pro Level)
BM = Basic Move
DXI = Dasselbe wie DX aber es betrifft nur Skills, sonst nichts
IQI = Dasselbe wie IQ aber erhöht nur Skills, sonst nichts
Per = Perception
Vis = Vision
Fear = Fearful

Affliction Rituals

Control/Destroy

5

z.B. Control Body

Die farbigen Kästchen auswählen und dann zusammenzählen.

Afflictions B35
Enhancements B101

Afflicting Conditions

Incapacitating											
Coma	Heart Attack	Daze	Hallucinating	Retching	Agony	Choking	Ecstasy	Seizure	Paralysis	Sleep	Unconsciousness
+50	+60	+10	+10	+10	+20	+20	+20	+20	+30	+30	+40
Irritant											
Tipsy	Coughing	Drunk	Moderate Pain	Euphoria	Nauseated	Severe Pain	Terrible Pain	Stunning			
+2	+4	+4	+4	+6	+6	+8	+12	+0			

Advantages: Kosten 10% pro CP, also 2 Energy pro CP

Disadvantages: Kosten 1% pro CP, also 1 Energy pro 5 CP

Charm

Control Magic

+5

Affliction Enhancements

Area; Doppelter Radius für jede zusätzliche 10 Energie											
Aura	Affects Insubstantial	Affects Substantial	2 yards	4 yards	8 yards	16 yards	Cosmic, irresistible	Fixed	Variable 10s	Variable	Triggered
+16	+4	+8	+10	+20	+30	+40	+60	+0	+2	+4	+10
Increased Range											
x2	x5	x10	x20	x50	x100	1/yard	Range Table	Long Distance			
+2	+4	+6	+8	+10	+12	+20	+30	+40			
Extended Duration											
x3	x10	x30	x100	x300	x1000	Permanent					
+4	+8	+12	+16	+20	+24	+30					

Delay

Malediction