

<p><b>Calm</b>  (Usage: Focus vs Focus,  Target: Other, Duration: Instant  , SC: 1, GP: 2)  Target is hit by a momentary  wave of calm and serenity.  It is Suppressed on its next turn.</p>	<p><b>Concerto</b>  (Usage: Auto,  Target: None, Duration:  Summon,  SC: 0, GP: 1)  Summon music from nowhere  that matches the caster's mood  or needs.</p>	<p><b>Curse</b>  (Usage: Focus vs Focus,  Target: Other,  Duration: Persistent,  SC: 2, GP: 3)  Target is suddenly very unlucky.  It is Vulnerable until the effect  wears off.</p>
<p><b>Detect &lt;Specify&gt;</b>  (Usage: Focus vs DR,  Target: None,  Duration: Instant,  SC: 0, GP: 1)  You have the power to detect  the presence of something,  like an energy signature,  within a 5 metre radius.  Options include Life, Radiation,  Ghosts or Magical Energy.</p>	<p><b>Dispel</b>  (Usage: Focus vs DR,  Target: None,  Duration: Instant,  SC: 1, GP: 2)  Remove an effect caused  by a hostile use of a Power.</p>	<p><b>Fear</b>  (Usage: Focus vs Focus,  Target: Area,  Duration: Instant,  SC: 2, GP: 3)  Send a wave of dread among  your foes. Targets are Suppressed  on their next turn as they  briefly cower and hide.</p>
<p><b>Fly</b>  (Usage: Auto,  Target: Self,  Duration: Ongoing,  SC: 2, GP: 3)  You fly. How high, fast, far  depends on the campaign setting.</p>	<p><b>Fog</b>  (Usage: Auto,  Target: None,  Duration: Persistent,  SC: 1, GP: 2)  Raise a bank of fog that reduces  visibility around the caster and  anyone nearby. In combat this  acts as cover, providing  +1 Defence bonus and  -1 Fight penalty.</p>	<p><b>Grab</b>  (Usage: Focus vs Defence,  Target: Other,  Duration: Persistent,  SC: 2, GP: NA)  Target is grabbed by a physical  restraint.It is Suppressed until the  effect wears off. You can only  have one instance of Grab at  any one time.</p>

<p><b>Heal</b>  (Usage: Auto,  Target: Any, D  uration: Instant,  SC: 3, GP: NA)  Removes Wounded status and  ongoing damage from poisons,  acid, radiation or other sources  and restores the target's  full Hit Points.</p>	<p><b>Impersonate</b>  (Usage: Auto,  Target: Self,  Duration: Ongoing,  SC: 2, GP: 3)  You can transform your  appearance to look like  someone else. You need to see  the target to duplicate its  appearance, You don't duplicate  their knowledge or abilities.</p>	<p><b>Illusion</b>  (Usage: Auto,  Target: None,  Duration: Summon,  SC: 2, GP: 3)  Create a mirage or project a  holographic image,The illusion has  no substance and makes no sound.  A Focus vs Focus Test is required  where the illusion stands out as  unusual or out of context.</p>
<p><b>Invisibility</b>  (Usage: Auto,  Target: Self,  Duration: Ongoing,  SC: 2, GP: 3)  You can't be seen. This provides  +2 Stealth and +1 Defence  but you are at -1 on all other  Tests as being invisible is  rather disorientating.</p>	<p><b>Life Drain</b>  (Usage: Fight vs Defence,  Target: Other,  Duration: Instant,  SC: 2, GP: 3)  On a successful unarmed attack  regain Hit Points for each point  of damage inflicted.</p>	<p><b>Lift</b>  (Usage: Focus vs DR,  Target: None,  Duration: Ongoing,  SC: 0, GP: 1)  You can move small objects with  your mind,It's good enough to  knock down a glass from a table  or pull a set of keys into a prison  cell but not for anything that  requires power or finesse.</p>
<p><b>Light</b>  (Usage: Auto,  Target: None,  Duration: Summon,  SC: 0, GP: 1)  Summon a source of light  equivalent to a torch or a  flashlight.</p>	<p><b>Mega Zap</b>  (Usage: Focus vs Defence,  Target: Other,  Duration: Instant,  SC: 2, GP: 3)  Powerful single target ranged  attack that inflicts  MoS +3 damage.</p>	<p><b>Mighty Zap</b>  (Usage: Focus vs Defence,  Target: Other,  Duration: Instant,  SC: 1, GP: 2)  Powerful single target ranged  attack that inflicts  MoS +2 damage.</p>

