

Magical intervention – named spell wording

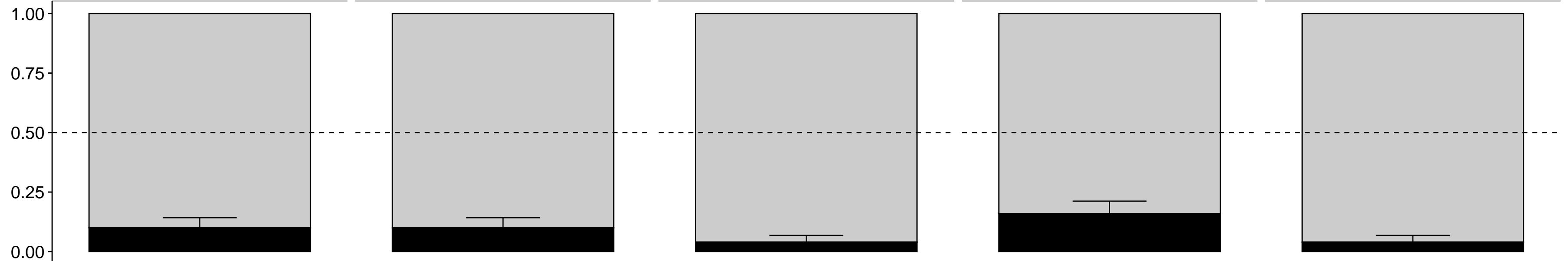
see something
causal: take a walk
cd,fd,f–c: (0.2,0.58,0.38)
similar: hear something
cd,fd,f–c: (0.42,0.18,–0.24)

hear something
causal: take a walk
cd,fd,f–c: (0.25,0.58,0.33)
similar: see something
cd,fd,f–c: (0.44,0.18,–0.27)

choose what to do
causal: experience pain
cd,fd,f–c: (0.2,0.57,0.36)
similar: remember something
cd,fd,f–c: (0.15,0.36,0.22)

remember something
causal: take a walk
cd,fd,f–c: (0.24,0.61,0.37)
similar: think about something
cd,fd,f–c: (0.07,0.15,0.08)

think about something
causal: get sick
cd,fd,f–c: (0.25,0.65,0.4)
similar: remember something
cd,fd,f–c: (0.08,0.15,0.08)



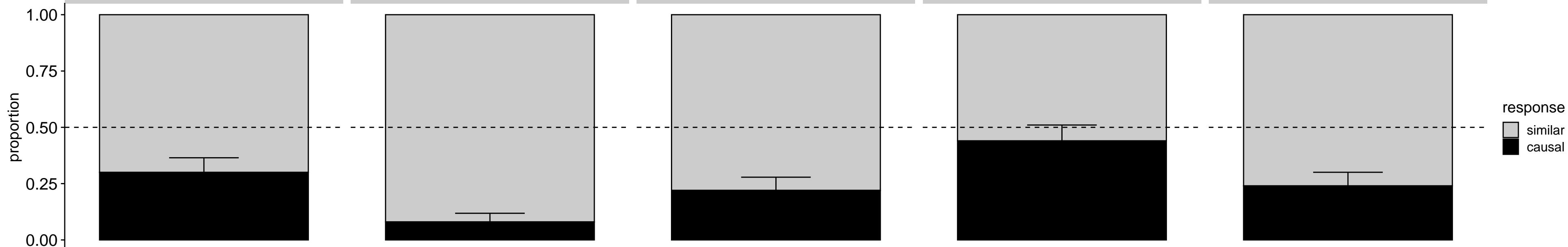
reach for something
causal: become hungry
cd,fd,f–c: (0.21,0.56,0.35)
similar: kick something
cd,fd,f–c: (0.54,0.4,–0.15)

sit down
causal: experience pain
cd,fd,f–c: (0.13,0.58,0.45)
similar: jump up and down
cd,fd,f–c: (0.54,0.3,–0.23)

jump up and down
causal: see something
cd,fd,f–c: (0.29,0.6,0.32)
similar: sit down
cd,fd,f–c: (0.83,0.3,–0.52)

kick something
causal: think about something
cd,fd,f–c: (0.37,0.6,0.23)
similar: sit down
cd,fd,f–c: (0.7,0.42,–0.29)

take a walk
causal: think about something
cd,fd,f–c: (NA,NA,NA)
similar: jump up and down
cd,fd,f–c: (NA,NA,NA)



get tired
causal: jump up and down
cd,fd,f–c: (0.1,0.54,0.43)
similar: feel scared
cd,fd,f–c: (0.42,0.4,–0.02)

become hungry
causal: take a walk
cd,fd,f–c: (0.18,0.55,0.37)
similar: feel scared
cd,fd,f–c: (0.67,0.44,–0.22)

feel scared
causal: see something
cd,fd,f–c: (0.12,0.54,0.42)
similar: get tired
cd,fd,f–c: (0.51,0.4,–0.11)

experience pain
causal: kick something
cd,fd,f–c: (0.13,0.51,0.38)
similar: get tired
cd,fd,f–c: (0.43,0.41,–0.02)

get sick
causal: see something
cd,fd,f–c: (0.38,0.62,0.25)
similar: get tired
cd,fd,f–c: (0.39,0.34,–0.06)

