

GURPS: Shadowrun

The Magic System

Index

- Spells
 - Magic Pool
 - Sorcery
 - Resistance
 - Effect
 - Draining
 - Defense
 - Sustaining
 - Stacking
 - Multiple Targets
 - Noticing Spellcasting
 - The Grimoire
- Conjuring
 - Conjuraton
 - Drain
 - Control Contest
 - Banishing
- The Astral Body
- Shamanic Magic
 - Totems
 - Totem Power Bond
 - Regaining Power Bonds
- Nega-Mages
- Physical Adept Powers
- Magical Duels
- Foci
 - Bonding
 - Using a Focus

The Spells

As in the normal *GURPS Magic* rules a spell always cost at least 1 character point.

Force

This determines the maximum Force available to cast a particular spell. Must be purchased for each spell. Once Force 1 is purchased for a particular spell, the magician is considered to know that spell.

The cost to learn spells are 1 for Force 1, 2 for Force 2 and +2 for each Force thereafter.

Fetishes

A spell that requires fetishes to work is reduced in cost. If the spell requires an Expendable Fetish in order to work, the cost is reduced by 1 point. If the spell requires a Reusable Fetish in order to work, the character must take a related Quirk. (Quirks taken this way still cannot exceed the -5 point limit.)

Shamanic Spells

When a shaman is buying spells, he *must* limit them in some way. Be logical here. A Combat spell cannot be limited by Takes Extra Time for instance.

The Magic Pool

Points from this pool can be used to improve spellcasting success, resist Drain, or in Spell Defense. Points from this pool are allocated into the aforementioned three areas at the start of each turn (before any actions).

Sorcery (Spellcasting)

Note: a critical success results in no spell resistance possible (unless there is Spell Defense available) and maximum damage as figured normally (even if Spell Defense is available).

Spell Success Table	
Roll 3d against	10+ Magic Pool + Force
Modifiers	Foci, Inanimate Objects

Inanimate Objects Table	
Object is...	Modifier
Natural	0
Manufactured (TL 1-5)	-2
Manufactured (TL 6-9)	-5
Highly Processed	-8

Making Resistance

Physical spells are resisted by HT, Mana spells by Will. A critical failure results in succes granted maximum effect (damage, duration, etc.).

Spell Resistance Table	
Roll 3d against	Will or HT - Force + Defense

The Effects

All spells are a result of comparing spell success to the resistance success. Subtract the resistance success from the spell success. If the result is greater than 0, the spell has been successfully cast. If the spell is a damaging spell, divide the amount of success by 2 (round up) and consult the table below for damage amount. The success raise the damage done from the base of the spells Damage Level.

Spell Damage Table	
Damage Level	Damage
Light	1d
	1d+2
Moderate	2d
	2d+2
Serious	3d
	3d+2
Deadly	4d
	4d+2
	5d

...and so on!

The Draining

Spell Drain Table	
Roll 3d against	Will + Magic Pool - Force Factor

Modifiers	Foci
------------------	------

The points of success is used to offset the Drain of the spell by 1 level per 2 points (round up).

Spell Drain Damage Table	
Drain Code	Damage
Deadly	11
	9
Serious	7
	5
Moderate	4
	3
Light	2
	1
	0

The Spell Defense

Points from the Magic Pool may be allocated to Spell Defense to any target in LOS, including the magician himself. These points add to the target's resistance rolls with a ratio of 2:1 (e.g. Ned the Mage allocates 1 point to defend Argoth, Spawn of Atrocity (a troll) - Argoth gets +2 on his spell resistance roll; good thing, Argoth only has a Will of 8).

Spell Sustaining

All the magicians actions are at a cumulative -2 for each spell he is sustaining.

Spell Stacking

For each extra spell stacked, all the rolls involving the casting and the Drain are at a cumulative -2. Magic Pool points must be allocated seperately for each spell.

On Multiple Targets

The mage must divide the Force of his spell among the intended targets, and roll seperately. He must the make a Drain roll for each target affected, but the Drain Factor is full and unchanged for each roll!

How to Notice Spellcasting

Noticing a spellcasting is difficult. Make a roll against Vision, modified by twice the difference between the Force of the spell being cast and the Magic level of the mage.

