

MAGIC

THE BEASTMASTER

Steven Mancini <mancinis@mentor.cc.purdue.edu>

»»»Salutations! I have come to report that I have witnessed an extraordinary manifestation of magic. This exquisite female, streetname Quicksilver, has apparently developed an affinity with normal critters and has begun to manifest similar traits with certain paranormals. After careful study, I believe this to be more than a unique phenomena. In fact, I imagine there may be more like her, hidden away in the tribes that would covet such a rare gift. But this is pure speculation.»»»

— Nidhug, Chronicler of Magic

MAGIC PRIORITY: A

PREREQUISITES

Animal Handling	5
Animal Biotech	5
Parazoology	5 [If paranormals are desired]
Magic Theory	5 [If astrally perceptive animal]

POWERS

EMPATHY

Can project emotions into non-hostile animals with no standard resistance.

Can project emotions in a quasi-“calling” for a number of kilometers equal to the beastmaster’s magic attribute. Animals may ignore calling by accomplishing an unresisted test using beastmaster’s charisma as a target.

PROJECTION

This power is similar to the ally power Sense Link. It may only be accomplished with the beastmaster’s familiars. Only one projection may be maintained at a time. The initial disorientation when projecting is 10 actions divided by the number of successes from a Willpower(6) test. While projecting, the beastmaster is vulnerable similar to an astrally projecting magician. While projecting, the beastmaster can use their telepathy power to quasi-control the actions of their beast. This is more of commanding it, and it may not always follow. (“You want me to get *how* close to that Dragon?!?”)

TELEPATHY

With a familiar (explained below) is unlimited range. With all others, it is touch.

INITIATION

This power is documented only because our only subject of study was introduced following initiation.

Cost

The beastmaster must self-initiate; their magic is too strange for group initiation and their rarity leads us to this conclusion. Granted if a group of these mystics could be encountered, the potential may exist for group initiation, but their rarity makes such a potential situation unimaginable.

Ordeal

The Ordeal required by the beastmaster is the impression of their new familiar. The animal in question must be wild and have *no* prior exposure to humanity. This Ordeal is not required, but since it accomplishes the obtaining of a new familiar and reduces the karma cost, it is favored by this magician (if such a term is appropriate).

FAMILIARS

The familiar is a beast that has been selected for bonding with the beastmaster. It must have no prior exposure to humanity. The beastmaster may have a number of familiars equal to his/her magic attribute. For example, Quicksilver has a magic attribute of 5, her familiars are: 2 wolves, 2 hunting dogs, and an eagle.

PARANORMAL FAMILIARS

Paranormal familiars are possible, but only after progressing through several normal critters. (Do not allow starting character to begin game with a paranormal, but allow him/her to reserve point(s) for further progress). The beastmaster must fully understand the powers his familiar shall have and this is demonstrated through a parazoology skill of rating five (5) or higher. If the beastmaster desires, they may specialize or concentrate on a specific animal (with the GM’s approval).

DUAL NATURED ANIMALS

Astral critters can be the most dangerous progression for a beastmaster. As stated in the book, non-magically actives exposed to the astral plane will go insane/die. Since the beastmaster is quasi-magically active, they can develop a ‘resistance’ to this insanity. By obtaining a Magic Theory skill of 5 or greater, the beastmaster has demonstrated a sufficient knowledge concerning the astral plane to survive exposure via his/her familiars.

DISADVANTAGES

The beastmaster is attuned to the animal kingdom and involuntarily receives empathetic signals from the animals which surround her. If, for example, she was to walk near a slaughter house, her emotions would most likely cripple her. One specific example mentioned during my interview concerned a tiger that was in a nearby grassland and she ‘felt’ it die.

The beastmaster may not replace killed familiars. Beyond the backlash of the killing of the animal, severe psychological trauma is anticipated. Likewise, if the beastmaster suffers a magic loss, the animal is set free from the bond, and most likely will stay if treated well. However, if cyberware is installed, the animal will grow ill and die slowly.

»»»Quicksilver is indeed a rare individual, even for an elf. Her affinity for animals was demonstrated to me when she ‘tamed’ a pair of paranormal critters, shadowhound and greater wolverine respectively, that were under the influence of magic which drove them into a quasi-berserk state. Following my observations of her powers and the magic that was woven into their lifeforce, I have developed a spell that is merely a shadow of her power: Control Emotions vs. Paranormal Critters, Permanent. The drain is unbearable but at least between her powers and my spells, we have set these beasts free from the insanity-producing magic that was tormenting them on the mountain where we found them.»»»

— Gargoyle, Raven Shamanic Adept

THE CATALYST

A priority C kind of guy

Jason-Keith <warmongr@mentor.cc.purdue.edu>

»»»Hello out there chummers. Me again, with a quick note of warning concerning a new type of magical “beastie” out there. We encountered one recently down here in L. A. (the City of Fallen Angels). The guy is called Kubrick, and I do so hope that he enjoys his new life up there at the Nemesis home office in Napalin (Sinsearach Nation).»»»

— Bann Shidhe (20:12:14/5-6-60)

Here is one for the books. This individual is one of the most unique and rare of all the magically active archetypes to date. They have the following abilities and powers:

1. They cannot use Sorcery to cast spells
 2. They cannot Conjure spirits or elementals
 3. They cannot use Astral Perception of Projection
- They can, however, do the following:

1. They can Enchant objects of all known magical types (foci, fetishes, etc...)

2. They can give a power similar to an Ally, that of Aid Sorcery/Power

3. They can give a *drastic* increase in power when working in concert with others (ie. Ritual Magic)

4. They can interfere with the magical talents of others (ie. Spell Defense)

Just how does this work? Here is the apparent gist of the situation. A catalyst is so named because of his ability to catalyze magical energies in other objects, be they living or not. Their ability to catalyze does seem to have a drastic variation when put into the officiation of a ritual magic. In effect, the catalyst is actually a “living foci”.

It seems that a catalyst’s inherent magical talent is to boost—in a positive/negative manner—the ability of another to channel magical energies. For the purposes of game mechanics, the following is advised:

1. The magic attribute of a catalyst acts as a bonus to the power of another magician. Add the attribute of the catalyst to the magic pool of the other magician. This is the same for a magician who is conjuring, ie- an additional number of dice is added to the conjurer’s attempt.

2. The magic attribute of a catalyst acts as a grade bonus for those shamans whose totemic alignment grants them an advantage of some form. This is in addition to the normal bonus as mention in #1 above.

3. The catalyst can also aid another magician in resisting the effects of drain. For the drain resistance test, add the willpower of the catalyst to that of the originating magician. Any failures in drain done to the magician also registers on the catalyst. For example, Skylight has Kubrik’s assistance in resisting the effects of a spell. After the total dice for the test has been made, Skylight still has moderate drain. In this instance, so does Kubrik.

4. They can also directly/indirectly interfere with another magicians’ spellcraft. This works in a method similar to spell defense. In effect, the magic attribute of a the catalyst acts in the same way. For those catalysts that manage to gain the effects of initiation, then their magic attribute is effected accordingly. This effect is limited somewhat however. They cannot provide any spell defense to an object that is further than their magic attribute in meters away from themselves.

5. When incorporated into the effects of ritual magic, the attribute of the catalyst acts as a number of automatic successes that are figured into the magic of the ritual. In the instance of ritual magic, the normal power of the

catalyst is ignored, or rather advanced, to this state or level (ie- the additional dice are *not* gained in addition to the automatic successes). However, when resisting the drain of ritual magic, all members of the ritual get an additional number of dice equal to the attribute of the catalyst.

Please note that the automatic successes are not for all rolls, but are to be spread out amongst the rolls of the Ritual as a whole.

SIDE EFFECTS

1. When aiding the power of another magician in any way, the catalyst must have at least direct (unobstructed) line of sight with the magician they are assisting.

2. If they are not in direct contact (flesh to flesh) with the magician they are aiding, they must always resist drain for the action of the magician (as if they were casting the spell). The magician must still resist the effects of his/her own actions as well.

3. While aiding another magician for any purpose, the catalyst is to be counted as being astrally present (i.e. they can be attacked astrally and so forth). They are not aware of the astral plane in any way however.

ADDITIONAL MODIFIERS

1. If a catalyst does study the skill of sorcery or conjuring (but not enchanting), then they may also add these dice to the success test of the magician they are assisting. These dice however are not to be used for the resistance test due to drain, but reserved for the success test only.

2. If a catalyst is a shaman, then they have an additional number of dice according to their appropriate totemic advantage (if any). However, this advantage in dice only works if a shamanic catalyst is aiding a shamani.

Skylight is getting help from Kubrik again. Kubrik is Eagle totemic, and thus does possess a +2 for detection spells and sky spirits. Skylight however is a hermetic magician, and thus does not get these benefits. If Kubrik was aiding Lobo (a Coyote shaman), then the bonuses would go towards Lobo’s skills. If Kubrik were an initiate, then the initiate bonus to the bonuses would also come into play.

RITUAL TEAMS AND THE CATALYST

A catalyst does not go against the limit to the number of members that a ritual team can have. A catalyst can also act as the “sender” for the ritual, if so desired, with the benefits that I stated.

MAGICAL EFFECTIVENESS AND THE CATALYST

When a catalyst is using his/her talents, then they also become subjected to any effects done upon the caster.

Skylight and Kubrik are working together when Dominick decides to drop a manabolt onto Skylight. Skylight does the resistance tests (with any modifiers from Kubrik) and manages to take only a moderate wound. In this instance, Kubrik also takes a Moderate wound.

Lobo is going to attempt a Heal Moderate Wounds on Skylight. If Kubrik has not broken his “link” with Skylight, and Lobo manages to heal Skylight, then Kubrik is also healed at the same time.



Dominick decides that he wants a pet mouse. He aims a Transform spell at Skylight (who is being aided by Kubrik). If Skylight fails the opposition test, then so does Kubrik. You wind up with a freak of nature. A two-headed mouse, and neither one of them remembers who they are. Shapechange would produce a similar result, with both individuals “merging” in the spellcasting. Interesting? Yep!!!

EFFECTIVENESS OF DISPERSION

A catalyst can only assist one (1) magician or ritual team at a time. They cannot touch two people and give both the benefit of their talents. They also cannot separate their talents, lending half of their power to one and the other half to someone else.

CHANNELING POWER

A catalyst can, if possible, “channel” their ability down a link of some sort to help, or hinder, a magician/ritual team. To do this, they must have some sort of “link”, ranging

from a spell lock to a personal object (such as a favorite shirt). When attempting this, they must resist drain equal to 5L for every full turn.

Establishing a channeling link is somewhat difficult, and only a catalyst who actually has a magical theory skill may attempt to do so. The attempt is an unresisted test with a target equal to the base magic attribute of the magician. For a normal person that is a 6, for a shapeshifter, it would be an 8, etc....

If attempting to “link” power with an object connected with an initiate, a number of successes equal to the initiate’s grade + 1 is required to make the “link.”

»»»But this is just of the one guy we have actually come across. It has taken us lots of Influence Spells and several cc’s of an unspecified substance to get this information out of him. Poor sod, those damned Deviliners really did a number on him.»»»

— the Reflex/Harbringer (10:33:39/5-8-60)

NEGA MAGIC

There's a new adept in town

Jesper Soderlund <erax3@cumulus.ericsson.se>

»»» I found this article in *Scientific Magician*. Though it's full of mumbo-jumbo info for the masses I still decided to bring it on line to spread some information about nega magic. Remember: it's easy buying a bigger gun, but fragging hard fighting something you don't know anything about. So hack away and cut through the veil.»»»

— Gatekeeper

INTRODUCTION

This article brings a whole new kind of magical adept to the public. The inspiration to do the research for this article came from a small passage in Robert N. Charette's biography on one of the urban legends, Samuel Verner, that was published a couple of years back. Another person that I must thank from the bottom of my heart is Torch (no other name necessary), whom I met in Seattle during my research. She has given me much of the practical knowledge of what a nega mage is and it's practical applications. I especially want to thank her for putting up with my sometimes embarrassingly stupid questions and perhaps for compromising her position in the shadows. I would also like to thank Arthur Garret at the thaumaturgical institution of UCLA who have contributed with much of the theoretical knowledge contained herein.

