Name	Mystery			
Cost	256 (256)	(10)) Head	
Source	Life Force		(7-	
Permission		(5-6) R. A		
Intrinsics	Power Theme			
	No Willpower No Way			
Willpower	12 (12)	(D) D 1		(1) L. Leg
Misc Stats		(2) R. Le	9 \(
Contacts	0 D			
Wealth	0 D			
Body	3D	Mind	5D	Powers / Miracles
Athletics	3D	First Aid	5D	Illusions [4D, 1WD]
Block	3D	Knowledge (Type)	5D	Useful [14/28/56] * Duration
Brawling	3D	Knowledge (Type)	5D	* Go First
Endurance	3D	Language (Type)	5D	* Speeding Bullet
Melee Weapon (Type)	3D	Language (Type)	5D	* Variable Effect
Melee Weapon (Type)	3D	Medicine	5D	* Radius
Melee Weapon (Type)	3D	Navigation	5D	* Controlled Effect
	3D	Research	5D	* If/Then
	3D	Security Systems	5D	* If/Then
		Streetwise	5D	* Locational * No Physical Change
Coordination	3D	Survival	5D	* Touch Only
Dodge	3D	Tactics	5D	* Willpower Bid
Driving (Type)	3D		5D	Defends
Driving (Type)	3D		5D	* Duration
Ranged Weapon (Type)	3D	Charm	6D	* Interference
Ranged Weapon (Type)	3D	Lie	6D	* Radius * Controlled Effect
Ranged Weapon (Type)	3D	Performance (Type)	6D	* If/Then
Stealth	3D	Persuasion	6D	* Locational
	3D		6D	* Willpower Bid
	3D		6D	
		Command	6D	Flight [4D, 1WD]
Sense	3D	Interrogation	6D	Useful [1/2/4] * Duration
Empathy	3D	Intimidation	6D	* Self Only
Perception	3D	Leadership	6D	,
Scrutiny	3D	Stability	6D + 2WD	Illusionist [1D]
	3D		6D	Charm [8/16/32]
	3D		6D	Command
Illusions You create any sort of illu covers an area of 10m ou each action into or within, removes one die of equal enemy's roll. Resist with a Stability of 6+). Defens pass their Stability check. causes you to lose focus,	It from yourself. For each die in your set or lower height from the a Stability roll (Requires e does not work if they Damage to your head	Flight [4 You can fly at 64 km/h.	4D, 1WD]	Illusionist [2WD] Stability [1/2/4]
Illusionist Superior Charm and Com		Illusionist You are nearly impossible is increased.	[2WD] to break, your Stability	