

ALTER SUBSTANCE

PL	Effect	Success Requires	Type	Duration	Sacrifice	Resist
1	Phase Weapon	NA	Enchantment	Mana	0	
1	Alter Scent	NA	Self Preferred	Mana	0	
1-5	Soften	SM 1+ (reduction = SM)	Direct Effect	Hostile	0	Body, WP, or INT
2	Hardness of Wood	NA	Self Preferred	Strain	2	
2	Create Food	SM 2+	Direct Effect	Hostile	1	DR
2	Create Drink	SM 2+	Direct Effect	Hostile	1	DR
3	Hardness of Stone	NA	Self Preferred	Strain	2	
4	Hardness of Steel	NA	Self Preferred	Strain	2	
5	Hardness of Diamond	NA	Self Preferred	Strain	2	
2	Neutralize Poison	NA	Self Preferred	Flash	0	
3	Non-Solid	NA	Self Preferred	Strain	0	
3	Camouflage	NA	Self Preferred	Mana	0	
4	Gaseous Form	NA	Self-Only	Continuous	2	
5	Combat Gaseous Form	NA	Self-Only; Special Reaction	Continuous	2	

ALTER TIME

PL	Effect	Sacrifice	Spell Type	Duration
1	Time Sense	0	Self-Only	Mana
2	Slow Time, Minor	0	Self-Only	Strain
3	Slow Time, Moderate	1	Self-Only	Strain
4	Reverse Time	2	Special Reaction	Flash
5	Slow Time, Major	1+1/RD	Self-Only	Strain

ANIMAL FORM

PL	C Pecs	Peculiarity Options	Sacrifice	Spell Type	Duration
1	2	No Peculiarity may have a Level higher than 1.	0	Self-Only	Strain
2	4	No Peculiarity may have a Level higher than 2.	0	Self-Only	Strain
3	6	No Peculiarity may have a Level higher than 3.	0	Self-Only	Strain
4	8	No Peculiarity may have a Level higher than 4.	0	Self-Only	Strain
5	10	No Peculiarity may have a Level higher than 5.	0	Self-Only	Strain

BIND

PL	Effect	Success Requires	Sacrifice	Spell Type	Duration	Resist
1	Half Speed + Ground	SM 1+	0	Direct Effect	Hostile	STR or INT
2	-1 Overall + Half Speed + Ground (AOE Option)	SM 2+	0	Direct Effect	Hostile	STR or INT
3	-1 Overall + Rooted (AOE Option)	SM 3+	1	Direct Effect	Hostile	STR or INT
4	Physical Paralysis (AOE Option)	SM 4+	1	Direct Effect	Hostile	STR or INT
5	Mental Paralysis (AOE Option)	SM 5+	1	Direct Effect	Hostile	STR or INT

BLAST

PL	Effect	Sacrifice	Type	Duration
1	Gain Level 1 "Blast, Energy" Peculiarity with No "Per Attempt" Mana Cost	0	Self-Only	Strain
2	Gain Level 2 "Blast, Energy" Peculiarity with No "Per Attempt" Mana Cost	0	Self-Only	Strain
3	Gain Level 3 "Blast, Energy" Peculiarity with No "Per Attempt" Mana Cost	0	Self-Only	Strain
4	Gain Level 4 "Blast, Energy" Peculiarity with No "Per Attempt" Mana Cost	0	Self-Only	Strain
5	Gain Level 5 "Blast, Energy" Peculiarity with No "Per Attempt" Mana Cost	0	Self-Only	Strain

BLINK

PL	Effect	Success Requires	Type	Duration	Sacrifice	Special Cost
1-5	Blink (LOS; Range = PL x 20 meters)	NA	Self-Only	Flash	0	N/A
2	Set Hyspace Home	NA	Enchantment	Perm.	2	2 MCs
3	Hyspace	NA	Self-Only	Flash	0	N/A
4	Double-Blink (50 meters max)	NA	Self-Preferred	Flash	1	N/A
5	Group Hyspace	NA	Self-Preferred	Flash	2	N/A
5	Combat Blink (Self--50 meters max)	NA	Special Reaction	Flash	1	N/A