»»» Yehh, I heard that Torch had to go elsewhere to seek employment, who'd want to hire a 'runner that's been in a scream sheet like this? Hey, Sparkle you must have had a real soft-spot for this suit-character.»»»

— Jezzuit Jake

BACKGROUND

When the magic returned to the world and awakened many strange beasts and secrets long forgotten, it also created abilities that humanity so far has only begun to explore. For example, it's only half a decade since Paul R. Hume's immortal work, *The Grimoire of Practical Thaumaturgy*, was published in it's first edition, and the current second edition is wearing old by the minute. The Grimoire, as it's affectionately referred to by contemporary magicians, shed some light on the long discussed phenomena of extended use of magic by experienced magicians and it also minted the term initiation to describe it.

So where does the name "nega mage" come from? If you look it up in *Encyclopedia Britannica* it just says, "negative mage". Which goes to show the poor understanding and documentation of this phenomena. A negative mage could as easily be an ordinary magician that didn't get his cup of soyegas or selected the wrong speed on his toothbrush this morning. A more correct definition would be "anti-magician" or "canceling magician".

»»» Y'ahh' this pinkie-man not be knowing what he be talking about. Gimme a string of APDS bees to be put in me Walking stick and a keg of Jamacian rum. And me be jamming, showing real anti-magician firework.»»»

— Firepower

»»» You bozo, haven't you understood anything yet? A nega mage cancels the magical effects, not the magician! But then again you're troll, right?? And where on earth did you pick up that accent?»»»

— Jezzuit Jake

HOW DOES IT WORK?

According to one of the existing theories on the workings of nega magic the astral presence of the nega mage would be weaker and that way less susceptible to magical effects. Contrary to the knowledge that people with high natural resistance to magic have strong auras, it might seem strange that scholars would support this theory, but they have some esoteric explanation that I don't care to discuss here. On top of that, I don't find that explanation plausible as it'd make them "less alive" then the rest of us, as all living things have an astral aura. I, for one, know at least one nega mage who is anything but "less alive". We therefore have to find a better explanation, what better to start with then the opposite!

It could be reasoned that the nega mages have a stronger astral presence than normal and that their aura, with them consciously knowing, does a form of astral battle with the magical spells. Certain phenomena has been observed that could support such an approach. Unfortunately no observation by other magicians in astral space has been able to confirm the theory. An idea that I recently was introduced to during my interview with Arthur Garret, dean at the thaumaturgical institution of UCLA, sounds promising.

»»» I heard that the thaumaturgical institution at UCLA was deep in bed with a Nippon outfit developing some military magic, especially attuned to elves. I just couldn't imagine why?!! Hey, Tir dandelion eaters, better watch out! Pity about Garret though, I'd always thought he was straight.»»»

— Scholastic shoal

»»» Ridiculous! Machinations of Children! There's now such thing as racially aligned magic! But sure we'll look into it and take appropriate action.»»»

— Joanna Starblossom

Garret argued strongly for a new theory: the possibility that a nega mage's aura was neither stronger or weaker but out of sync with ordinary magic. On a different frequency if you will. This would account for the difficulties to effect them with magic, because even at the freshman courses in thaumaturgy you're taught that a mage must synchronize his aura with whatever he wants to affect. Now, if nega mages had an aura out of sync it would be difficult for mages to get the astral plane to "conduct" and channel the magical energies, as the connection between magician and victim is so weak.

Garret showed me some preliminary test data from experiments and he was convinced this was the solution. He was also being really enthusiastic as, if the data held up, it would be a whole new aspect of magic to explore.

I'm not a magical theorist, but I'd put my money that he's right, besides who wouldn't trust the man who discovered and described the phenomena of Elemental magic and adepts?

»»» Discovered my ass! I'd been an elemental adept years before the good ol' professor Garret even thought of examining the "phenomena", which was common knowledge in some circles!»»»

— Live fire

EFFECTS OF NEGA MAGIC

Now this is all fine and good, but what's the bottom line and what does nega magic do? To put things simple, it's very hard, not to say impossible, to affect a nega mage with magic. Besides their more arcane resistance they normally also have a high natural resistance to magic. A nega mage is not believed to have any access to the astral plane as none of the studied subjects has shown any signs of ability either to astrally project or perceive. The same magic decreasing effects have been observed with nega mages as with other magically active people upon invasive surgery or serious physical damage (Torch, you shouldn't have installed that smartgun link!). A nega mage's aura is visibly quite different from normal auras in astral space when examined closely (or so I'm told), but only very few know what they see; most would probably consider it an anomaly or perhaps a person with latent magical abilities.

NEGA INITIATE

A question that naturally pops up is whether there is such a thing as an initiated nega mage? As there are not that many nega mages to begin with—and even fewer know of their own abilities—it's hard to say if they do exist or not. Certain phenomena has been observed that would indicate that there at least are nega mages with extended abilities. Such being observations where the magic has not only been stopped but turned back at the source. Others would indicate the ability to protect, not only himself, but also others in their surroundings (thanks Torch!).

>>>>>50 Mp deleted<<<<<<

»»»»Yeah, I cut the article short. He just went on and on in circles. Better we get the runner community's experiences on the subject, it's bound to be much more useful.»»»»

— Gatekeeper

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RULES

Despite the name, a nega mage is actually an adept power and is treated as such when it comes to character creation and such. The nega mage doesn't have use for any locks or foci what so ever. The nega mage's special ability is simulated in the game with a magic pool, following the same rules as normal mages. The difference is that the nega mage doesn't have to have any sorcery skill, instead the dice is twice the current magic attribute and that it can only be used for personal spell defense.

How about initiation? Initiation costs the same as for a normal magician (i.e. 6 + initiation grade as base cost). Unfortunately there are no groups for nega mages to reduce the cost, at least none currently known; though they might exist at gamemaster discretion.

Ordeals are allowed to reduce to cost of initiation; though not all ordeals are appropriate. Asceticism, Deed, Geas and Meditation can be used with out trouble, others may be available at gamemaster's discretion. When a Geas is broken a nega mage's magic pool is reduced to 1 x magic attribute. For example a nega mage that have a special affinity for night time activity might accept a Geas(night), and get the full benefit (2 x magic attribute) of his magic pool during night but only half if he gets slammed with a spell during the day.

The metamagic available to the nega mage initiate is: Dispelling, Shielding and Masking. Shielding works just like normal, i.e. on all characters in sight that the mage chooses to protect.

Nega mages also get a "feeling" for what is magical, manifested in different ways: an electric tingle on the fingertips, a weak scent, a dark aura, a low buzzing etcetera. In game terms it works like the spell Detect magic (no magic pool!) with a force equal to their grade of initiation. They suffer drain just like normal mages do (concentration can be tiresome). They also have the new metamagic of Reflection, see below for description. If you think that it makes the nega mage too powerful you can modify it or simply disallow it.

If you use the optional rule of gradual initiation from NERPS, which I recommend as it makes the initiation system of Shadowrun much better (thanks to Jason Carter <Carter@UPS.EDU>), you might want to make this metamagic available at later grades of initiation.

REFLECTION

This is a metamagic ability available to nega mages. Note that this is not the Reflective Shielding ability (*Awakenings*, pg. 99). If the nega mage isn't surprised the ability functions (i.e. he doesn't have to have had an action). Roll a success test between the nega mage's magic attribute with a target number equal to the force of the spell and then consult the following table.

Successes	Result
0	No luck chummer, you're in for the big boom
1	The spell takes full effect but also reflects at half effect
2	The spell reflects at half effect but also takes half effect where intended
3	The spell reflects at full effect but also takes half effect where intended
4+	The spell reflects at full effect no effect where intended

Reflected effects take effect the following combat phase, normal effects will take place immediately. For example if the spell was cast in combat phase 14 the reflection will take effect in combat phase 13. Half effect means half force and half number of successes.

THE NEO-ANARCHISTS' ON-LINE GRIMOIRE

[Editor's Note: These spells have been updated to Shadorun: Second Edition from the original, and in some cases corrected and/or modified. Some spells may have been eliminated because they have been officially introduced in Shadorun rulebooks. The drain formulas have been provided for all spells. They are a walking total; the second column indicates the end drain code as it is being calculated. A target entry of "ORT" means to use the Object Resistance Table on pg. 130 of the SRII rules. Also added to this grimore are spells alluded to elsewhere in this tome, specifically in the Ninja archetypes.]

»»Remember that, just because the title of this is the 'on-line grimoire,' that doesn't mean that all these spells are necessarily on-line. Referees can outlaw some spells, make some spells private — owned by an individual who hasn't given out the spell theory, make some spells lost — hidden in some tomb somewhere, waiting to be found by the intrepid shadowrunner/archaeologists, etc.

Referees can change any part of these spells. Remember, this is an electronic copy. All you've got to do to change things is open it up with your word processor (text editor for the text version) and edit away to your heart's content. You must decide what kind of things you want mages to do in your campaign. For example, in Keith's spells, I absolutely love the idea of the mageswords. But I think that Flight should require the use of the appropriate spirit. If that means that some shamans can't fly, well, so be it. (Of course, since I'm only playing, not running a game, I have very little say about anything, so feel free to ignore me!)

Also, remember that spells can be made permanent in a variety of ways.»»»

— Jerry (08:11:00/05-16-92)

Spells attributed to D.C. and Spectre by Keith Ammann
<aa687@cleveland.Freenet.Edu>

Spells attributed to Krishgan by Jonathon K. Henry
<warmongr@mentor.cc.purdue.edu>

Spells attributed to Sings-With-Cobras by A. Danforth
<mmd@wam.umd.edu>

Spells attributed to Skylight by Matt Thompson
<josecuer@sage.cc.purdue.edu>

Spells attributed to White Winter by Erekosse
<dsk@gator.cacs.usl.edu>

Minotaur <mancinis@mentor.cc.purdue.edu >

Montigue <lee@cy.cs.olemiss.edu>

Brian Ward & Michael Scott <wardb@cgsvox.claremount.edu>

SR2: Chris Doherty <cpdohert@calum.csclub.uwaterloo.ca> and
Wordman <lward@flashpt.com>

COMBAT

Combust

Skylight

Type: Physical Range: LOS Duration: Instant
Target: ORT (R) Damage Level: M Drain: [(F+2)+1]S

This spell essentially creates a spontaneous explosion inside of objects. Basically an annoyance spell, with great potential for evil minds.

Base moderate damage +0/M
Physical spell +1/M
Blast Effect +1/S

»»»Yeah these 'Raku goons came looking for me one day, I was happy to let them help me test this spell...»»»

— Skylight (16:29:58/8-13-52)

»»»An argument could probably be made for making this a Transformation spell of some sort.»»»

— Jerry (09:07:17/2-16-53)

»»»"Annoyance spell"? You have a pretty extreme definition of "annoying"»»»

— Chorse (01:49:51/06-22-54)

Mana Donut

Skylight

Type: Mana Range: LOS Duration: Instant
Target: Willpwr(R) Damage Level: M Drain: [(F+2)+1]S

This spell is essentially the same as a Manaball. The difference is that there is a small inner sphere in the 'ball' that is a safe zone. The spell can, for example, be centered on the caster without affecting the caster. The inner sphere is equal Magic Attribute/3 meters in diameter.

Base moderate damage +0/M
Area-effect +0/S
Bonus effect (center hole) +1/S

»»»Now remember Chummers, myself, I have only used this surrounding myself. If you go tossing it off at distances, check your volume, and how close you are to it. Hate to toast yourself on this one.»»»

— Skylight (16:10:42/8-13-52)

Power Donut

Skylight

Type: Physical Range: LOS Duration: Instant
Target: Body(R) Damage Level: M Drain: [(F+2)+2]S

A physical version of Mana Donut.

As Mana Donut +1/S
Physical spell +2/S

Strike Blind

Minotaur

Type: Physical Range: LOS Duration: Instant
Target: Body (R) Damage Level: S Drain: [(F+2)+1]M

This spell effects only the eyes of the target. In game terms, it delivers a wound base to the overall person two stages lower than the damage delivered to the eyes. Any wound less than deadly results in modifiers according to the damage. A serious wound to the eyes is treated as a light wound overall, and a serious for perception tests.