<p><b>Night Vision</b>  (Usage: Auto,  Target: Self,  Duration: Ongoing,  SC: 0, GP: 1)  You can see in complete darkness.</p>	<p><b>Nuke</b>  (Usage: Focus vs Defence,  Target: Area,  Duration: Instant,  SC: 3, GP: NA)  Area attack that does 3 damage to each target it hits. Do not include the MoS when calculating the damage from an Area attack.</p>	<p><b>Paralysis</b>  (Usage: Focus vs Defence,  Target: Other,  Duration: Persistent,  SC: 3, GP: NA)  Target seizes up and is unable to move. It is Suppressed and Vulnerable until the effect wears off.</p>
<p><b>Poison</b>  (Usage: Fight vs Fitness,  Target: Other,  Duration: Persistent,  SC: 2, Gift 3)  On a successful unarmed attack (bite, scratch, kiss) you can poison a target as a secondary effect. The poison does an additional 1 point of damage each turn until it wears off or is healed.</p>	<p><b>Speak With &lt;Specify&gt;</b>  (Usage: Auto,  Target: None,  Duration: Ongoing,  SC: 0, GP: 1)  You have the ability to communicate with a particular kind of creature or entity Remember, just because you can speak with something, doesn't make them your friends.</p>	<p><b>Spotlight</b>  (Usage: Focus vs Defence,  Target: Other,  Duration: Instant,  SC: 1, GP: 2)  Briefly make your target glow so that it's easier to target. The target is Vulnerable. Also, fun at parties.</p>
<p><b>Summon Construct</b>  (Usage: Auto,  Target: None,  Duration: Summon,  SC: 0, GP: 1)  Create a small, simple object out of thin air, like a container or a rope.</p>	<p><b>Summon Minion</b>  (Usage: Auto,  Target None,  Duration: Summon,  Cost: 2, GP: NA)  Summon a Fair temporary minion with 5 HP. It can fight for you or perform simple tasks.</p>	<p><b>Summon Weapon</b>  (Usage: Auto,  Target: None,  Duration: Summon,  SC: 1, GP: 2)  Summon a large melee weapon that has a +2 damage bonus.</p>

<p><b>Stun</b> (Usage: Focus vs Defence, Target: Area, Duration: Instant, SC: 3, GP: NA) Area attack that does no damage but all targets hit are briefly stunned. Targets are Suppressed and Vulnerable.</p>	<p><b>Transform Other &lt;Specify&gt;</b> (Usage: Focus vs Fitness, Target: Other, Duration: Persistent, SC: 3, GP: 4) Transform the target into a small animal. The target's physical attributes are reduced to MEDIOCRE though, depending on the animal, their movement and senses might improve.</p>	<p><b>Ward</b> (Usage: Auto, Target: None, Duration: Special, SC: 1, GP: 2) A ward can prevent a supernatural entity from entering. It has SUPERB Defence and 4 Hit Points. The ward lasts 24 hours or until defeated. It does not require the caster to be on site.</p>
<p><b>Zap</b> (Usage: Focus vs Defence, Target: Other, Duration: Instant, SC: 0, GP: 1) Simple, single target ranged attack that just MoS +1 damage.</p>	<p><b>Usage:</b> Describes what is required to use the Power, usually a Test. If it says Auto it means the Power does not require a Test, but it still counts as your action during a combat round. <b>SC:</b> Cost in Spell Points. <b>GP:</b> Number of Gift Points to purchase as an Ability. Where this is set to NA the Power is not available as an Ability.</p>	<p><b>Target Other:</b> Must used on another character, friend or foe. <b>Target Self:</b> Can only be used on oneself. <b>Target Any:</b> Target is Other or Self. <b>Target Area:</b> Effect from a single Test can be applied to multiple targets in close proximity. If it is not obvious which targets might be affected roll 1d3+1 to determine the maximum number of possible targets. Each of the potential targets gets to defend. <b>Target None:</b> There is no target.</p>
<p><b>Duration Instant:</b> The effect is created and resolved instantly <b>Duration Persistent:</b> The effect lasts a variable number of rounds or end of scene. At the end of the target's turn roll 1df, on a '+', the effect runs its course. Effects can be cancelled by the caster or removed using the Dispel Power. <b>Duration Ongoing:</b> The effect of the Power lasts as long as it is needed, within reason. <b>Duration Special:</b> See the specific Power for duration guidelines.</p>	<p><b>Duration Summon:</b> Summoned items last up to an hour before dissipating unless:</p> <ul style="list-style-type: none"> <li>• The caster cancels the summon.</li> <li>• The item is physically destroyed.</li> <li>• The caster summons something else.</li> <li>• The caster moves too far from the item (beyond speaking distance). one round.</li> </ul>	<p><b>Specify:</b> Where &lt;specify&gt; appears next to a Power it means that Power has several variants. You need to choose a particular variant during character generation or select the power multiple times to access different variants. <b>Vulnerable:</b> Target's Defence is lowered by one Rank for one round. <b>Suppressed:</b> Target cannot act on its next turn.</p>

