

| Damage Ritual | | Innate Attack | | | | Innate Attack Explosive | | | | Innate Attack NO DR | | | | | | |
|----------------------------------------------------------|-----------------------------------|------------------|-------------|-----------|-----------|-------------------------|---------------------------|--------------|----------|---------------------|--------------|-----------|-----------|------------|------------|---------------------------|
| Destroy | Create | Damage | Damage Type | | | Damage | Damage Type | | | Damage | Damage Type | | | | | |
| | | | pi- | cr tbb | pi kbb | cut pi+ | imp cor fat pi++ | | burn exp | | pi- | cr tbb | pi kbb | tox exp | cut pi+ | imp cor fat pi++ |
| 5 | 6 | 3d | +0 | +0 | +0 | +0 | | 2d | +0 | | 1d | +0 | +0 | +0 | +0 | |
| <small>z.B. Destroy Body</small> | <small>z.B. Create Energy</small> | 3d+3 | +1 | +1 | +2 | +2 | | 2d+2 | +1 | | 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 | | 2d-1 | +2 | +3 | +5 | +6 | |
| | | 6d | +2 | +4 | +6 | +8 | | 4d | +4 | | 2d | +2 | +4 | +6 | +8 | |
| | | 6d+3 | +3 | +5 | +8 | +10 | Lesser | 4d+2 | +5 | | 2d+1 | +3 | +5 | +8 | +10 | Lesser |
| | | 6d+6 | +3 | +6 | +9 | +12 | | 4d+4 | +6 | | 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 | Greater | 14d+2 | +25 | | 7d+1 | +13 | +25 | +38 | +50 | Greater |
| | | 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 | | | | | | | | | | | | | | |
| | | Dodgeable | | | | | | | | | | | | | | |
| | | Full DR | | | | | | | | | | | | | | |
| | | No Weight | | | | | | | | | | | | | | |
| | | Must roll to hit | | | | | | | | | | | | | | |
| | | Dodge and Dive | | | | | | | | | | | | | | |
| | | No DR | | | | | | | | | | | | | | |
| | | No Weight | | | | | | | | | | | | | | |
| | | Must roll to hit | | | | | | | | | | | | | | |
| | | No Dodge | | | | | | | | | | | | | | |
| | | No DR | | | | | | | | | | | | | | |
| | | Add Weight | | | | | | | | | | | | | | |

| Auto Hit | Range | | | | | | | | | | |
|----------------------------------------------------------------------------------------------------------|-------|---|---|---|----|----|----|----|----|----|-----|
| Cosmic, Irresistable Attack +300%; Cosmic, No Active Defenses +300%, Cosmic, No die roll required, +100% | 2 | 3 | 5 | 7 | 10 | 15 | 20 | 30 | 50 | 70 | 100 |

| | | | | | | | | | | | |
|------|-----|-----|-----|-----|------|------|------|------|------|------|-------|
| +140 | +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 tons |
| +1 | +2 | +3 | +4 | +5 | +6 | +7 | +8 | +9 | +10 | +11 | +12 |

| Area of Effect (erste Zahl = radius, zweite Zahl = anzahl getroffene Hex) | | | | | | | | | | | Special |
|---------------------------------------------------------------------------|-----|------|------|-------|--------|--------|---------|---------|---------|----------|------------|
| ±± | 2/7 | 3/19 | 5/61 | 7/127 | 10/271 | 15/631 | 20/1141 | 30/2611 | 50/7351 | 70/14491 | 2 Hex Excl |
| +2 | +2 | +2 | +4 | +6 | +8 | +10 | +12 | +14 | +16 | +18 | +1 |

| Hit Location | | | | | | | | | | | Add-to-Hit |
|--------------|-----------|-------|------|------|---------------|---------------|--------|-------|-------|-----|--------------|
| Arm-Leg | Hand-Foot | Groin | Neck | Face | Limb-Vascular | Neck-Vascular | Vitals | Heart | Skull | Eye | Chinks-Armor |
| +6 | +8 | +9 | +10 | +10 | +10 | +11 | +12 | +13 | +14 | +18 | ++20 |

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.

| Charm |
|---------------|
| Control Magic |
| +5 |

| Buff Ritual | |
|----------------------------------------------------------|----|
| Strengthen | 3 |
| z.B. Strengthen Body | |
| Die farbigen Kästchen auswählen und dann zusammenzählen. | |
| Charm | |
| Control Magic | +5 |

| Give Bonus to Rolls | | | | |
|---------------------|---------------|-----------------------|-------------------------|--|
| | Single | Moderate | Broad | |
| Bonus | 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 | |