Base serious damage +0/S
Very limited subject +0/M
Physical spell +1/M

»»»Brings new meaning to Line of Sight rules...»»»

— Whisper

»»»Yeah but it is totally useless if your target is wearing glasses or goggles like 90% of the runners, guards, and cops I know. They have these neat smartgoggles or lowlight or...»»»

— Brimstone

»»»The blindness spell has a similar effect, but a different method.»»»

— Wordman

Striking Hand

Brian Ward & Michael Scott

Type: Physical Range: Touch Duration: Instant
Target: Body (R) Damage Level: S Drain: (F+2)S

This is a touch only Power Bolt spell with blast effects.

Base serious damage +0/S
Physical spell +1/S
Touch required +0/M
Blast effect +0/S

Subduing Hand

Brian Ward & Michael Scott

Type: Mana **Range:** Touch **Duration:** Instant
Target: Willpwr(R) **Damage Level:** S **Drain:** [(F+2)-2]S

A Stun Touch spell with blast effects.

Base serious damage	+0/S
Stun damage	-1/S
Touch only	-2/M
Blast effects	-2/S

DETECTION

Detect Credstick

Replaced by Detect (Object) (SRII, pg. 153)

Detect Metaplanar Energies

Replaced by Detect Magic (Grimore II, pg. 128)

Enhanced Hearing

Minotaur

Type: Mana **Range:** Limited **Duration:** Sust.

Target: Standard detection **Drain:** (F+2)L

The target numbers are the standard 4, 6, and 10, although some gamemasters will probably not allow astral hearing (target number 10).

This spell bestows the individual with the equivalent of the cybereal, enhanced hearing.

Sensory enhancement	+0/M
Sustained spell	+1/M
Detection spell modifier	+0/M
Limited Range	+0/L

»»»Great for picking up those side conversations, pity they didn't design it with a Select Sound Filter. Ah the wonders of technology.»»»

— Gemini

»»»Yeah, and with slight modification, I have already designed an Enhanced Touch, Enhanced Smell, and Enhanced Sight.»»»

— Glider, Eagle Shaman

»»»If you want to affect someone with a cybereal package, you have to make it a Physical spell. Sorry, Gemini.»»»

— IChorse (16:36:55/06-20-54)

Foresight

Scott Crain - Jonathon K. Henry

Type: Mana **Range:** Limited **Duration:** Sust.

Target: Special **Drain:** (F+2)D

Similar to the already existing Combat Sense and Personal Combat Sense theories, this spell allows for a limited precognitive view of the area around the spell's user. Every two successes adds one to the combat pool of the user, as the spell gives some indirect insight into "where he should or should not be at the time" and "what to do to stop this action."

The area of "detection" is standard for detection spells. Due to the extra level of stress placed upon the caster (time is something more difficult to handle), the target number is a 5 instead of 4. The spell can be placed upon another individual, but this further alters the target number to a 6.

Enhanced physical sense	+0/D
Sustained spell	+1/D
Detection spell modifier	+0/D
Limited range	+0/S
Area-effect	+0/D

»»»Read between the icons, chummers. This is a precognition spell. Not only will it play angel for you, but it also gives random, accurate precog flashes while it's up and running. Great for buying BodyLotto tickets.»»»

— IChorse (01:07:01/06-23-54)

Know Exit

Spectre

Type: Physical **Range:** Limited **Duration:** Sust.

Target: 4 **Drain:** [(F+2)+1]D

Now this one is useful. It's a hypersense spell, with the usual provision that the number of successes establishes the effective range. Basically, it's a trail of bread crumbs — lets you know exactly the fastest way out of a building, assuming the exit is within the effective range. Once you get this spell up and running, you're a virtual escape-route bloodhound.

The thing took me two days to write. It doesn't exactly determine the fastest route per se... simply the most efficient one. There's a little bit o' Detect Enemies in there too.

Enhance physical sense	+0/D
Physical spell	+1/D
Sustained spell	+2/D
Detection spell modifier	+1/D
Limited range	+1/S
Area-effect	+1/D
Voluntary subject required	+1/S
Bonus effect (detect enemies)	+1/D

Limited Omniscience

Minotaur

Type: Mana **Range:** Limited **Duration:** Sust.

Target: 4 **Drain:** [(F+2)-1]D

This spell bestows a limited omniscience upon the target. The target number is 4, and only voluntary subjects may be affected. When cast, the target enters a trance. When that person is asked a yes/no question, the omniscient character has a number of dice equal to the number of successes to see if he/she can find an answer. If the target is reached, the character will answer the question and exit the trance, spell over. If the target is not reached, the character will exit the trance, question unanswered. The target is unable to do anything (except answer the question) while in the trance.

Enhance physical sense	+0/D
Sustained spell	+1/D
Detection spell modifier	+0/D
Limited range	+1/S
Voluntary subject required	+1/M
Bonus game effect (free knowlegde)	-1/D

»»»My God! Does this Spell really work?»»»

— Brimstone

»»»Yes! I just used it to find out your answer.»»»

— Titan

Nightvision

Replaced by Night Vision (Awakenings, pg. 135)

Spherical Vision

Minotaur

Type: Mana **Range:** Limited **Duration:** Sust.

Target: 4 **Drain:** (F+2)M

This spell bestows the ability to see in all directions around the individual. This spell does not give any new ways to see, but if the individual already has "other" ways of seeing, this spell automatically allows them to be used. Line of sight, as far as sustaining spells takes on all new meaning. Casting line of sight still has to be "in front" of the magician. The target number for the spell is 4.

GM Note: With this version, cyber-modified forms of vision do not get augmented by this spell.

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fix it!

LTG# 7-1-DIRTY-DAN

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Void where prohibited by law. Heh.

<i>Enhance physical sense</i>	+0/D
<i>Sustained spell</i>	+1/D
<i>Detection spell modifier</i>	+0/D
<i>Limited range</i>	+0/S
<i>Voluntary subject required</i>	+0/M

»»»The perfect spell for the paranoid mage in your group...!«««
— Brimstone

»»»Just because some people fantasize about conspiracies,
does *not* mean that all conspiracies are fantasies.«««
— Big Brother

Telepathy, Dual *Sings-With-Cobras*

Type: Mana **Range:** Limited **Duration:** Sust.
Target: Willpower **Drain:** [(F+2)+2]D

A version of the Mindlink spell without the restricted target modifier or the voluntary subject requirement, this spell allows the two targets to 'speak' to each other telepathically. The target numbers are the targets' willpowers. The threshold is 1 if the target is willing, or willpower if the target is not.

<i>Enhance physical sense</i>	+0/D
<i>Sustained spell</i>	+1/D
<i>Detection spell modifier</i>	+0/D
<i>Limited range</i>	+0/S
<i>Deep mind interaction</i>	+2/D

Telepathy, Multiple *Sings-With-Cobras*

Type: Mana **Range:** Limited **Duration:** Sust.
Target: Willpower **Drain:** [(F+2)+4]D

A version of the Dual Telepathy spell with area-effect, this spell works on up to Magic Attribute targets. Individuals under the spell can direct their thoughts to a specific individual, or to the entire group.

<i>As Dual Telepathy</i>	+2/D
<i>Area effect</i>	+4/D

X-Ray Specs

Replaced by X-Ray Vision (Awakenings, pg. 135)

HEALTH

Resist Allergy

Replaced by Alleviate Allergy (Awakenings, pg. 135)

Puke Ball

Minotaur

Type: Mana **Range:** LOS **Duration:** Sust.
Target: Willpower (R) or Body (R) **Drain:** [(F+2)+2]S

This spell inflicts the target with a form of nausea, causing the target to either "hold it down" (resisting the spell) or start throwing up, thus incapacitating the target until the spell is dropped. The target number is the larger of the victim's Body or Willpower. It only works on humans or metahumans.

<i>Base health spell</i>	+0/L
<i>Sustained spell</i>	+1/L
<i>Area effect</i>	+1/M
<i>Discretionart effect (incapacitation)</i>	+2/S

»»»This spell works wonders in a Restaurant. I tossed it at this rude Elven wench. Turns out it was area of effect. Her whole table started tossin their cookies once she began!«««

— Gargoyle

»»»You are truly sick Gargoyle...!«««

— Whisper

ILLUSION

Blackout

D.C.

Type: Physical **Range:** LOS **Duration:** Sust.
Target: Intelligence (R) **Drain:** [(F+2)+2]L

An area-effect stunt of D.C.'s that blinds everyone in the room (including yourself, so you might want to Perceive before casting it). And yes, this one does work on cybereyes.

It's a physical spell, so it affects cybereyes and cameras. You can think of it as cutting off visual input, or you can think of it as replacing one's visual input with basic null-light 0% black. Either way it affects cameras (however, the target for living beings is their Willpower, while the target for a camera is 9, it being a high-tech gizmo thing).

The mere shift to Perceiving voids the spell. However, then you can't really hear what's going on.

<i>Simple Illusion</i>	+0/L
<i>Physical spell</i>	+1/L
<i>Sustained spell</i>	+2/L
<i>Area-effect</i>	+2/M
<i>Illusion spell</i>	+2/L

Blindness

Replaced by Blindness (Awakenings, pg. 135)

Disguise Vehicle

Spectre

Type: Physical **Range:** Touch **Duration:** Sust.
Target: 6 **Drain:** [(F+2)+1]L

This is a vehicle mask spell which with an additional audio component, making the car sound like the car it looks like.

<i>Vehicle Mask</i>	+0/L
<i>Audio component</i>	+1/L

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S O U R C E R Y

First 10 hours access time are free! LTG: 839 (28-1089)

Brian Ward & Michael Scott

Type: Physical **Range:** Touch **Duration:** Sust.
Target: 4 **Drain:** [(F+2)+3]M

This is an improved Improved Invisibility spell. It also acts upon olfactory and audio perceptions and equipment.

Improved invisibility	+1/M
Additional complexity	+3/M

Invisibility, Party

Sings-With-Cobras

Type: Physical **Range:** LOS **Duration:** Sust.
Target: 4 **Drain:** [(F÷2)+3]D

Okay, guys. This is one of my favorite spells, and I decided to share it. Party Invisibility hides a number of people and objects equal to the caster's Magic Attribute. It's otherwise a normal invisibility spell. Double the number of successes is added to the target number for seeing the invisible person.

You don't have to thank me.

Improved Invisibility	+1/M
LOS (remove touch adjustment)	+2/S
Area-effect	+3/D

»»»So, like, where's the party? Heh heh.»»»
— Arthur Timmons (12:13:26/02-23-93)

Phantasmal Force

Replaced by Spectacle (Grimore II, pg. 130)

MANIPULATION

CONTROL MANIPULATION

Existential Blues

D.C

Type: Mana **Range:** Limited **Duration:** Sust.
Target: Willpower (R) **Drain:** [(F÷2)+3]S

A nihilistic Mob Mind — overwhelms everyone in the area of effect with a terrible sense of futility and pointlessness. Makes 'em just wanna give up and quit whatever they're doing. Frankly, I have trouble staying motivated sometimes without this spell, but I can see some potential uses.

D.C. originally designed it as a single-purpose Mob Mood, but then realized that for only one more level of Drain (and really, MI is no big deal), he could intensify the effects and make them actively want to give up instead of just feeling angry.

Major mental changes	+0/M
Superficial mind interaction	+1/M
Sustained spell	+2/M
Area effect	+2/S
Limited range	+2/M
Discretionary effect (to match Mob Mind)	+3/S

Forced Truth

Replaced by Compel Truth (Awakenings, pg. 137)

Steal (Skill)

Minotaur

Type: Mana **Range:** LOS **Duration:** Sust.
Target: Skill level **Drain:** [(F÷2)+2]M

This spell allows the individual to borrow one skill from a willing target. The target number is the rating of the skill. It's harder to steal a skill that the owner has well in hand, and easier to steal skills the owner doesn't know very well.

The rating of the borrowed skill is the number of successes up to the original rating of the skill. While the skill is being borrowed, the original owner of the skill

cannot access the skill, he/she simply cannot remember how to use that skill. However, if at any time, the original owner of the skill becomes unwilling to continue with the spell, the spell dies and the effects end.

