

# STREET MAGIC ERRATA

v. 1.2

March 20, 2008

As of March 20, 2008, there is no corrected reprint of *Street Magic*.

## p. 4 Illustration Credits

Thomas Dooley should be Thomas Rooney III  
Abrar Jamal should be Abrar Ajmal

## p. 14 The Other Side

First line should read “While you’re out there(…)”

## p. 24 Astral Sight

The final sentence of the first paragraph should read:

“This quality may only be taken during character creation and can only be obtained later with the Latent Awakening Quality.”

## p. 25 Latent Awakening

Modify the final sentence of the first paragraph to read:

“The character may not take the Adept, Astral Sight, Magician, Mystic Adept, Spell/Spirit Knack or Technomancer Qualities at character generation.”

## p. 31 Tweaking the Rules – Arcana

Between the third and fourth sentence insert:

“Gamemaster may also allow Adepts to replace Logic with Magic”

## p. 31 Tweaking the Rules

Add the following Tweak:

“Adept Initiation. Groups may consider allowing adepts to gain 1 Power Point instead of a Metamagic at Initiation.”

## p. 38 Hindu Tradition

The spirit correspondence for Manipulation spells should be “Fire” not “Earth”.

## p. 39 Norse Tradition

The spirit correspondence for Manipulation spells should be “Earth” not “Beast”.

## p. 57 Invoking

The end of the sixth line should read:

“... as noted on the Invoking Table (results are cumulative).”

## p. 67 Group Initiation

The third line should end:

“... and must be attended by at least one other member.”

## p. 81 Fetishes and Talismans

Redirect should read: “(see Geas, p. 27)”

## p. 81 Ritual Materials

Cut “ritual sorcery materials (see *Ritual Spellcasting*, p. 174, *SR4*).”

## p. 83 Focus Formula

In the second paragraph, both instances of Arcana + Magic should be Arcana + Logic.

## p. 84 Anchoring foci:

Redirect should read “(see Anchoring Trigger Conditions, p. 60).”

## p. 87 Inanimate Vessels example

The next-to-last sentence should read: “... accumulating 4 hits in 2 days.”

## p. 100 Energy Drain

The fourth line of the third paragraph should read:

“In some cases the energy is converted to an attribute modifier at a 1:1 ratio; for example, blood spirits convert drained Essence to a Force modifier.”

## p. 100 Energy Drain

At the end of the second paragraph add the following line:

“Attribute modifiers granted by Energy Drain are limited to 1.5 times the draining entity’s Magic rating (in the case of spirits, their Force *when initially summoned*.)”

## p. 100 Flesh Form

The second line should read:

“... and skills (both Active and Knowledge, with the exception of Conjuring skills) of the host, ...”

## p. 103 Step 2: Choose Form(s)

The first line should read:

“The ally spirit may have one (and only one) of the following powers: Inhabitation (p. 100), Materialization (p. 289, *SR4*), or Possession (p. 101).”

Also add the following line: “Possession allies have no material form of their own (though vessels are often prepared for them).”

## p. 105 Open-ended Services

“Spell Sustaining” and “Spell Binding” should be dropped from the listed services.

## p. 123 The Shape of a Ward

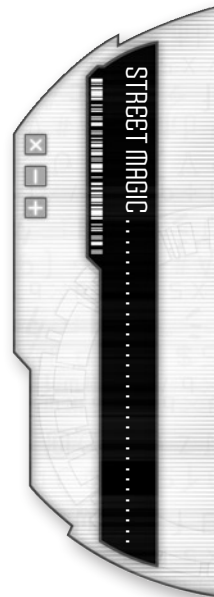
The second paragraph should read:

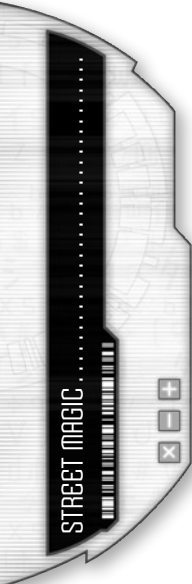
“A ward must be at least a cubic meter in volume, which prevents ward shapes that are very tiny or very thin in any dimension.”

## p. 123 Remaining Stationary

The third line should read:

“If the physical anchor moves more than a few centimeters from its location relative to the limits of the ward’s enclosure(…)”





**p. 140 Invoking Blood Spirits**

The fourth paragraph under this header should read:

“Aside from the abilities normally conferred by Invoking (see. p.57), blood spirits also automatically gain the following powers (see p. 99 and pp. 288-289, *SR4*): Energy Drain (Essence), Fear, and Natural Weapon (DV = Force Physical damage, AP 0). They also acquire a variant of the weakness *Evanescence* (p.148) which depletes them both on the physical and astral planes.

Essence drained by blood spirits is treated as a Force modifier, at a ratio of 1:1. Force can be raised in this manner to a maximum modified value equal to 1.5 times the spirit’s Force when initially invoked.”

**p. 160 Area Effect**

The last line of the first paragraph should read:

“... equal to the spell’s Force in meters.”

**p. 171 Stench spell**

Range should be LOS(A)

**p. 176 Counterstrike**

The third line should read:

“... during the *parry* or *block* are added as extra dice to his next melee attack roll ... ”

**p. 176 Empathic Healing**

Replace “Empathic Sense” with “Empathic Healing” in the second to last sentence.

**p. 179 Power Throw**

Add “(maximum 3)” after the Cost.

**p. 180 Artificer,**

Correct “Weland” to “Weiland”

**p. 184 Celtic (pantheon)**

Add “; god of craftsmen **Goibhniu**.”

**p. 184 Chinese (pantheon)**

Add “; the **Dragon Kings** (Dragon) and the **Phoenix Empress** (Phoenix).”

**p. 184 Classical (pantheon)**

Add to the list: “; god of blacksmiths and artisans **Hephaestus**.”

**p. 184 Egyptian (pantheon)**

Add “; warrior/guardian **Sekhmet** (female Lion).”

**p. 184 Hindu (pantheon)**

To the end of the list add: “; death goddess **Kali** (aspects of the Dark Goddess); **Durga** the avenger (female aspect of Lion)”

**p. 184 Norse (pantheon)**

To the end of the list of deities add: “; god of craftsman **Weiland**.”

**p. 186 Power Throw**

Add “(max 3)” after the Cost