Example: The Renraku guard is about to be a puppet of a Control Thought 3 spell. The mage's Magic level is 5, so the guard must make a Vision roll modified by $(2 \times (5-3)) -4$.

How to Conjure

Conjuring success is very straightforward. The amount of success/2 (round up) equals the number of services the Spirit or Elemental will perform. If no success is rolled (0 or less), no spirit arrives.

Conjuring Success Table	
Roll 3d against	10 + Conjuring - Spirit Force
Modifiers	Foci, Totem, Reputation (Astral)

Conjuring Drain

Figure Drain resistance success as detailed below. Determine the Drain level from the Conjuring Drain Level Table below, and adjust as for Sorcery Drain, staging value 1.

Conjuring Drain Table	
Roll 3d against	10 + Presence - Spirit Force
Modifiers	Foci, Totem

Conjuring Drain Level Table		
Spirit Force is...	Drain	Type
Less than half mage's Presence	L	Fatigue
Mage's Presence or less	M	Fatigue
Greater than mage's Presence	S	Hits
Twice or more mage's Presence	D	Hits

The Control Contest

The challenging magician rolls as if to conjure the Spirit with a penalty of -3. The controlling magician rolls as if to conjure the spirit as normal. Drain is figured as if the Spirit was just conjured.

Control Contest Results		
Winner	Effect	Who' Drained
Controller	No change	Challenger
Even	Spirit's uncontrolled	Both
Challenger	New controller	Both

How to Banish

A magician cannot banish while sustaining spells. The banishing process is repeated until the Spirit's Force or the magician's Magic is reduced to 0, or the winner of a round breaks the Contest.

If a Spirit's Force is reduced to 0, it is utterly destroyed. If the magician's Magic drops to 0, the magician suffers total fatigue loss (i.e. 0 fatigue). Magic returns at a rate of 1/hour, fatigue returns as normal once the magician has a Magic of 1 again.

A. Make A Conjuring Roll

If the magician summoned this spirit, points of Presence may be used to modify the roll. Normal modifiers apply. Note success.

B. Make A Spirit's Force Roll

Roll 10 + Force - Magic level of magician; note success.

C. Determine Effect

Compare results. The loser's level (Force or Magic) is reduced by 1 per 2 points of difference.

D. Continue Contest

The winner decides if the Contest continues. If so, the two are locked in combat and may do nothing else.

The Astral Body (and its Attributes)

The magician's Astral form has attributes based on his attributes in the in the physical world, with a few exceptions though.

- Astral ST is 10+Presence.
- Astral DX is IQ
- Astral HT is Will
- Astral Speed is *twice* IQ

The magician's Astral IQ, Will and Essence do not change.

Express movement on the Astral is fast indeed. It is roughly equal to (Magic x 1.000km/h).

Shamanic Magic

Totems (both Wilderness and Urban)

Please note, that the cost of the Totem (if negative) merely *reduces* the cost of the template, and does not count toward the Shaman's maximum disadvantage points allowed. The template only count toward the characters maximum disadvantages if the final cost is negative.

Bear (Wilderness) -12 points

Advantages: +2 to Health spells (4); +2 for Conjuring Forest Spirits (4).

Disadvantages: Berserk (-15); Sense of Duty (toward people needing healing) (-5).

Beaver (Wilderness) -11 or -16 points

Advantages: +2 for Conjuring River Spirits (4).

Disadvantages: OPH (workaholics) (-5); Impulsiveness (-10); Overweight (optional) (-5)

Cat (Urban) -12 points

Advantages: +2 to Illusion spells (4) +2 for Conjuring City Spirits (4).

Disadvantages: OPH (likes to play with prey, even in combat) (-15); Compulsive Behavior (fastidiously cleaner) (-5).

Gator (Wilderness and Urban) -24 or -32 points

Advantages: +2 to Combat spells (4); +2 to Detection spells (4); +2 for Conjuring Swamp (4), Lake (4), and River (4) Spirits, or +2 for Conjuring City Spirits (4) if Urban.

Disadvantages: -1 to Illusion Spells (-4); Greed (-15); Laziness (-10); Gluttony (-5); Impulsiveness (-10).