The skill to be borrowed has to be stated at the time of spell creation. Typical examples are Armed and Unarmed Combat, Demolitions, Driving, and so on.

A mage casts Steal Armed Combat on a willing friend. The original skill was at 5, he gets four successes. He has the skill at 4. He then proceeds to fight some threat to the group. During the fight, he decides that he likes this skill and to spell lock the spell. The original owner then becomes unwilling, and the spell dies.

Major mental change:	+0/M
Voluntary subject required	+0/L
Sustained spell	+1/L
Deep mind interaction	+2/M

»»»[Shouldn't this be 'Borrow (skill)' ???]«««
— Gargoyle

»»»[No, I liked the title "Steal Skill" better....]«««
— Enigma

»»»»So much for Positive public imagery of spellcasting....»»»»
— Gargoyle

»»»[Who's lookin for a Positive Image?]«««
— Enigma

»»»So there's a continuous link between the target of the spell
and the owner of the skill? Can this be traced?«««
— Gremlin (10:32:11/08-02-92)

Temporary Insanity

Jerry Stratton

Type: Mana	Range: LOS	Duration: Sust.
Target: Willpower (R)	L	Drain: [(F+2)+3]M
	M	Drain: [(F+2)+3]S
	S	Drain: [(F+2)+3]D
	D	Drain: [(F+2)+5]D

Temporary Insanity changes the target's outlook on life to an extent that resembles insanity. The nature of the insanity will depend on the circumstances when the spell is cast and the target's original personality.

The target resists with Willpower, and there is a threshold equal to the target's Willpower. The number of successes indicate how detailed the insanity will be.

Marcia the wage mage, with Temporary Moderate Insanity (Force 4), Sorcery 5, Magic Pool 5, and Willpower 6 casts this spell on Billda ork, Willpower 3. Marcia uses 3 of her Magic Pool dice to augment the spell's Force, rolling 7 dice:, getting 5, 7, 8, 1, 4, 4, 10. This is 6 successes, minus 3 (Billda's Willpower), for 3 successes. Billda resists with her Willpower, rolling 3 dice vs. Marcia's Sorcery 5, getting 9, 4, and 1. One success does not offset Marcia's 3 successes, so Billda is moderately insane (see Insanity)

Marcia rolls drain. She saved 2 Magic Pool dice for drain, so she rolls 8 dice, vs. the force of 4, getting only 3 successes. She takes Light drain.

Base insanity level X	$+0/X$
Deep mind interaction	$+2/X+1$
Sustained spell	$+3/X+1$

Thought Bubble

Minotaur

Type: Physical **Range:** Touch **Duration:** Sust.
Target: Willpower (R) **Drain:** [(F+2)+2]S
L2 Physical Sustained

This spell is close to a mind probe spell, but its effects are different. First, only surface thoughts, then in the victim's native language. The effects are that a thought bubble appears over the head of the target, as in the comic strips, allowing anyone the mage allowed to see, to read whatever the victim is thinking.

Minor environmental change (bubbles) +0/S
Physical spell +1/S
Sustained spell +2/S
Superficial mind interaction +3/S
Touch required +2/M

»»»Great, somebody out there want to turn reality into a Neil the Ork Barbarian comic book!»»»

— Brimstone

»»»I happen to love Neil the Ork Barbarian; I have all his comics!»»»

— Enigma

»»»Ya wouldn't happen to have a extra copy of Neil #45: Neil vs the Amazonian Vampire Smurfs?»»»

— Brimstone

»»»So if this spell is physical, does that mean you can hit your head on the balloons?»»»

— Smilin' Ryan (10:59:11/08-02-92)

Truth Glow

White Winter (Leader, hermetic Order of Guardians)

Type: Mana **Range:** LOS **Duration:** Sust.
Target: Willpower (R) **Drain:** [(F+2)+2]S

This area spell works like a polygraph test, however, with more accuracy. Instead of monitoring physiological signs of falsehood, it detects aural indications. When a subject tells a lie, the individual will shed a white glow perceivable to anyone in visual range. The spell does not force someone to speak nor does it require the subjects to speak the truth; however, falsehood will be quite obvious. The threshold of this spell is half the subject's willpower.

Minor physical change (glowing) +0/M
Superficial mind interaction +1/M
Sustained spell +2/M
Area effect +2/S

»»»The street name on this puppy is Pinocchio version 1. It's great to use at a meet. If everyone knows the nature of spell, it's a good way to establish trust where none is present.»»»

— Erekosse (02:19:43/03-04-52)

»»»I beg to differ. This spell is awful at a meet. You know the old saying, "Tell me no secrets, and I'll tell you no lies." Well most meets are secret.»»»

— Shade (04:25:34/03-04-52)

»»»Ignore Shade; she's a pathological liar. At our last meet we used her to read the contracts.»»»

— Spit Fire (15:54:54/03-08-52)

»»»Don't believe the hype, chummers. Here's the chiptruth: this isn't a hypersense spell. All it does is measure the vocal stress patterns associated with a psychomatic response that indicates a lie. Which means that if you've got a silver tongue and null-sweat cool, you've got a decent chance of blindsiding the spell. Even better if you've got weird vocal cords, like your average robustus or ingentis, and a virtual certainty if you're a Sasquatch.»»»

— IChorse (00:57:29/06-17-54)

Word Bubble

Minotaur

Type: Physical **Range:** LOS **Duration:** Sust.
Target: Intelligence (R) **Drain:** [(F+2)+3]D

This spell creates a cartoon-like word bubble to appear over the target's head every time he/she creates any type of noise, be it speech, bodily sounds, or fingersnapping. If the sounds are speech, it will be in whatever language was spoken. The mage predetermines who exactly will be able to see the bubble.

Minor environmental change (bubbles) +0/S
Physical spell +1/S
Sustained spell +2/S
Area effect +2/D
Discretionary effect (translation) +3/D

»»»More of those damn comic spells. Don't we have any serious designers out there anymore?»»»

— Warlock

»»»With people turning my Ares Predator to a cucumber, you all of a sudden want people to be serious?»»»

— Gargoyle

TELEKINETIC MANIPULATIONS

Air Bridge

Minotaur

Type: Physical **Range:** LOS **Duration:** Sust.
Target: 4 **Drain:** [(F+2)+1]S

This spell creates a bridge that can span a distance equal to the caster's Magic attribute in meters. The strength of the bridge, or how much it can carry, is equal to the number of successes. The width of the bridge is wide enough that a troll can easily stand on it comfortably in single file. The target number is 4.

Levitate Person +1/M
Area effect +1/S

»»»When have you ever seen trolls walking single file?»»»

— Micromara (10:30:11/08/08-02-52)

»»»Ya'd be amazed the Toll ya can charge when a runner team is tryin to get off the Roof of the Renraku Mall while engaged in a firefight with the Red Sam's!»»»

— Gargoyle

»»»A troll Toll Bridge? Gods, sometimes I truly worry about you Raven Shamans!»»»

— Brimstone

Flight

Montigue

Type: Physical **Range:** Touch **Duration:** Sust.
Target: 4 **Drain:** [(F+2)+1]M

After a couple of runs, my mage determined that he needed another way to get about. He also figured being a mage should allow him to ignore a simple 10 foot tall fence and concentrate on the drekheads on the other side. He likes to fight melee, when he gets mad. The target number is 5 + background count. (Yes, that does mean the mage is effectively penalized twice for background.)

Flight allows the target to have a quickness of twice force plus the number of successes.

'Doc' casts flight at force 4 with a background count of 2. The target number is 7. He uses all of his 9 dice from his magic pool giving him a total of 13 dice to cast the spell. He rolls 18, 16, 15, 13, 10, 9, 6, 5, 3, 3, 2, 1, 1. This gives him 9 successes. His quickness when flying is twice 4, plus 9, or 17. This 17 is NOT figured in for reaction, just quickness.

Major physical manipulation	+0/S
Physical spell	+1/S
Sustained spell	+2/S
Touch required	+1/M

Flight II

Jonathon K. Henry

Type: Mana **Range:** LOS **Duration:** Sust.
Target: 4 **Drain:** [(F÷2)+1]S

The number of total successes that are accrued help to define the “flight pool” of the user of the spell. Only voluntary living subjects can be affected by this spell.

The speed that can carry its recipient is equal to the dice allocated from the “flight pool”. ‘Running’ speeds utilize a modifier equal to the force of the spell. The control of the flight (turning, any maneuvering, etc.) is equivalent to the remaining dice of the “flight pool”.

Jeremie gets 15 success with this spell, which he has at a Force of 5. His top speed is 75 meters per turn, though he would be moving in a straight line, with no ability to turn. In that example, he had all his “flight pool” dice allocated to speed. If he were moving at a speed of 0, that is no dice allocated to speed, he could effectively hover in place and gain 15 dice to “in-place” maneuvering (dodging and the like). Note that any alteration is speed allocation, results in appropriate change to the “maneuvering” ability of the user.

Or, Jeremie can allocate 7 dice to speed, leaving him with 8 dice for maneuvering.

Faster speeds usually require the use of Oxygenate. This spell also allows for movement through water, as the previous version did not, though the movement modifier for faster speeds cannot exceed a 3, regardless of spell force.

Major physical manipulation	+0/S
Sustained spell	+1/S

Movement

Jonathon K. Henry

Type: Physical **Range:** LOS **Duration:** Sust.
Target: Object Resistance Table **Drain:** [(F÷2)+2]S

This spell directly copies the spiritual/elemental power of the same name. It does not protect the user of the spell from some of the more harmful side effects. When combined with the Weather Guard spell most, if not all, of the adverse side effects are negated (air friction, vertigo, etc.). The spell can be cast on any person or object. Movement is multiplied by the number of successes.

Potential uses of this spell, besides the standard movement increase, are:

Firearms Enhancement: When placed on the chamber of a weapon, the spell enhances the Power attribute of a projectile. The level of enhancement is equal to the success level of the spell. There is no additional recoil modifier for use of this spell.

Vehicle Speeds: This can be very dangerous if the pilot/driver of the vehicle is not aware of the spell’s placement. All target numbers are increased by the success level of the spell with appropriate modifiers for rig level (if any), etc.

Vehicle Economy: If careful control is utilized, the spell will enhance the economy level of a normal vehicle by the success level of the spell. A vehicle that has an economy of less than 1 KM/Liter will have the economy increased by .1 KM/Liter per success. A vehicle that has 100 or more KM/Liter economy (as some mopeds do) has the economy modified by 10 times the number of successes.

A vehicle has a 15 KM/Liter economy rating. The casting magician obtains 5 successes with the spell, thus enhancing the economy by 5 KM/Liter. Another vehicle has .5 KM/Liter economy. The same number of successes on this vehicle will enhance the economy by a further .5 KM/Liter (5 success X .1 KM/Liter).

Major physical manipulation	+0/S
Physical spell	+1/S
Sustained spell	+2/S

»»Remember, your referee might disallow some of these options. Check with your referee before basing a plan on a specific option, or you could be unpleasantly surprised.»»

— Jerry (10:41:20/05-16-92)

Wallwalking

Replaced by Gecko Crawl (Awakenings, pg. 138)

Waterwalking

Minotaur

Type: Mana **Range:** LOS **Duration:** Sust.
Target: 4 **Drain:** (F÷2)S

Waterwalking allows an individual to walk across a body of water as if the liquid surface were solid enough to support weight. The target number is 4, and the spell can only be cast on voluntary subjects.

Major Environmental Change (gravity)	+0/D
Voluntary target required	+0/S

»»It was amazing! I just finished designing this spell on the metaplanes and was shunted to an alternate world. Kinda primitive they didn’t even have a Heal Deadly Wounds or some of the simpler transformation spells. Hell, just when I started to teach them a bunch of ‘em stapled me to a chunk of wood and shunted me back from the metaplanes. That’s okay, I think I am going to try to hit that same Place of Destiny again.»»

—The Nazarene

»»Amazing. I’ve *heard* of the metaplane of cheap messiahs, but I’ve never known anyone to go there. Stapled? Jeez. Good thing they didn’t use superglue.»»