LESSER EFFECTS = 60 Energy

GREATER EFFECTS = 61+ 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

| 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 | | | | | | | | | | |
| 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 |

| Altered Traits auf Stats | | | | | | | | | | | | | | | | | |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|----|-----|-----|----|----|-----|----|----|---------|-----|------|-----|------|-------|-------|------|
| Kosten pro Level | | | | | | | | | | | | | | | | | |
| ST/HT | DX/IQ | HP | SST | LST | FP | HK | HKS | 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 DX = Dexterity IQ = Intelligence HP = Hitpoints SST = Striking Strength LST = Lifting Strength FP = Fatigue Points HK = Hard to Kill HKS = 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 | | | | | | | | | | | | | | | | | |

| Altered Traits 'nice to have' | | | | | | | | | | | | | | | | | | |
|-------------------------------|---------------|--------------------|-----------|------------------|-----------------------|-----------------|-------------------|---------------------|--------------|--------------------|---------------------|------------|-------------|------------------------|---------------|-------------|-------------------|--------|
| Kosten pro Level | | | | | | | | | | | | | | | | | | |
| Extra Attack Multistrike | 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 |

| Area of Effect | | | | | | | | | | | | |
|----------------|-----|------|------|-------|--------|--------|---------|---------|---------|----------|---------------|--|
| 1/1 | 2/7 | 3/19 | 5/61 | 7/127 | 10/271 | 15/631 | 20/1141 | 30/2611 | 50/7351 | 70/14491 | 2 Hex Exclude | |
| +2 | +2 | +2 | +4 | +6 | +8 | +10 | +12 | +14 | +16 | +18 | +1 | |

Healing Ritual

Restore / Strengthen

4

z.B. Restore Body

Die farbigen Kästchen auswählen und dann zusammenzählen.

Charm

Control Magic

+5

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, 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, Pois)
 RMH8 = Resistant to Metabolic Hazards +8 (Disease, Pois)
 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 Unliving
 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)

LESSER EFFECTS = 60 Energy

GREATER EFFECTS = 61+ 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

Duration

Dauer von mehr als einem Jahr: 21 + Anzahl Jahre ergibt benötigte Energie; Kann nur mit Altered Traits angewendet werden.

| 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 |

Area of Effect

| 1/1 | 2/7 | 3/19 | 5/61 | 7/127 | 10/271 | 15/631 | 20/1141 | 30/2611 | 50/7351 | 70/14491 | 2 Hex Excl |
|-----|-----|------|------|-------|--------|--------|---------|---------|---------|----------|------------|
| +2 | +2 | +2 | +4 | +6 | +8 | +10 | +12 | +14 | +16 | +18 | +1 |

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

| Charm | |
|---------------|----|
| Control Magic | +5 |

LESSER EFFECTS = 16 Energy

GREATER EFFECTS = 17+ Energy

| Give Penalty to Rolls | | | | |
|-----------------------|---------------|----------------------|-------------------------|---------|
| | Single | Moderate | Broad | |
| Penalty | z.B. Axe/Mace | z.B all Vision-based | 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 | |
| -8 | +128 | +256 | +640 | |
| -9 | +256 | +512 | +1280 | |
| -10 | +512 | +1024 | +2560 | |
| | | | | Greater |

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 Debuffs | | | | | | | | | | | |
|-----------------------------------------------------------------|----------|----------|--------------|-----------|-------------------|----------------|---------------|--------------------|---------------------|-------------|--|
| Bei Traits mit Leveln, 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 | | | | | | | | | | |
| 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 |

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

| Area of Effect | | | | | | | | | | | |
|----------------|-----|------|------|-------|--------|--------|---------|---------|---------|----------|---------------|
| 1/1 | 2/7 | 3/19 | 5/61 | 7/127 | 10/271 | 15/631 | 20/1141 | 30/2611 | 50/7351 | 70/14491 | 2 Hex Exclude |
| +2 | +2 | +2 | +4 | +6 | +8 | +10 | +12 | +14 | +16 | +18 | +1 |

Affliction Rituals

Control/Destroy

5

z.B. Control Body

Die farbigen Kästchen auswählen und dann zusammenzählen.

Afflictions B35
Enhancements B101

Charm

Control
Magic

+5

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

Affliction Enhancements

| Area, Doppelter Radius pro 10 Energie | | | | | | | | | | | | | | |
|---------------------------------------|---------------------------|-------------------------|------|-------------------------|---------|-------------|-----------------|-------------------|-------|-------------------|------------------|----------|-----------|--|
| Emanation | Affects- Insubstantial | Affects- Substantial | Aura | Cosmic, irresistible | Area | | | | | Selective Area | Delay | | | |
| | | | | | 2-yards | 4-yards | 8-yards | 16-yards | Fixed | | Variable- 10s | Variable | Triggered | |
| +4 | +4 | +8 | +16 | +60 | +10 | +20 | +30 | +40 | +4 | +0 | +2 | +4 | +10 | |
| Range | | | | | | Malediction | | | | | | | | |
| x2 | x5 | x10 | x20 | x50 | x100 | -1/yard | Range- Table | Long- Distance | | | | | | |
| +2 | +4 | +6 | +8 | +10 | +12 | +20 | +30 | +40 | | | | | | |
| Duration | | | | | | | | | | | | | | |
| x3 | x10 | x30 | x100 | x300 | x1000 | Permanent | | | | | | | | |
| +4 | +8 | +12 | +16 | +20 | +24 | +30 | | | | | | | | |

LESSER EFFECTS = 30 Energy

GREATER EFFECTS = 31+ Energy

Alle Effekte aus den Tabellen
Afflicting Conditions oder
Affliction Enhancements dürfen
zusammen nicht mehr als 30
Energie kosten, sonst wird es
ein "Greater" Effect