BREAK

PL	Effect	Sacrifice	Type	Duration	Resist
1	WL = 2	0	Direct Effect	Flash	Body, WP, or INT
2	WL = Lesser of 4 or SM x 2	0	Direct Effect	Flash	Body, WP, or INT
3	WL = Lesser of 6 or SM x 2	0	Direct Effect	Flash	Body, WP, or INT
4	WL = Lesser of 8 or SM x 2	1	Direct Effect	Flash	Body, WP, or INT
5	WL = Lesser of 10 or SM x 2	1	Direct Effect	Flash	Body, WP, or INT
V	Haywire	1	Direct Effect	Flash	Body, WP, or INT

CONJURE CREATURE

PL	XPs	Sacrifice	Type	Duration
1	50	2	Conjuration	Strain
2	150	2	Conjuration	Strain
3	300	2	Conjuration	Strain
4	500	2	Conjuration	Strain
5	750	2	Conjuration	Strain

CONJURE OBJECT

PL	Effect	Sacrifice	Type	Duration
1-5	Conjure Object	2	Conjuration	Strain
1-5	Slippery Ice	2	Conjuration	Strain
1-5	Freeze Water	2	Conjuration	Strain
1-5	Snuff Fire	2	Direct Effect	Flash
3	Smoke Screen	2	Conjuration	Strain

CONTROL

PL	Effect	Success Requires	Sacrifice	Duration	Type	Resist
1	Hesitation	SM 1+	0	Flash	Direct Effect	Body, WP, or INT
2	Fumble (AOE Option)	SM 2+	0	Flash	Direct Effect	Body, WP, or INT
3	Confusion (AOE Option)	SM 3+	1	Hostile	Direct Effect	Body, WP, or INT
4	Influence (AOE Option)	SM 4+	1	Hostile	Direct Effect	Body, WP, or INT
5	Mind Control (AOE Option)	SM 5+	2	Continuous	Direct Effect	Body, WP, or INT

CONTROL ANIMAL

PL	Effect	Success Requires	Sacrifice	Duration	Type	Resist
1	Hesitation	SM 1+	0	Flash	Direct Effect	Body, WP, or INT
2	Calm (AOE Option)	SM 2+	0	Hostile	Direct Effect	Body, WP, or INT
3	Confusion (AOE Option)	SM 3+	1	Hostile	Direct Effect	Body, WP, or INT
4	Influence (AOE Option)	SM 4+	1	Hostile	Direct Effect	Body, WP, or INT
5	Mind Control (AOE Option)	SM 5+	2	Continuous	Direct Effect	Body, WP, or INT

CONTROL ELECTRONICS

PL	Effect	Success Requires	Sacrifice	Duration	Type	Resist
1	Hesitation	SM 1+	0	Flash	Direct Effect	Body, WP, or INT
2	Fumble (AOE Option)	SM 2+	0	Flash	Direct Effect	Body, WP, or INT
3	Confusion (AOE Option)	SM 3+	1	Hostile	Direct Effect	Body, WP, or INT
3	Steal ordinary memory or unguarded information: See "Telepathy."	SM 3+	0	Flash	Direct Effect	WP or INT
4	"Influence" (AOE Option)	SM 4+	1	Hostile	Direct Effect	Body, WP, or INT
4	Steal "confidential" information	SM 4+	1	Flash	Direct Effect	WP or INT
5	Steal any information stored in or accessible through the target, even if it is compartmented or specifically encrypted (e.g., closely guarded secrets)	SM 5+	2	Flash	Direct Effect	WP or INT
5	Mind Control (AOE Option)	SM 5+	2	Continuous	Direct Effect	Body, WP, or INT

DEFENSE

PL	Effect	Sacrifice	Type	Duration
1	Active Defense +2	0	Self Preferred	Strain
2	Active Defense +4 (AOE Option)	0	Self Preferred	Strain
3	Active Defense +6 (AOE Option)	0	Self Preferred	Strain
4	Active Defense +8 (AOE Option)	0	Self Preferred	Strain
5	Active Defense +10 (AOE Option)	0	Self Preferred	Strain

FLIGHT

PL	Effect	Type	Duration	Sacrifice
1	Wingless Flight: Level 2	Self-Only	Strain	0
2	Wingless Flight: Level 3	Self-Only	Strain	0
2	Non-Combat Flight (Only) at 75 KPH	Self-Only	OG	0
3	Wingless Flight: Level 3; Hover: Level 2	Self-Only	Strain	0
3	Non-Combat Flight (Only) at 150 KPH	Self-Only	OG	0
4	Wingless Flight: Level 4; Hover: Level 2	Self-Only	Strain	0
4	Non-Combat Flight (Only) at 300 KPH	Self-Only	OG	0
5	Wingless Flight: Level 5; Hover: Level 2	Self-Only	Strain	1
5	Non-Combat Flight (Only) at 600 KPH	Self-Only	OG	0