— Lancalot (8-24-52/10:35:12)

TRANSFORMATION MANIPULATIONS

Astral Fog

Replaced by Astral Static (Grimore II, pg 131)

Anti-Blade Barrier

Replaced by Blade Barrier (Grimore II, pg 131)

Biophysical Armor

Jonathon K. Henry

Type: Physical **Range:** Limited **Duration:** Sust.
Target: 4 **Drain:** [(F÷2)+2]M

This spell is essentially an armor spell that protects the body from influences that interfere with its natural rhythms. The spell assists deckers/runners in the matrix against damage from black IC/persona. It also assists against such attacks as electrical shock (stun batons, shock sticks) and vertigo (such as ultrasonic induction). It doesn’t aid in normal combat related situations.

The spell does not aid against the effects of aging in any way. It does help the subject fight off the effects of poisons, pathogens, toxins, and related substances (even against the reactant of a “stonebiter” bat). It also gives its dice to the recipient to resist the effects of Health spells.

Major physical control	+0/S
Physical spell	+1/S
Sustained spell	+2/S
Limited range	+2/M

Dehydrate

Skylight

Type: Physical **Range:** LOS **Duration:** Instant
Target: Body (R) **Damage Level:** L **Drain:** [(F+2)+2]M

This spell essentially removes water from the body via exposed sweat glands and skin, dispersing it into the air, and effectively draining the body of its water. The spell is used against single targets. Its base time is 5 actions minus the number of successes against the target, damage code is upped by 1 for each 2 successes against the target (equivalent to 1 liter in human-sized targets). Damage starts at Light. The successes can be applied to either time or damage, as the caster sees fit.

The target number is the target's body.

Damging manipulation base light +0/L

Physical +1/L

Discretionary effects (semi-sustained DM) +2/M

»»»A raisin in the sun, yeah they just shrivel up and die, pretty effective spell. Oh, regeneration... no, no, can't regenerate water in a body now can ya?»»»

— Skylight (16:17:39/8-13-52)

Doppler Shift, Lesser

Doppler Shift, Major

See *Shapechange, Human/Metahuman (below)*

Enhance Willpower

See *Mental Sheild (Awakenings, pg. 140)* or *Increase Attribute (Shadorun II, pg. 154)*

Enlarge Object

Minotaur

Type: Physical **Range:** LOS **Duration:** Sust.
Target: Object resistance test **Drain:** [(F+2)+2]S

This spell enlarges any object or living entity. The physical attributes of the object/entity are increased by the number of successes. Every two successes increases the size of the object/entity by 100%. (ie: 2 successes doubles the size, 4 successes triples the size, 6 successes quadruples the size, etc.)

Major physical change +0/S

Physical spell +1/S

Sustained spell +2/S

»»»Previously here just as Enlarge, this spell was both physical and required a voluntary target. Inanimate objects cannot be considered to be voluntary, so I made took out that restriction and add the following mana version of this spell.»»»

— Wordman (18:24:54/7-6-57)

Enlarge Person

Minotaur

Type: Mana **Range:** LOS **Duration:** Sust.
Target: Willpower **Drain:** [(F+2)+1]M

This spell enlarges any voluntary living entity. The physical attributes of the entity are increased by the number of successes. Every two successes increases the size of the entity by 100%. (ie: 2 successes doubles the size, 4 successes triples the size, 6 successes quadruples the size, etc.)

Major physical change +0/S

Sustained spell +1/S

Voluntary target required +1/M

»»»This spell is great for reaching those really high shelves in your Kitchen!»»»

— Whisper

»»»Umm, Whisper, you're a dwarf. My counter top is a really high shelf to you...»»»

— Gargoyle

Ghost Ship

Jerry

Type: Physical **Range:** Touch **Duration:** Sust.
Target: Object resistance table **Drain:** [(F+2)+3]D

Ghost Ship affects any vehicle. The vehicle takes on a spectral quality. The target number is the vehicle's object resistance (usually 8), and the vehicle resists with Body plus one-half of any vehicle armor.

The number of successes beyond the threshold is the ghost ship's rating. The ghost ship becomes dim and insubstantial, as do any who enter the ghost ship. When the spell is dropped, the vehicle must make a Body test vs. (Force)D. Armor does not protect against this.

All attacks into and out of the ghost ship are at a penalty equal to the ship's rating, and for physical attacks the ship's rating is used as additional armor for the ship, and for those inside (or those outside, for attacks directed from within the ship).

The caster can control the ship's movement with a skill equal to the ship's rating. The ship's Quickness and Reaction are equal to its rating. When moving at normal speed (Quickness), the ship can move through stationary or slow objects. It will not normally move through a magical barrier. The mage can force it through; it fights the barrier's rating with it's own rating. The ship's rating will not return to normal, and if the ship's rating goes to zero, the spell is canceled.

The ship can move at a much higher speed, although it cannot move through objects at this speed: rating times the caster's sorcery skill, kilometers per hour. The ship can only move up or down using its lower speed (even while moving horizontally at high speed). All ghost vehicles can fly. Once a vehicle becomes a ghost vehicle, it can no longer move normally, and *must* use the ghost-ship movement rates.

If the ship takes physical damage, the caster takes an equivalent amount of mental damage, further reduced by Willpower.

A circle of three wizards cast Ghost Ship on their Rolls-Royce. It has a Body of 3, and a resistance of 7. They cast Ghost Ship at a Force of 5. The leader has a Willpower of 5, Sorcery of 7, and a spell focus (rating 2). The other two have a willpower of 4 and 6, and a sorcery of 6 and 5, respectively. Since they're casting this as a ritual, they have 18 dice in their magic pool. They use 13 of these to cast the spell, so 18 dice are used, giving: 1, 1, 1, 1, 2, 3, 3, 4, 4, 4, 4, 5, 7, 7, 8, 9, 9, and 17. This is 6 successes, minus 3 (the Rolls' Body), gives 3 successes. Rolling three dice for the Rolls Royce (its Body) gives 1, 3, 4. None of these make the target number of the leader's sorcery, so the Rolls Royce is now a ghost vehicle with a rating of 3.

For Drain, each mage rolls their Willpower, with 5 additional dice (they saved 5 dice from their combined magic pool). The leader also uses his spell focus; each ends up taking Serious drain.

Major physical change +0/S

Physical spell +1/S

Sustained spell +2/S

Touch required +1/M

Discretionary effect (etheralness) +3/D

»»»Great. The Flying Dutchman rides again. My rigger chums'll just be thrilled with this one, I'll bet.»»»

— IChorse (02:00:45/06-23-54)

Grease Volt

Minotaur

Type: Physical **Range:** LOS **Duration:** Instant
Target: 4 **Drain:** [(F+2)+1]S

This spell creates a cone of pure grease that shoots in the direction indicated by the caster. It coats everything it hits in this grease. Anyone caught in, or entering the area of effect has to make a Quickness success test (target number equal to the number of successes) whenever they want to do anything that requires mobility. Failure indicates that he/she fell.

The cone has a diameter at the target point of the caster's Magic.

"Damaging" manipulation	+0/O
Area effect	+0/L
Physical spell	+1/L
Uses elemental effect (grease)	+1/M
Game effect (target makes test)	+1/S

»»»Great for the quick lube job...»»»

— Stretch

»»»Yeah, if yer trying to lube a fraggin battleship!»»»

— Gargoyle

Flame Shield

See *Heat Sheildf* (Awakenings, pg. 140)

Luck

Minotaur

Type: Mana **Range:** Touch **Duration:** Sust.
Target: 4 **Drain:** (F+2)S

The target number is 4, and this spell is cast on individuals. It creates a pool equal to the number of successes that the GM can access if he feels the player needs it.

For example, a lucky individual gets shot, and takes a Deadly wound. The GM can secretly access the pool to try and save the character's life. This pool does not refresh and once the pool is empty, the spell dies.

Major environmental change (luck)	+0/D
Sustained spell	+1/S
Touch required	+0/S

»»»Sounds like someone has tried to design a leprechaun spell!! Har-har lemme guess, ya need a four leaf clover to cast it?»»»

— Wolfsbane

»»»Um you have some kinda problem with Leprechauns dog-breath?»»»

— Whisper, Were-Leprechaun

Magesword

Jonathan K. Henry

Type: Mana **Range:** Limited **Duration:** Sust.
Target: 6 **Drain:** [(F+2)+1]S

This spell creates a blade of energy equal in length to the caster's willpower attribute x 30 cm. If the length is equal to 1 meter or more, it has a +1 reach. Spells that assist the Willpower attribute do not increase the length of the blade.

The blade can be directed to attack a target a number of meters away from the magician equal to the number of successes time the magicians Magic Rating. The sword will move of its own accord and will attack by itself. When used in this way, each success provides a die of skill for the attack, and the magician may not use his own skill or any combat pool dice. To determine movement rate, the sword has a one point of quickness for each success. Running rate is equal to the spells force. The magician

must maintain line-of-sight on the sword when not in contact with it or it will be dispelled.

The magician may also choose to wield the weapon as a normal sword. In such cases, the magician would use his Armed Combat skill and Combat Pool as normal.

Subjects hit by the magesword use willpower to resist damage. Impact armor does not assist. Neither do most artificial shields, walls, etc., though they are not themselves damaged. ("What do you mean he died? His clothes aren't ripped up or hurt, there isn't a mark I see on him.") Anti-Spell barriers function as Impact armor would, reducing the successes of the attack damage. Mana Barriers function as an Armor spell would, that is adding more dice equal to the barrier rating to the resistance test. Physical Barrier and Anti-Bullet Barrier do not assist. Dermal Armor (Bodyware section of Cyberwear) does assist. The Initiate Talent of Shielding is of great benefit to the defender. It raises both the target to hit and gives extra dice to resist the damage.

The damage done by the attack is (Force)M (even if wielded by a strong mage). Shape of the "sword" doesn't seem to matter in the case of damage for this case (sorry, no (Force)M3 Mage Katanas). The magician controlling this spell can deflect Weapon Foci being used by another (whether or not they are bonded to the user). The magician can also attack Astral beings/entities with this weapon (as long as they can see them). The "sword" created by this spell does not have to glow or be visible to the physical world. Fully capable magicians usually have their "sword" non-visible and use their perception talents at the same time. Sorcerer Adepts are not that lucky. Their swords are usually visible to the naked eye.

Damaging manipulation base M	+0/M
Sustained spell	+1/M
Damaging manipulation sustained	+1/S
Limited range	+1/M
Discretionary effect (mobility)	+1/S

Magesword II

Jonathan K. Henry

Type: Physical **Range:** Limited **Duration:** Sust.
Target: 6 **Drain:** [(F+2)+2]S

This spell is essentially the same as the above mentioned Magesword, except that the sword is completely physical. The sword cannot pass through non-living objects like the mana version. Impact armor is fully effective as are Physical and Blade Barrier spells. Other limited barrier spells, like Anti-Bullet Barrier, have no effect.

The sword can hit non-living objects. This allows it to be used against doors, cars, etc. The sword cannot hit purely Astral beings/entities. If a creature/spirit is manifest, it can be used to attack them. The power of Immunity to Normal Weapons does not aid the subject from attacks by this "weapon"

The damage by the weapon is (Force)M2, again regardless of strength. Reach modifiers are as for the mana version. If a variation of this spell is researched where the blade is a "katana" form, then the damage does go to M3.

»»»Won't the drain go up, as well?»»»

— Silver Cianide (08:46:40/05-16-52)

The sword is visible at all times, and sheds a minor amount of light (about equivalent to a standard firefly).

»»»A pretty huge firefly, I'd guess. An awakened firefly, maybe?»»»

— Silver Cianide (08:47:38/05-16-52)

<i>Damaging manipulation base M</i>	+0/M
<i>Physical spell</i>	+1/M
<i>Sustained spell</i>	+2/M
<i>Damaging manipulation sustained</i>	+2/S
<i>Limited range</i>	+2/M
<i>Discretionary effect (mobility)</i>	+2/S

Quickening and Locking Mageswords

If the caster wishes to maintain self-control over the spell, the functions remain the same in all ways.