Raven (Wilderness) -19, -24 or -29 points

Advantages: +2 to Manipulation spells (4); +2 for Conjuring Wind Spirits (4).

Disadvantages: Either Skinny (-5), Overweight (-5) or Fat (-10/-20); Gluttony (-5); OPH (prefers to let others do the fighting) (-5); -1 to Combat spells (-2); -1 to all rolls when not under open sky (-10).

Snake (Urban or Wilderness) -13 points

Advantages: +2 to Health spells (4); +2 for Illusion spells (4); +2 for Detection spells (4); +2 for Conjuring any Spirit of Man (Shaman's choice) (4).

Disadvantages: -1 for any spells cast during combat (-5); Pacifism (Self-Defense Only) (-15); Obsession: Learning Secrets (with 2 levels Hard to Resist) (-9).

The Power Bond System

(Totem) Power Bond

2 points per level

This advantage function as a spell-point reservoir for the Drain gained from spells cast by the shaman. When a shaman uses magic in any way, the Drain for that particular spell is subtracted from his Power Bond points, and *not* from his fatigue.

When the character is created, the shaman must buy the desired levels of (Totem) Power Bond starting at 0. Each 10 full levels after level 10 (i.e. 20, 30, 40, etc.) grants the shaman a free level of Clerical Investment (Shaman), to a maximum of level 5. If the GM finds the character's actions extremely related to his Totem, the GM might allow the shaman to actually raise his level of Totem Power Bond between adventures.

When a shaman has lost points, he may wish to regain some again. This is *not* done like fatigue. There is no automatic recovery. Rest is neither enough nor appropriate. Below is a listing of things the Shaman can do to restore points. The amount gained is rated as percentage. The percentage gained is calculated from the shaman's maximum points available, and not his current level. If the points restored is fractured, round fractures up.

Fast recovery is not possible. The shaman *must* have at least 1 point of (Totem) Power Bond in order to cast magic. If, on the other hand, he has 1 point and loses 4 points due to the Drain, the shaman may expend HT instead. The rate is 1 HT for each 2 (Totem) Power Bonds lost, round up.

Example: Henry the Eagle, a very proud Eagle shaman tries to subdue a Mall guard by using Control Thoughts spell. The spell succeeds, and right after Henry the Eagle must face the Drain. The Drain results in a loss of 6 Eagle Power Bonds. Henry only have 1 points left, so he'll have to use some HT. Since there's 5 points left, Henry must spend (5/2, round up) 3 points of HT. No matter what the Shaman decides he can *never* bring his Power Bond to a negative value. Every 2 points below 0 would be subtracted from HT - even if it means killing the Shaman!

If the shaman somehow manages to drain himself completely for Power Bonds, he is in *serious* trouble! To be able to Power Bond with his Totem again (i.e. gaining 1 point in (Totem) Power Bond), the Shaman must spend *at least* 24 hours in deep meditation, where the Shaman searches his inner self for connections to the Totem. After this period, the Shaman rolls 3d against his original Power Bond level. If this roll is a success, the Shaman recovers 1 point of Power Bond, and can now recover at the normal rate. If the roll is a failure, he must meditate for another 24 hours and so on.

If the Shaman has a weak Power Bond, he may enhance the chances of the roll by using certain replica during the meditation period. The use of costumes (symbolizing the Totem), smokesticks or magical symbols might grant the Shaman +2 on the roll, while hallucinating drugs, starvation; self-sacrifice (doing actual damage on the Shaman) might grant +8. This is entirely up to the GM to assign the bonus.

The table below shows some general guidelines for, what a shaman *might* do to regain his lost Power Bond points. Note that the rituals below are only meant as guidelines. It is also important to note, that the percentage shown in the right most column, is *percent of the original Power Bond level*. This means, that if a shaman (Gator Power Bond 10) is drained to 8, a 20% ritual will grant him the missing 2 points.

It shouldn't be possible to use the same ritual over and over again, just to gain points faster. A shaman should (for role-playing and balance) use different forms of rituals. This also brings flavor to the game. If the GM is feeling, that the shaman is abusing the rules (and thus his totem), he should punish him be draining all his points, and let the shaman face a *very* demanding quest to get in touch with the totem again!