HARM

PL	Effect	Sacrifice	Type	Duration	Resist
1	WL = 2	0	Direct Effect	Flash	Body, WP, or INT
2	WL = Lesser of 4 or SM x 2	0	Direct Effect	Flash	Body, WP, or INT
3	WL = Lesser of 6 or SM x 2	0	Direct Effect	Flash	Body, WP, or INT
4	WL = Lesser of 8 or SM x 2	1	Direct Effect	Flash	Body, WP, or INT
5	WL = Lesser of 10 or SM x 2	1	Direct Effect	Flash	Body, WP, or INT
V	Pain	1	Direct Effect	Flash	Body, WP, or INT

HEAL

PL	Effect	Sacrifice	Spell Type	Duration
1	Revive	0	Self Preferred	Flash
1	Stabilize	1	Self Preferred	Flash
2	Heal Superficial Wounds	1	Self Preferred	Flash
2	Mend Limb	1	Self Preferred	Flash
3	Heal Minor Wounds	1	Self Preferred	Flash
4	Healing Serious Wounds	1	Self Preferred	Flash
5	Heal Critical Wounds	1	Self Preferred	Flash
5	Breath of Life	3	Enhancement	Flash

INSPIRE

PL	Effect	Sacrifice	Type	Duration
1	Blood Lust	0	Self-Only	Strain
2	Steadiness	0	Self-Only	Strain
2	Bravery	0	Self-Only	Strain
3	Security	0	Self-Only	Strain
3	Comfort	0	Self-Only	Mana
4	Motivation	0	Self-Only	Strain
5	Determination	0	Self-Only	OG
5	Eternal March	0	Self-Only	OG

META-MAGIC

PL	Effect	Type	Duration	Sacrifice
1	Sense Magic	Self Only	Flash	0
2	Detect Magic	Self Only	Continuous	0
1-5	Counter-Spell	Special Reaction	Flash	0
1-5	Burnout	Direct Effect	Flash	0
1-5	Magic Resistance	Self-Preferred	Strain	1
1-5	Dispel Magic	Direct Effect	Flash	0
2	Elusive Presence	Self-Preferred	24 Hours	2
3	Identify Magic	Self Only	Flash	0
5	Spell Absorption	Self Only	Strain	0

REPAIR

PL	Effect	Sacrifice	Spell Type	Duration
1	Stabilize	1	Enhancement	Flash
2	Revive	0	Enhancement	Flash
2	Repair Minor Damage	1	Enhancement	Flash
3	Repair Moderate Damage	1	Enhancement	Flash
4	Repair Serious Damage	1	Enhancement	Flash
5	Repair Critical Damage	1	Enhancement	Flash

SENSES

PL	Effect	Success Requires	Type	Duration	Sacrifice	Resist
1	Sense of Direction	N/A	Self-Only	Mana	0	
1	Enhanced Senses	N/A	Self-Only	Mana	0	
1	Night Vision	N/A	Self Preferred	Mana	0	
1	See the Invisible	N/A	Self Preferred	Strain	0	
2	Danger Sense	N/A	Self-Only	Mana	0	
2	Olfactory Targeting	N/A	Self-Only	Strain	0	
2	Detect Magic	N/A	Self-Only	Continuous	0	
3	Presence Sense	N/A	Self-Only	Strain	0	
3	Sonar	N/A	Self-Only	Strain	0	
4	X-Ray Vision	N/A	Self-Only	Flash	0	
4	Shared Senses	N/A	Enhancement	Mana	1	
4	Universal Translator	N/A	Self Preferred	Strain	1	
5	Foresight	N/A	Special Reaction	Flash	1	
5	Remove Sense	SM 5+	Direct Effect	Hostile	0	Body, WP, or INT