If the caster wishes to make the sword usable to someone else the “sword” becomes “self sustaining” and does not keep any of its self motivation ability. It is thus considered an object that is to be “wielded” by an individual. Any living creature may utilize the mana version of the spell. They do not need to be able to see it, though perception of the weapon’s dimensions does help (target numbers go up by 1 otherwise). The damage the weapon does becomes standard for melee combat (Str)M2, with any appropriate reach modifiers. The target resists damage according to the version used. An additional point of Karma is required to make the sword “permanent” in this fashion. This includes Spell Locks, which usually become the handle of the weapon. (Hey look, he’s got himself a Lightsabre!)

»»»I suspect the sword retains an astral link to it’s creator, just like normal Quickened/Locked spells, right?»»»

— Myra (08:57:21/05-16-52)

Mental Armor

Mental Shields

See *Mental Shield* (Awakenings, pg. 140)

Paralyzing Touch

Brian Ward & Michael Scott

Type: Physical	Range: Touch	Duration: Sust.
Target: Quickness (R)		Drain: [(F+2)+1]M
This is a touch-only version of the Bind spell.		
<i>Bind</i>		+2/S
<i>Touch only</i>		+1/M

Passwall

Brian Ward & Michael Scott

Type: Physical	Range: Touch	Duration: Sust.
Target: 4		Drain: [(F+2)+3]D

This spell alters the molecules in the targets body, allowing her to walk through walls if desired. Each time the target wishes to walk through a wall, a resisted test is made using the Force of the spell. The target is the object resistance of the barrier. If any successes are rolled, the target may pass through the barrier in 10 actions, divided by the number of successes. In addition, no barrier with a rating greater than four times the number of initial spell successes can be passed at all, regardless of the Force test outcome.

<i>Major physical change</i>	+0/S
<i>Physical spell</i>	+1/S
<i>Sustained spell</i>	+2/S
<i>Touch required</i>	+1/M
<i>Discretionary effect (etheralness)</i>	+3/D

Pathkeeper

Jonathon K. Henry

Type: Physical	Range: LOS	Duration: Sust.
Target: 4		Drain: [(F+2)+1]D

This spell has a few purposes, most of which are minor in their effect, but have an overall effective usefulness. The spell allows the magician or individual effected to walk without distraction over any standard medium. This includes water (such as a river or lake), a rocky incline

(such as a mountain slope or desert creek), etc., without penalty for movement. The spell also offers a limited amount of protection from the terrain the recipient is moving through.

For example, choppy waters go smooth in a radius equal to the caster’s magic attribute in meters, around the user. The user will also gain no distractions from such things as briarthorns, cactus pines, jagged rocks, etc.

To get a good idea on the spell’s diversity, consider the spirit power of Guard, with a twist (levitate-like powers over water or mud). The spell will not protect from such things as lava, electricity, wire fencing and caltrop-like obstructions. The user also cannot walk through something (this is not a Passwall spell). The recipient must willing (so no, you can’t suddenly strand a fish on the water’s surface). The spell will not work on non-living objects.

If the caster of the spell designates the spell to be used by an individual underwater, and an oxygenate spell is used in conjunction, the individual can move at standard movement without penalty. It has been hypothesized that if a hydrate spell (oxygenate for a water breather) were used in conjunction with this spell on a water traveling target, they could move about on land without penalties.

<i>Major environmental change</i>	+0/D
<i>Physical spell</i>	+1/D

Restore Quickness

Jerry Stratton

Type: Physical	Range: Touch	Duration: Sust.
Target: 3		Drain: [(F+2)+1]M

Restore Quickness restores a dead body’s quickness to the number of successes (the target is 3, natural objects). This can’t be more than the body’s original quickness (quickness just before dying) minus 1, minus 1 for every 2 points of Body lost due to decomposition (like Strength: see the Spirit Guide section, pg. 157).

There’s also a Threshold equal to half the original (natural) Body of the target, rounded up.

<i>Minor physical control</i>	+0/M
<i>Physical spell</i>	+1/M
<i>Sustained spell</i>	+2/M
<i>Spell effects attriubte</i>	+2/S
<i>Touch required</i>	+1/M

Shapechange, Amorphous Liquid

Minotaur

Type: Phsyical	Range: Limited	Duration: Sust.
Target: 4		Drain: [(F+2)+2]M

A voluntary subject is required. Transforms the subject into an amount of liquid equivalently the same volume. The number of successes takes the place of the liquid’s “body”. Clothing and equipment do not transform. Consciousness is retained, and mages can cast spells while under this spell, but cannot fulfill geasa or use centering skills that the form cannot accommodate, ie: gestures, speech, etc. The liquid form is held together, and is only in danger of disorporation when some outside cause interferes with it.

The type of liquid that the target becomes is stated at time of casting. If the target becomes a type of liquid that will react explosively with an existing catalyst, the target’s liquid body will suffer the damage likewise.

<i>Shapechange</i>	+2/S
<i>Voluntary subject required</i>	+2/M

»»»I used this spell to sneak in on a target. Hid in his jacuzzi til he came out for a dip. Pity he got to turn the damn filter system right before I geeked him. That aerator didn’t tickle.»»»

— Nemesis

Shapechange, Energy Form

Minotaur

Type: Physical **Range:** Limited **Duration:** Sust.
Target: 4 **Drain:** [(F+2)+2]M

A voluntary subject is required, and the target number is 4. Transforms the subject into an amount of energy equivalently the same size. The number of successes takes the place of the energy's "body". Clothing and equipment do not transform. Consciousness is retained, and mages can cast spells while under this spell, but cannot fulfill geasa or use centering skills that the form cannot accommodate, ie: gestures, speech, etc. The energy form is held together, and is only in danger of disincorporation when some outside cause interferes with it.

GM Note: The type of energy that the target becomes is stated at time of casting. Please, remember that if the target becomes a type of energy that will react explosively with an existing catalyst, the target's energy body will suffer the damage likewise.

Shapechange +2/S
Voluntary subject required +2/M

»»»My girlfriend was a bright beam of sunshine, who found her way into my heart, and my bedroom...!«««

— Brimstone

»»»Poetry on the Shadownet? Gag! What next ?!?!?!«««
— Gargoyle

»»»No ya brain-dead troll, she really was a sunlight beam!«««
— Brimstone

Shapechange, (Meta)Human

Minotaur

Type: Mana **Range:** Limited **Duration:** Sust.
Target: 4 **Drain:** [(F+2)+1]M

A voluntary subject is required, and the target number is 4. Transforms the subject into any of the normal human/metahuman races. The number of successes can then be split amongst the individual's attributes to help create the form. For example, a human mage casts this spell and gets 6 successes. He changes into a beautiful Elven female. He adds 2 points to his charisma, 2 points to his quickness (to dodge unwanted advances), and the other 2 points to body. Clothing and equipment do not transform.

GM Note: Mental Attributes raised through this spell can NOT be used in anything other than racial modifiers. (ie: in the above example, the mage would not be able to conjure stronger spirits/elementals while in this form. His new charisma IS only skin deep.) The character may look better, sound more educated, or be able to stand his/her own ground better, but he/she does not get any extra dice.

Shapechange +2/S
Voluntary subject required +2/M
Mana spell +1/M

»»»This spell is great for getting you into those Humanis Meetings. Good Ole human form, those I'll never understand had they could get used to such small appendages, take for instance, how could the female of their species be interested in such a small...!«««

— Gargoyle

»»»ENOUGH! Stop Right There!«««
— Brimstone

»»»Gargoyle and Brimstone, a little tête-à-tête at a single keyboard, there? Can't afford two, or is this a personal thing?«««

— Ryan (10:51:27/08-02-52)

Shapechange, Inanimate Object

Minotaur

Type: Physical **Range:** Limited **Duration:** Sust.
Target: 4 **Drain:** [(F+2)+2]M

A voluntary subject is required, and the target number is 4. Transforms the subject into any about equivalently sized object. The number of successes are added to the object's body/barrier. Clothing and equipment do not transform. Consciousness is retained, and mages can cast spells while under this spell, but cannot fulfill geasa or use centering skills that the form cannot accommodate, ie: movement, speech, etc.

Shapechange +2/S
Voluntary subject required +2/M

»»»I love this spell. Having company over? Well myself and a bunch of fellow hermetic were meeting at my place. They absolutely loved the new furniture!«««

— Brimstone

»»»You're pushin it Stony! I still haven't gotten rid of those cigarette burns, nor the coffee stains on my forehead! I ain't volunteering to help ya with another one of yer little 'get-togethers' again!«««

— Gemini, the Samurai Sofa

Shrink Object

Minotaur

Type: Physical **Range:** LOS **Duration:** Sust.
Target: Object resistance test **Drain:** [(F+2)+2]S

This spell shrinks an object or entity. (10% of the target's size and weight for every success up to 90%, then 1% for every success after that. Minimum size and weight: 1% of normal.)

GM Note: Although the strength and body do not change when shrunken, if the individual tries to lift anything in this state, his/her target numbers are raised by the number of successes. Imagine someone the size of an ant trying to lift a chair. Where would his/her center of balance be? It's still possible, just very difficult.

Major physical change +0/S
Physical spell +1/S
Sustained spell +2/S

»»»Previously here just as Shrink, this spell was both physical and required a voluntary target. Inanimate objects cannot be considered to be voluntary, so I made took out that restriction and add the following mana version of this spell. «««

— Wordman; (18:24:54/7-6-57)

Shrink Person

Minotaur

Type: Mana **Range:** LOS **Duration:** Sust.
Target: Willpower **Drain:** [(F+2)+1]M

This spell shrinks an entity. (10% of the target's size and weight for every success up to 90%, then 1% for every success after that. Minimum size and weight: 1% of normal.)

GM Note: Although the strength and body do not change when shrunken, if the individual tries to lift anything in this state, his/her target numbers are raised by the number of successes. Imagine someone the size of an ant trying to lift a chair. Where would his/her center of balance be? It's still possible, just very difficult.

Major physical change +0/S
Sustained spell +1/S
Voluntary target required +1/M

»»»Wanna have fun, burn yourself an elemental and get real small! I set up this hand-build sailing schooner in my bathtub;

my girlfriend and I went sailing for the weekend on the open seas, with zero threat from Sea Serpents!!!»»»

— Brimstone

»»»Yeah? Well when your dog found his way into the bathroom the party was over drek-head!»»»

— Aphrodite

Teleportation

Montigue

Type: Physical **Range:** LOS **Duration:** Instant

Target: Special **Drain:** [(F+2)+7]D

The mage must be familiar with the destination. Astral sighting works, but standard line-of-sight rules apply. The Mages can teleport a number of people up to their Magic Attribute. range is MA kilometers. The mage must be astrally sensing.

The base target number is 4, plus 1 for every target other than the mage. If any target is involuntary, that target is allowed to resist with its dodge pool.

Targets successfully teleported are disoriented for 5 turns, minus the number of successes. If the caster falls unconscious, this time is 10 turns minus the number of successes.

Major environmental change (translocation) +0/D

Physical spell +1/D

Area effect spell +1/(D+1) = +3/D

Discretionary effect (very complex) +1/(D+3) = +7/D

»»»I think I might give targets with a body of greater than 11 one automatic success for each 6 points of body greater than 6 (12, 18, 24, etc.). And these automatic successes don't disappear if the target is voluntary. This makes it a little harder to teleport dinosaurs.»»»

— Jerry (8-24-92/10:55:10)

»»»This spell works by somehow nullifying the distance between two intervening points. Major mo-jo, chummers. Don't screw this one up.»»»

— IChorse (00:48:54/06-21-54)

Teleportation, Personal

Wordman

Type: Mana **Range:** Caster **Duration:** Instant

Target: Special **Drain:** (F+2)S

Though I would never allow this spell in my campaign, I include it here to justify the high cost I gave the previous spell; without the extra game effect adjustment, this very powerful spell becomes trivial. This is a mana based, personal version of the previous spell.

Major environmental change (translocation) +0/D

Personal spell +0/L

Discretionary effect (very complex) +0/S

Turn Gun to Vegetable

Minotaur

Type: Physical **Range:** LOS **Duration:** Sust.

Target: Object Resistance Table **Drain:** [(F+2)+2]M

The target number of this highly invaluable spell is the firearm's object resistance. The spell transforms any firearm into a vegetable of equivalent size. A hold-out pistol might become a plum, a heavy pistol a mango or cantaloupe, an SMG a bunch of celery, and a panther cannon a watermelon.

