

Damage Ritual		Innate Attack					Innate Attack Explosive					Malediction - Resist Roll						
Destroy	Create	Damage	Damage Type				Damage	Damage Type				Damage	Damage Type					
			pi-	cr tox	burn tbb	pi kbb	cut pi+	imp cor fat pi++		burn	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			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		4d+2	+5			2d+1	+3	+5		+8	+10
		6d+6	+3	+6		+9	+12	Lesser	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	Greater	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											May Resist with Will					
		Dodgeable											No Dodge					
		Full DR											No DR					
		No Weight											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
+0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11

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

DoT
Persistent, +50%
+8

Buff Ritual	
Strenghten	3
z.B. Strenghten 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	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

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 Unlilving 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
+0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11

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	Invisibilty 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
+0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11

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

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

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
+0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11

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

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