

Common Magickal Effects

BODY MAGICK

Adapt to Environment	Life 2 (3)
Animate Corpse or Parts	Life 2/ Prime 2
Cause/ Cure Disease	Life 2 (3)
Cosmetic Alteration	Life 3
Create Body	Life 2 (simple) or 5(complex)/ Prime 2
Duplicate Body	Life 5/ Prime 2
Grow New Limbs or Other Features	Life 3 (4)
Heal/ Harm Living Being	Life 2 (3)
Heal/ Harm Fae	Life 3/ Mind 3
Heal/ Harm Vampire	Life 3/ Matter 2
Heal/ Harm Werecreature	Life 3/ Spirit 2
Increase Physique/ Traits	Life 3 (4)
Increase/ Reduce Speed	Time 3
Revive Dead	Life 4/ Spirit 4/ Prime 3
Rot Body	Entropy 4 (or Life 4)
Shapeshift	Life 4 (5)
Soak Aggravated Damage	Life 3
Transform into Element	Life 3/ (appropriate elemental Sphere)

FATE & FORTUNE

Alter Probability	Entropy 2
Bless/ Curse	Entropy 3/ Life 3
Cause Decay	Entropy 3+
Spot Flaws	Entropy 1

OBJECTS & ELEMENTS

Call Storm	Forces 4/ Prime 2
Conjure Element	Forces 3/ Prime 2 (fire, wind); or Matter 3/Prime 2 (earth, metal, water); or Life 3/ Prime 2 (wood)
Conjure New Object	Matter 3+/ Prime 2
Conjure "Physical" Illusion	Forces 2+/ Prime 2
Direct Existing Elements	Forces 2+
Disintegrate an Object	Entropy 3/ Time 3 (or Matter 3)
Invisibility/ Silence	Field Forces 2
Invisibility on Living Being	Forces 2/ Life 2
Levitation/ Flying	Forces 2+ (or Correspondence 3/ Life or Matter 2)
Speed/ Slow Velocity	Forces 2+
Transform Objects	Matter 2+/ (appropriate Sphere) 2
Transform Forces	Forces 3+/(appropriate Sphere) 2

PERCEPTION & PSYCHIC POWERS

Astral Projection	Mind 4+
Clairvoyance	Correspondence 2 (or Mind 3/ Correspondence 2)
Conceal/ Alter Aura	Mind 1 or Prime 2
Conceal Avatar	Spirit 2/ Mind 1
Conceal Thoughts	Mind 1

Conjure Mental Illusions
Influence Mood
Influence Subconscious
Mind Control
Prophecy/ Hindsight
Scramble Thoughts
See Through Another's Eyes
Sense Energies
Share Perceptions
Shield Mind
Tear Mind Apart
Telepathy
Telekinesis
Translate Languages

Mind 2+
Mind 2
Mind 3+
Mind 4
Mind 2/ Time 2 (or Time 2)
Mind 3
Mind 3
(appropriate Sphere) 1
Mind 1/ (appropriate Sphere) 1
Mind 2
Mind 3 (Mind 3/ Life 3 for agg. Damage)
Mind 3
Forces 2+
Mind 3 (Mind 3/ Forces 2 for a group)

QUINTESSENCE ENERGY

Absorb Quintessence
Channel Quintessence
Destroy by Draining Quintessence
Drain Node
Drain Quintessence
Fuel New Pattern
Share/Exchange Quintessence

Prime 3
Prime 3
Prime 4 (object) or Prime 5 (creature)
Prime 4
Prime 3
Prime 2/ appropriate Sphere
Prime 3

SPIRIT POWERS

Bless/ Curse
Command Spirit
Conjure Spirit
Drain Spirit's Essence
Harm Spirit/ Wraith
Open/ Close Gateway
See Spirits
Speak to Spirits
Step Sideways
Touch Spirit

Entropy 3
Mind 4/ Spirit 4
Spirit 3
Prime 4/ Spirit 4
Spirit 3
Spirit 4
Spirit 1
Spirit 2
Spirit 3
Spirit 2

TIME & DISTANCE *

Affect Distant Object/ Being
Aging/ Reversing Age
Conjure Earthly Being
Create Multiple Images
Create Multiple Objects
Open Gateway Between Locations
"Rewind" Time
Set Time Trigger
Speed/ Slow Time
Teleport
Time Travel

almost always vulgar
Correspondence 2+
Time 3 + Life 4 (living being) or Matter 2 (object)
Correspondence 4/Life 2
Correspondence 3 (or Forces 2+)/ Prime 2
Correspondence 5/Matter 3/ Prime 2
Correspondence 4
Time 3
Time 4
Time 3
Correspondence 3 (4)
Time 5