Major physical change +0/S

Physical spell +1/S

Sustained spell +2/S

Very limited target +2/M

»»»Great for the pacifist vegetarian in your group! Har-har!»»»

— Gargoyle

»»»Hell wit dat, I dropped a bunch of palm pistols on da salad bar at Wanda's Witchery, then sustained the spell. It was amazin how many folks went runnin to da john when I dropped dis 'ere spell...»»»

— Nikodaemus, Rat Shaman

»»»So your the fragger who's ruin my business, eh?»»»

— Wanda, witch

Turn Marble to Bat

D.C.

Type: Physical **Range:** Limited **Duration:** Sust.

Target: 5 **Drain:** [(F+2)+2]M

Yeah, I looked at D.C. that way too, but he wasn't kidding. He actually carries a bag of shooters around with him, and when things get tight, he'll lob a handful of 'em into the oppos' general direction and chase 'em down with this area effect spell. Whammo—cloud of bats. Instant chaos. It does need to be sustained, though; soon as you drop it, the marbles fall to the floor again. 'Course, then they can be stepped on.

This spell only affects spheres of glass less than 3 cm in diameter. They are turned into the northern brown bat. Note that the target number is going to be the marble's Object Resistance of 5 (simple techie object).

Major physical change +0/S

Physical spell +1/S

Sustained spell +2/S

Very restricted target +2/M

Limited range +2/L

Area effect +2/M

Warflight

Jonathon K. Henry

Type: Physical **Range:** LOS **Duration:** Sust.

Target: 4 **Drain:** [(F+2)+2]M

This spell is similar to the power of Adaptive Coloration. The number of successes indicates the modifier to the perception tests needed when using the standard visual spectrum. This includes Thermographic vision and the UV spectrum. If the subject is moving at a rate greater than 10, the modifiers this test are doubled.

The spell also acts as full armor against standard lasers, with a rating equal to the successes of the spell.

Minor physical changes +0/M

Physical spell +1/M

Sustained spell +2/M

Weather Guard

Jonathon K. Henry

Type: Physical **Range:** LOS **Duration:** Sust.

Target: 6 **Drain:** [(F+2)+2]M

This spell protects the recipient from the elements. This includes the effects of rain, sleet, hail, snow, desert heat and sandstorms, etc. It does not protect a person from spells with elemental side-effects. Harsh winds are reduced to gentle breezes (for the protected. Dehydration due to prolonged exposure to the sun will have no adverse effects, though standard consumption of water is still required.

The spell does not aid someone in perception tests against fog, rain and the like, nor does it protect someone with a severe allergy to the effects of sunlight. It will negate the effects of distraction due to rain, wind, etc.

Minor environmental changes +0/S

Physical spell +1/S

Sustained spell +2/S

MASTER SPELL LIST

Originally compiled by Chris Spindler

Here's a quick reference guide for Shadowrun spells. Thumbing through two separate books to determine things that were left out of the table in the Grimoire just got too irritating. And now that the On-Line Grimoire is regularly providing new spells, it'll only get worse.

The following table is a revised version of the Grimoire's which includes useful things like drain code, staging, target numbers and threshold (if any).

We'll include an update with each issue of the NAGEE that includes the On-Line Grimoire. If you have any updates (new spells in an adventure, mistakes in this listing) send them to us. We'll print the update, and then everybody can use their favorite word processor/text editor to paste the update into the master list.

Notation

#S	number of successes
(X)	Extended version
a.x	Spell found in <i>Awakenings</i> , page x
Ess	Target's essence
F	force of spell
f	force of spell ÷ 2 (round down)
g.x	Spell found in <i>Grimoire II</i> , page x
M	Mana spell
MA	magic attribute
n.x	Spell found in this <i>NAGEE</i> , page x
ORT	Object resistance table
P	Physical spell
Perm(n)	Permanent after n actions
s.x	Spell found in <i>Shadowrun II</i> , page x

COMBAT SPELLS

Name	Drain	Target	Damage	Range	Area	Duration	Type	Source
Combust	(f+1)S	ORT	M	LOS	Single	Instant	P	n.139
Death Touch	(f-1)S	Willpower (R)	D	Touch	Single	Instant	M	g.126
Fire Bolt	(f+1)D	Body (R)	S	LOS	Single	Instant	P	g.126
Fire Cloud	(f+1)D	Body (R)	M	LOS	MA	Instant	P	g.126
Fire Dart	(f+1)M	Body (R)	L	LOS	Single	Instant	P	g.126
Fire Missile	(f+1)S	Body (R)	M	LOS	Single	Instant	P	g.126
Fireball	(f+3)D	Body (R)	S	LOS	MA	Instant	P	g.126
Hellblast	(f+6)D	Body (R)	D	LOS	MA	Instant	P	s.151
Mana Bolt	fS	Willpower (R)	S	LOS	Single	Instant	M	s.151
Mana Cloud	fS	Willpower (R)	M	LOS	MA	Instant	M	g.126
Mana Dart	fL	Willpower (R)	L	LOS	Single	Instant	M	s.151
Mana Donut	(f+1)S	Willpower (R)	M	LOS	MA	Instant	M	n.139
Mana Missile	fM	Willpower (R)	M	LOS	Single	Instant	M	s.151
Manaball	fS	Willpower (R)	M	LOS	MA	Instant	M	s.151
Manablast	fD	Willpower (R)	M	LOS	MA	Instant	M	g.126
Power Bolt	(f+1)S	Body (R)	S	LOS	Single	Instant	P	s.151
Power Dart	(f+1)L	Body (R)	L	LOS	Single	Instant	P	s.151
Power Donut	(f+2)S	Body (R)	M	LOS	MA	Instant	P	n.139
Power Missile	(f+1)M	Body (R)	M	LOS	Single	Instant	P	s.151
Powerball	(f+1)S	Body (R)	M	LOS	MA	Instant	P	g.151
Powerblast	(f+1)D	Body (R)	M	LOS	MA	Instant	P	g.127
Ram	(f+1)S	ORT	S	LOS	Single	Instant	P	s.151
Ram Touch	(f-1)M	ORT	S	Touch	Single	Instant	P	g.127
Redirect	f(Damage-1)	4	as attack	LOS	Single	Instant	P	a.133
Rot	(f+1)M	ORT	S	LOS	Single	Instant	P	a.134
Shattersield	fS	Force (R)	D	LOS	Single	Instant	M	a.134
Slay (Species)	(f-1)S	Willpower (R)	S	LOS	Single	Instant	M	g.127
Sleep	(f-1)S	Willpower (R)	M	LOS	MA	Instant	M	s.151
Spirit Bolt	(f-1)S	Force (R)	S	LOS	Single	Instant	M	g.127
Sterilize	(f+1)D	4	D	LOS	MA	Instant	P	g.127
Strike Blind	(f+1)M	Body (R)	S	LOS	Single	Instant	P	n.139
Striking Hand	fS	Body (S)	S	Touch	Single	Instant	P	n.139
Stun Bolt	(f-1)S	Willpower (R)	S	LOS	Single	Instant	M	g.127
Stun Cloud	(f-1)S	Willpower (R)	M	LOS	MA	Instant	M	g.127
Stun Missile	(f-1)M	Willpower (R)	M	LOS	Single	Instant	M	g.127
Stun Touch	(f-2)M	Willpower (R)	S	Touch	Single	Instant	M	g.127
Stunball	(f-1)D	Willpower (R)	S	LOS	MA	Instant	M	g.127
Stunblast	(f+1)D	Willpower (R)	S	LOS	MA	Instant	M	g.127
Sudiving Hand	(f-2)S	Willpower (R)	S	Touch	Single	Instant	M	n.140
Urban Renewal	fD	ORT	S	LOS	MA	Instant	P	g.127
Wrecker	fS	ORT	S	LOS	Single	Instant	P	g.127

DETECTION SPELLS

Analyze Device	(f+1)M	ORT		LOS	Single	Sustain	P	s.153
Analyze Magic	fM	Force/Rating		Limited	Object	Sustain	M	g.128
Analyze Truth	fS	Willpower (R)		Limited	Single	Sustain	M	s.153
Animal Spy	fL	4		Limited	5xMAX#S	Sustain	M	a.134
Astral Sense	fM	10		Limited	5xMA	Sustain	M	a.134

Catalogue	(f-1)L	4	LOS	LOS	Instant	P	a.134
Clairaudience	fM	4	Limited	MAx#S	Sustain	M	s.153
Clairaudience (X)	(f-1)S	4	Limited	10xMAx#S	Sustain	M	g.128
Clairvoyance	fM	4	Limited	MAx#S	Sustain	M	s.153
Clairvoyance (X)	(f-1)S	4	Limited	10xMAx#S	Sustain	M	g.128
Combat Sense	(f+1)S	4	LOS	Special	Sustain	P	s.153
Detect (Life Form)	(f-1)L	4/6/10	Limited	MAx#S	Sustain	M	s.153
Detect (Object)	(f+1)M	4/6/10	Limited	MAx#S	Sustain	P	s.153
Detect Enemies	(f+1)M	4/6/10	Limited	MAx#S	Sustain	M	s.153
Detect Enemies (X)	fS	4/6/10	Limited	10xMAx#S	Sustain	M	g.128
Detect Individual	fL	4/6/10	Limited	MAx#S	Sustain	M	s.153
Detect Life	fL	4/6/10	Limited	MAx#S	Sustain	M	s.153
Detect Magic	fL	4/6/10	Limited	MAx#S	Sustain	M	g.128
Diagnose	(f-1)M	10 - Ess.	Limited	Single	Instant	M	a.134
Enhance Aim	fS	6	Limited	Single	Sustain	M	a.134
Enhanced Hearing	fL	4/6/10	Limited	Single	Sustain	M	n.140
Foresight	fD	5/6	Limited	MAx#S	Sustain	M	n.140
Fortelling	fD	10	Self	Self	Instant	M	a.135
Know Exit	(f+1)D	4	Limited	MAx#S	Sustain	P	n.140
Limited Omniscience	(f-1)D	4	Limited	Single	Instant	M	n.140
Mindlink (Individual)	(f+2)M	4	Limited	MAx#S	Sustain	M	g.128
Mind Probe	(f+2)D	4 (R)	Touch	Single	Sustain	M	s.153
Night Vision	fL	6	Touch	Single	Sustain	M	a.135
Personal Combat Sense	(f+1)M	4	Self	Self	Sustain	P	s.153
Spherical Vision	fM	4	Limited	Single	Sustain	M	n.140
Telepathy, Dual	(f+2)D	Willpower	Limited	MAx#S	Sustain	M	n.141
Telepathy, Multiple	(f+4)D	Willpower	Limited	MAx#S	Sustain	M	n.141
Translate	(f+1)L	4	Limited	Duo	Sustain	M	a.135
X-Ray Vision	(f+2)S	4	Limited	Single	Sustain	P	a.135