SHAPE CHANGE

PL	Effect	Sacrifice	Type	Duration
1	Change superficial appearance	0	Self Preferred	Mana
2	Moderate change of shape	0	Self Preferred	Mana
3	Significant change of shape	0	Self Preferred	Mana
4	Increase or decrease Size and Mass by up to 2 levels; may adjust physical beauty to Striking; add 2 Cs or NCs of any unrestricted "Mutation" Peculiarities (Not to exceed Level 2).	0	Self Preferred	Mana
5	May adjust physical beauty to Stunning; add 3 Cs or NCs of any unrestricted "Mutation" Peculiarities (not to exceed Level 3).	0	Self Preferred	Mana

TELEKINESIS

PL	Effect	Success Requires	Type	Duration	Sacrifice	Resist
1	STR 2 Telekinesis (Move 10 meters)	NA	Enhancement	Continuous	0	
2	STR 4 Telekinesis (Move 10 meters)	NA	Enhancement	Continuous	0	
3	STR 6 Telekinesis (Move 10 meters)	NA	Enhancement	Continuous	0	
4	STR 8 Telekinesis (Move 10 meters)	NA	Enhancement	Continuous	0	
4	Wingless Flight (Move Athletics x 1); Hover (Level 2).	NA	Self Only	Strain	0	
5	STR 10 Telekinesis (Move 10 meters)	NA	Enhancement	Continuous	0	
5	Wingless Flight (Athletics x 2); Hover (Level 2).	NA	Self Only	Strain	0	
5	Telekinetic Wrestling	See Wrestling	Direct Effect	Continuous	0	INT, WP, or Wrestling (plus "Escape" bonuses)

SPECIAL USE FOR MASTER MUSICIAN (WIND) ONLY

5	Tune of Lifting	NA	Enhancement	Continuous	0	
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TELEPATHY

PL	Effect	Success Requires	Duration	Sacrifice	Type	Resist
1	Sense target's emotions within 20 meters (requires LOS).	SM 1+	Strain	0	Direct Effect	WP or INT
1	Send telepathic message (up to 10 words) within Line of Sight (LOS).	NA	Flash	0	Special	
1	Receive a voluntary message (up to 10 words) from another character within LOS.	NA	Flash		Special	
1	Deep Sleep	SM 1+	Mana	0	Direct Effect	WP or INT
2	Steal surface thoughts within 20 meters (requires LOS). Stolen thoughts may be words, numbers, pictures, sensory impressions, etc., limited to approximately five seconds of shared experience (at the GM's discretion).	SM 2+	Flash	0	Direct Effect	WP or INT
2	Send telepathic message (up to 10 words) without LOS up to 1 km (double range for +1 PL and +1 Attempt Total; PL 5 = infinite range).	NA	Flash		Special	
2	Receive a voluntary response (up to 10 words) to a long range telepathic message (range same as above).	NA	Flash		Special	
2	Dream Link	SM 2+	Continuous	0	Direct Effect	WP or INT
2	Nightmares	SM 2+	Strain	1	Direct Effect	WP or INT
3	Steal ordinary memory or unguarded information (e.g., name, place of birth, job, current mission, boss' name, etc.—all at GM discretion) within 20 meters (requires LOS).	SM 3+	Flash	0	Direct Effect	WP or INT
3	Dreamscape	SM 3+	Continuous	0	Direct Effect	WP or INT
4	Steal "confidential" information (a weakness, a desire, an ambition, standing orders, etc.—all at GM discretion) within 20 meters (requires LOS).	SM 4+	Flash	1	Direct Effect	WP or INT
5	Steal any information the character has somewhere in his memory (even a guarded secret or forgotten memory) within 20 meters (requires LOS).	SM 5+	Flash	2	Direct Effect	WP or INT
5	Establish a completely shared consciousness between caster and target (continues to work at any range). Range = 2 Max.	NA	Mana	1	Enhancement	
5	Sleep	SM 5+	Hostile	1	Direct Effect	BODY, WP, or INT

TRANSFORM

PL	Effect	Success Requires	Sacrifice	Type	Duration	Resist
1	Cosmetic Transformation	SM 1+	0	Direct Effect	Hostile	Body, WP, or INT
2	Physical Transformation (AOE Option)	SM 2+	0	Direct Effect	Hostile	Body, WP, or INT
3	Crippling Transformation (AOE Option)	SM 3+	1	Direct Effect	Hostile	Body, WP, or INT
4	Insulting Transformation (AOE Option)	SM 4+	1	Direct Effect	Hostile	Body, WP, or INT
5	Physical Incapacitation (AOE Option)	SM 5+	1	Direct Effect	Hostile	Body, WP, or INT