How to Regain Power Bonds

Ritual	Objects/ingredients	Time	Recovery
The Shaman holds a symbol of his/her totem and makes a gesture or maneuver appropriate to the chosen totem.	Small symbol.	1 sec.	10%
The shaman holds an object related to his/her totem and honor the totem by saying it's name out loud or screaming the sound the appropriate totem makes.	Small symbol.	1 sec.	10%
The shaman sits down and holds a small token or symbol related to his/her totem, and prays for that totem.	Small symbol, smokesticks, candles.	10 min.	20%
The shaman lights candles and makes a simple ceremony for the totem.	Small symbol, totem bones, instruments	10 min.	20%
The shaman places candles in a circle and dances for the totem. A symbol of the totem must touch the bare skin. Being in the totems natural habitat helps.	Symbols, candles, smokesticks, and totem bones.	20 min.	30%
The shaman sings or hums a song, praising the totem, using instruments to get in spiritual touch with it. Spices scattered around the room to attract the attention of the totem.	Symbol, candles, smokesticks, spices, instruments.	20 min.	30%
A minor ritual where the shaman gathers all his/her energy and through concentrated thoughts transfers that energy to the totem. This can be done e.g. by a burning fire so the smoke reaches the totem or by making sand drawings while praying for the totem.	A symbol or two, candles, spices instruments, smokesticks, totem bones	30 min.	40%
The shaman lies flat on the ground almost naked to symbolize his pure devotion to his totem. He will place pieces of fur, feathers or other appropriate materials to his totem on his body until it is completely covered. He will through prayers and singing try to reach his totem. Calling out the screams and noises the totem makes he will sink deeper and deeper into the state of actually being the totem itself. Hallucinating drugs can be used.	A couple of symbols, totem skin or feathers, hashes, smokesticks, candles.	40m-1h	50%-70%
Picking out an appropriate place symbolizing the totems natural habitat the shaman draws symbols of the totem on the ground using spices, stones, branches, or bones to imprint the drawings in the ground. A huge fire is made in the middle of the drawings and spices should be tossed on the fire to make a soft sweet smell in the air. The shaman calls for his/her totem in rhythmic songs while praising all the drawing made on the ground. A large symbol of the totem (either natural or homemade) should be held at all times during the ceremony.	Large symbol, stones, bones, spices, hashes,	1h10m	80%
The shaman should sing play rhythms and dance for the totem and spices are thrown onto a large fire. Torches can be lit, along with candles. The shaman should wear as little clothing as possible, and have various symbols of the totem touching his bare skin. Hashes can be taken to reach a deeper mental state with the totem. Screaming the sound of the totem, acting like the totem (e.g. crawl on all fours if the totem is a bear, flapper the arms if the totem is a raven etc.) Being in the totems natural habitat will increase the effects.	Various symbols, torches, candles, spices, hashes	1h20m	90%
A small altar should be build; prayers, songs, poems, rhymes and dances should be made. Bones placed on the altar, candles lit, and the atmosphere should be such that the totem would feel comfortable being in the room (or in the natural habitat if such a place is selected for the ritual). Symbols of various kinds should be used, both directly and indirectly (the altar build on the skin of a bear, while bones are hammered together for rhythms to accompany the song.) The body should be covered in oils made from the animal. Hallucinating drugs are used to become closer to the state between conscious and unconscious.	Several symbols of various kinds, an altar build with the totem in mind, a room that would attract the totem, candles, fire, oil, instruments, spices, hashes or grass etc.	1h30m-2h	100%

The Nega-Mage

Nega-mages are completely immune to all forms of magic. They cannot be harmed by combat spells, fooled by illusion spells, affected by manipulation spells, cured by healing spells or detected by detection spells. Magic cannot affect them at all. Similarly, the powers of paranormal animals cannot affect a nega-mage.

A nega-mage's immunity to magic includes the powers of physical adepts and magical weapons. If a nega-mage is hit by a physical adept doing a Killing Hand attack, he takes damage as from a normal punch. If hit by magical weapons, he takes damage as if hit by a normal weapon. In addition, every time a nega-mage is hit by a magical weapon, there is a one in six chance that the weapon will lose its magical properties forever.

Nega-mages can never cast spells of their own, or have spell-locks cast on them, or have beneficial spells cast on them.

Area spells cast at a nega-mage will not work within the area of the spell as normal.

Magicians still suffer drain for spells canceled by nega-mages as they have still cast the spell. It is possible to indirectly harm a nega-mage through magic. For example, if a mage throws an area fireball spell at a nega-mage standing by a car, the fireball won't affect the nega-mage. But it may have an effect on the car (igniting the gas tank and causing an explosion), which in turn could have a nonmagical but nonetheless harmful effect on the nega-mage.

Regarding the astral space, nega-mages quite simply don't register. An astrally projecting mage could be standing next to a nega-mage and never realize it. Naturally, this makes nega-mages very popular as spies and corporate intrusion agents. They are usually too rare to waste on guard duty, although they may be used for especially important or magically dangerous projects.

Even with regard to cyberware, the nega-mages follow none of the usual rules concerning magic.

While cyberware usually causes a steady and measurable decline in a mage's powers, nega-magic seems to operate on an all-or-nothing principle. While some nega-mages have lost their powers after minor surgery (such as implanting a datajack), others have retained theirs despite major cybernetic alterations. The power loss is never gradual - either it completely stays or it completely goes after cybernetic enhancements.

In game terms, for every piece of cyberware implanted, the GM should roll 1d. If the roll is less than or equal to the number of points of Essence lost, then the nega-magician has lost his powers forever. A roll of a 1 automatically means the roll has failed.

Powers of the Physical Adept

Astral Perception

MC: 2

The adept has the ability to see into the Astral Plane via Astral Perception, but cannot use Astral Projection. This enables the adept to use the Sorcery advantage in Astral combat, but the character cannot cast spells nor does he have a Magic Pool.

Attribute Boost

MC: 0.5/level

This power temporarily boosts ST, DX or HT. The power must be bought separately for each attribute.

To make the power work, roll a 10+Magic level roll. The points by which the roll was made *times* 5 is the number of seconds the power works. Attributes are boosted by +2 per point of success for ST and HT, and +1 per point of success for DX. When the duration of the power ends, the adept suffers drain as a mage using spells. The adept makes a Mental Will roll with a penalty of -1 per point of success from the first roll. Each 2 points of success reduce the drain one step. For each 2 points the first roll was made by, the Damage Level increases by one level (i.e., 2 or less points equals Light, 4 equals Moderate, 6 equals Serious, and 8 or more equals Deadly).

Body Control

MC: 0.5/level

The adept using the body control power has such control over his body that he or she can resist the effects of gases, drugs and poisons.

Each level adds +2 to HT when resisting gases, drugs and poisons.

Combat Sense

MC: varies

The adept with the combat sense power has an almost sixth sense about an area and any threats around him. Each level of this power is not cumulative.

Combat Sense Power		
Level	Effect	MC
1	+1 Active Defenses; +2 to Feint	2
2	+2 Active Defenses; +4 to Feint	3
3	+3 to Active Defenses; +6 to Feint	4

Improved Ability

MC: Varies

The Physical adept is able to purchase additional points of specific skills. Each level add +2 to the chosen skill.

Improved Ability Cost	
Ability	MC/level
Acrobatics	0.25
Stealth (moving silently)	0.25
Stealth (hiding)	0.25
Any melee weapon skill	0.5
Any unarmed combat skill	0.5
Throwing or Knife Throwing	0.5
Guns (type)	0.5
Gunner (type)	0.5

For all the combat skills, a special rule applies. Each level of the power also enables the adept to adjust the results of a critical success up to as many numbers of points. *Example:* An adept with an Improved Brawling power 3 scores a critical success, and is entitled to roll on the critical success chart. He scores a 12. Now he can either decrease or increase it by up to 3 points in either direction. This modification is done *after* the roll is made!

For all non-combat skills, each level of the power adds +1 to the chance of scoring a critical success!

Improved Physical Attribute

MC: 1/level

The adept uses his Magic to raise one particular attribute. Each version of the Improved Physical Attributes (ST, DX or HT) must be learned separately. Each level of the ST or HT version add +2 to the improved attribute. For the DX version the improvement is +1 per level.

Improved Physical Senses

MC: 0.25

These improvements includes low-lights, thermographic vision, low- or high frequent hearing and so on. Improvements including a radio or similar technology can not be bought this way. Also package deals is not available like in cybeware.

Increased Reaction

MC: 1/level

The adept can with this power increase his reaction. The adept only gets reactions bonus and not additional dice. Each level add +1 to the adepts reaction.

Increased Reflexes

MC: varies

The adept uses his magic to get additional initiative dice.

Increased Reflexes		
Level	Effect	MC

1	+ 1d	1
2	+ 2d	4
3	+3d	6

Killing Hands

MC: varies

This is the power that enables the adept to do more damage from his natural punch and kick. It also allows the adept to hurt beings with the Immunity to Normal Weapons power.

Whenever an adept delivers a punch or kick, he must state whether he used Killing Hands or not.

<i>Killing Hands</i>		
<i>Level</i>	<i>Effect</i>	<i>MC</i>
L	+ 1d	0.5
M	+2d	1
S	+3d	2
D	+4d	4

Pain Resistance

MC: 0.5

The adept can with this power resist all pain, up to his pain resistance level. Pain Resistance also allows the adept to resist pain from torture, magic, illness and so on. When adept reaches his pain level he gets the entire normal penalty for damage.

Magical Duels (Optional)

Duelling

This rule is designed to promote honor among mages. It provides a non-lethal way for one mage to prove dominance over another. The mages meet and begin focusing on a ball of pure Essence. As they vie for control, the Essence begins to take the shape of that mage's icon, symbol, or other appropriate image. The more clear the icon appears, the more control he has. This battle is visible to all, making it quite spectacular for the mage's companions. As each mage gains more control, they will lash out, striking the other with the image, draining the victim of fatigue. Eventually, one will fall. To the victor go the spoils. Typically the prize is acknowledgement of the victor's power and a favor to be performed by the loser, but can be whatever the mages agree upon. This is a battle of honor, not trickery.

Rules

1. The mages may use no outside aid (Foci, Fetishes, Karma or whatever).
2. This is a Contest of Sorcery or Conjuring (whichever the mages choose, each may choose differently).
3. For each point of fatigue burned, that mage may add 1 to the *NEXT* roll.
4. Roll and compare (note: there are no critical failures/success).

4.1 Total each mages success.

4.2 If a mage fails, that counts as 0.

4.3 Subtract the lower from the higher. The mage who rolled higher has 2 options:

4.3.1 Strike.

4.3.2 Build.

4.3.3 Strike and Build (splitting the points).

If the mage Strikes, the victim takes an equal number of points in fatigue. If the mage takes 1/2 fatigue at once, he is stunned until he makes a HT roll modified by Strong or Weak Will, and is at -4 until unstunned. If the mage Builds, he can add that amount to his next Contest roll. This continues until either mage goes unconscious or draws.

The Foci

Bonding a focus

A magician must bond a focus before he can use it. Bonding is accomplished by spending points, the amount depending on the type of focus and its rating. Consult the table below.

Having paid the required points, the bonding mage now has access to the bonuses or abilities of the focus. Only one mage may bond a single item at a time, and only that mage can use it.

If one mage finds or takes another's magical focus, that item can only be used by the new mage if he spends the points, and if he beats the other mage in a Quick Contest of Essence.

<i>Item</i>	<i>Cost</i>
Specific Spell Focus	1
Spell Type Focus	2
Elemental/Spirit Focus	2
Power Focus	5
Spell Lock	1
Weapon Focus, Small	2
Weapon Focus, Large	5

How to use a focus

A mage must activate a magical focus before he can use it. The activation process is instant, but the player must still announce that he is activating the focus.

The number of foci that may be active on a mage at one time is equal to his IQ/3 (round up). Once activated, a focus operates as long as it is on the mage's person, whether he wears, carries, or holds it in his hand, pocket, or pouch. If the focus is snatched away or dropped, it immediately deactivates, and the mage loses all benefits until it is recovered. The focus need not be re-bound if picked up by the same mage.

The only exception to the above are spell locks, which are discussed below.