HEALTH SPELLS

Alleviate Nuisance Allergy	fL	6	LOS	Single	Sustain	P	a.135
Alleviate Mild Allergy	fM	6	LOS	Single	Sustain	P	a.135
Alleviate Moderate Allergy	fS	6	LOS	Single	Sustain	P	a.135
Alleviate Severe Allergy	fD	6	LOS	Single	Sustain	P	a.135
Antidote L Toxin	fL	Toxin Power	Touch	Single	Perm(5)	P	s.154
Antidote M Toxin	fM	Toxin Power	Touch	Single	Perm(10)	P	s.154
Antidote S Toxin	fS	Toxin Power	Touch	Single	Perm(15)	P	s.154
Antidote D Toxin	fD	Toxin Power	Touch	Single	Perm(20)	P	s.154
Awaken	(f-1)L	10 - Ess.	Touch	Single	Instant	M	a.135
Blindness	(f+1)D	Body (R)	LOS	Single	Sustain	M	a.135
Cause Nuisance Allergy	(f+1)L	10 - Ess.	LOS	Single	Sustain	M	a.135
Cause Mild Allergy	(f+1)M	10 - Ess.	LOS	Single	Sustain	M	a.135
Cause Moderate Allergy	(f+1)S	10 - Ess.	LOS	Single	Sustain	M	a.135
Cause Severe Allergy	(f+1)D	10 - Ess.	LOS	Single	Sustain	M	a.135
Cripple Limb	fS	Body (R)	Touch	Single	Sustain	M	a.136
Cure L Disease	fL	Disease Power	Touch	Single	Perm(5)	P	s.154
Cure M Disease	fM	Disease Power	Touch	Single	Perm(10)	P	s.154
Cure S Disease	fS	Disease Power	Touch	Single	Perm(15)	P	s.154
Cure D Disease	fD	Disease Power	Touch	Single	Perm(20)	P	s.154
Decrease (Attribute) -1	(f+1)L	10 - Ess. (R)	Touch	Single	Sustain	P	s.154
Decrease (Attribute) -2	(f+1)M	10 - Ess. (R)	Touch	Single	Sustain	P	s.154
Decrease (Attribute) -3	(f+1)S	10 - Ess. (R)	Touch	Single	Sustain	P	s.154
Decrease (Attribute) -4	(f+1)D	10 - Ess. (R)	Touch	Single	Sustain	P	s.154
Decrease Cybered (Attribute) -1	(f+3)L	10 - Ess. (R)	Touch	Single	Sustain	P	g.129
Decrease Cybered (Attribute) -2	(f+3)M	10 - Ess. (R)	Touch	Single	Sustain	P	g.129
Decrease Cybered (Attribute) -3	(f+3)S	10 - Ess. (R)	Touch	Single	Sustain	P	g.129
Decrease Cybered (Attribute) -4	(f+3)D	10 - Ess. (R)	Touch	Single	Sustain	P	g.129
Decrease Reflexes +1 Dice	fM	Reaction x 2	Touch	Single	Sustain	M	g.129
Decrease Reflexes +2 Dice	fS	Reaction x 2	Touch	Single	Sustain	M	g.129
Decrease Reflexes +3 Dice	fD	Reaction x 2	Touch	Single	Sustain	M	g.129
Detox. L Toxin	(f-2)L	Toxin Power	Touch	Single	Perm(10)	P	s.154
Detox. M Toxin	(f-2)M	Toxin Power	Touch	Single	Perm(10)	P	s.154
Detox. S Toxin	(f-2)S	Toxin Power	Touch	Single	Perm(15)	P	s.154
Detox. D Toxin	(f-2)D	Toxin Power	Touch	Single	Perm(20)	P	s.154
Fast	fL	Body	Touch	Single	Perm(10)	M	a.136
Heal	f(Wound Level)	10 - Ess.	Touch	Single	Perm(special)	M	s.155
Healy Glow	fL	4	Touch	Single	Perm(5)	P	g.129

Increase (Attribute) +1	(f+1)L	Attrib. x 2	Touch	Single	Sustain	M	s.154
Increase (Attribute) +2	(f+1)M	Attrib. x 2	Touch	Single	Sustain	M	s.154
Increase (Attribute) +3	(f+1)S	Attrib. x 2	Touch	Single	Sustain	M	s.154
Increase (Attribute) +4	(f+1)D	Attrib. x 2	Touch	Single	Sustain	M	s.154
Increase Cybered (Attribute) +1	(f+3)L	Attrib. x 2	Touch	Single	Sustain	P	s.155
Increase Cybered (Attribute) +2	(f+3)M	Attrib. x 2	Touch	Single	Sustain	P	s.155
Increase Cybered (Attribute) +3	(f+3)S	Attrib. x 2	Touch	Single	Sustain	P	s.155
Increase Cybered (Attribute) +4	(f+3)D	Attrib. x 2	Touch	Single	Sustain	P	s.155
Increase Reflexes +1 Dice	fM	Reaction x 2	Touch	Single	Sustain	M	s.155
Increase Reflexes +2 Dice	fS	Reaction x 2	Touch	Single	Sustain	M	s.155
Increase Reflexes +3 Dice	fD	Reaction x 2	Touch	Single	Sustain	M	s.155
Intoxication	(f+2)M	Body (R)	LOS	Single	Sustain	M	a.136
Nutrition	fL	4	LOS	Single	Perm(15)	M	a.136
Oxygenate	(f+2)M	4	Limited	Single	Sustain	P	g.129
Paralyze	(f+1)D	Willpower (R)	Limited	Single	Sustain	M	a.136
Preserve	(f+1)M	ORT	Limited	Single	Sustain	P	g.129
Prophylaxis L Pathogen	(f+2)L	4	Limited	Single	Sustain	P	g.129
Prophylaxis M Pathogen	(f+2)M	4	Limited	Single	Sustain	P	g.129
Prophylaxis S Pathogen	(f+2)S	4	Limited	Single	Sustain	P	g.129
Prophylaxis D Pathogen	(f+2)D	4	Limited	Single	Sustain	P	g.129
Puke Ball	(f+2)S	Willpower (R)	LOS	Single	Sustain	M	n.141
Resist Light Pain	fM	4	Limited	Single	Sustain	M	g.129
Resist Moderate Pain	fS	4	Limited	Single	Sustain	M	g.129
Resist Serious Pain	fD	4	Limited	Single	Sustain	M	g.129
Stabilize	fS	4+Minutes	LOS	Single	Perm(20)	P	g.129
Treat	f(Wound Level)	8 - Ess.	Touch	Single	Perm(special)	M	s.155

ILLUSION SPELLS

Agonizing Pain	(f+1)M	Willpower (R)	LOS	Single	Sustain	M	a.136
Blackout	(f+2)L	Intelligence (R)	LOS	MA	Sustain	P	n.141
Chaff	(f-1)S	ORT	LOS	MA	Sustain	P	a.136
Chaos	(f+2)M	Intelligence (R)	LOS	Single	Sustain	P	s.155
Chaotic World	(f+2)S	Intelligence (R)	LOS	MA	Sustain	P	s.155
Confusion	fS	Willpower (R)	LOS	MA	Sustain	M	s.155
Crowd Scene	(f+2)M	4	LOS	LOS	Sustain	P	a.136
Disguise Vehicle	(f+1)L	6	Touch	Single	Sustain	P	n.141
Disregard	fM	4	Touch	Single	Sustain	M	a.137
Dream	fL	Willpower (R)	LOS	Single	Sustain	M	a.137
Entertainment	(f+1)L	4	LOS	MA	Sustain	M	s.156
Flare	(f+1)M	Quickness (R)	LOS	MA	Instant	P	a.137
Ghost	(f+3)M	4	Touch	Single	Sustain	P	n.142
Improved Invisibility	(f+1)M	4	Touch	Single	Sustain	P	s.156
Invisibility	fM	4	Touch	Single	Sustain	M	s.156
Invisibility, Party	(f+3)D	4	LOS	MA	Sustain	P	n.142
Mask	fL	4	Touch	Single	Sustain	M	s.156
Overstimulation	(f+1)M	Willpower (R)	LOS	Single	Sustained	M	g.130
Physical Mask	(f+1)L	4	LOS	Single	Sustain	P	g.130
Silence	(f+2)S	6	LOS	MA	Sustained	P	a.137
Spectacle	(f+1)M	4	LOS	MA	Sustain	P	g.130
Stimulation	fL	4	LOS	Single	Sustain	M	s.156
Stink	(f+1)S	Willpower (R)	LOS	MA	Sustain	M	s.156
Trid Entertainment	(f+2)L	4	LOS	MA	Sustain	P	g.130
Trid Spectacle	(f+2)M	4	LOS	MA	Sustain	P	g.130
Vehicle Mask	fL	6	Touch	Single	Sustain	P	g.130

MANIPULATION SPELLS

CONTROL MANIPULATION SPELLS

Calm Animal	(f+2)L	Willpower (R)	LOS	Single	Sustain	M	a.137
Compel Truth	(f+2)L	Willpower (R)	LOS	Single	Sustain	M	a.137
Control Actions	(f+2)S	Willpower (R)	LOS	Single	Sustain	M	s.156
Control Animal	(f+2)D	Willpower (R)	LOS	Single	Sustain	M	g.130
Control Emotions	(f+2)M	Willpower (R)	LOS	Single	Sustain	M	s.156
Control Thoughts	(f+2)D	Willpower (R)	Limited	Single	Sustain	M	s.157
Existential Blues	(f+3)S	Willpower (R)	Limited	MA	Sustain	M	n.142
False Memory	(f+2)S	Willpower (R)	Limited	Single	Perm(20)	M	a.137
Hibernate	fS	4	Touch	Single	Sustain	P	s.157
Influence	(f+2)S	Willpower (R)	Limited	Single	Perm(10)	M	g.130
Mob Mind	(f+3)S	Willpower (R)	Limited	MA	Sustain	M	g.130

Mob Mood	(f+2)/M	Willpower (R)	Limited	MA	Sustain	M	g.130
Possession	(f+3)/S	Willpower (R)	LOS	Single	Sustain	M	a.138
Steal (Skill)	(f+2)/M	Skill Rating	LOS	Single	Sustain	M	n.142
Temporary D Insanity	(f+5)/D	Willpower (R)	LOS	Single	Sustain	M	n.142
Temporary L Insanity	(f+3)/M	Willpower (R)	LOS	Single	Sustain	M	n.142
Temporary M Insanity	(f+3)/S	Willpower (R)	LOS	Single	Sustain	M	n.142
Temporary S Insanity	(f+3)/D	Willpower (R)	LOS	Single	Sustain	M	n.142
Terrorize	(f+2)/S	Willpower (R)	LOS	Single	Sustain	M	a.138
Thought Bubble	(f+2)/S	Willpower (R)	Touch	Single	Sustain	P	n.143
Truth Glow	(f+2)/S	Willpower (R)	LOS	MA	Sustain	M	n.143
Word Bubble	(f+3)/D	Intelligence (R)	LOS	Single	Sustain	P	n.143

TELEKINETIC MANIPULATION SPELLS

Air Bridge	(f+1)/S	4		LOS	MA	Sustain	P	n.143
Catfall	(f+2)/L	4		LOS	Single	Sustain	P	a.138
Clout	fM	4	M	LOS	Single	Instant	P	g.131
Deflect	(f+1)/S	6		Touch	Single	Sustain	P	a.138
Flight	(f+1)/M	4		Touch	Single	Sustain	P	n.143
Flight II	(f+1)/S	4		LOS	Single	Sustain	M	n.144
Fling	fM	Attack test	as object	Touch	Single	Instant	P	a.138
Gecko Crawl	(f+1)/M	6		Touch	Single	Sustain	P	a.138
Levitate Item	(f+1)/L	4		LOS	Single	Sustain	P	s.157
Levitate Person	(f+1)/M	4		LOS	Single	Sustain	P	s.157
Magic Fingers	(f+2)/M	6		LOS	Single	Sustain	P	s.157
Movement	(f+2)/S	ORT		LOS	Single	Sustain	P	n.144
Poltergeist	(f+1)/S	4 (R)	L	LOS	MA	Sustain	P	s.157
Use (Skill)	(f+3)/L	6		LOS	Single	Sustain	P	g.131
Waterwalking	fS	4		LOS	Single	Sustain	M	n.144

TRANSFORMATION MANIPULATION SPELLS

(Critter) Form	(f+2)/M	Willpower		Limited	Single	Sustain	P	g.131
Acid	(f+1)/S	4	M	LOS	Single	Instant	P	g.131
Acid Bomb	(f+1)/D	4	M	LOS	MA	Instant	P	g.131
Acid Stream	(f+1)/D	4	S	LOS	Single	Instant	P	g.131
Alter Temperature	(f+2)/S	6		Limited	MA	Sustain	P	a.138
Armor	(f+2)/M	4		Limited	Single	Sustain	P	s.158
Astral Static	(f+1)/D	6		Limited	MA	Sustain	M	g.131
Barrier	(f+2)/S	6		Limited	MA	Sustain	P	s.158
Bind	(f+2)/S	Quickness (R)		LOS	Single	Sustain	P	g.131
Biophysical Armor	(f+2)/M	4		Limited	Single	Sustain	P	n.144
Blade Barrier	(f+2)/M	6		LOS	MA	Sustain	P	g.131
Blast Barrier	(f+2)/M	6		LOS	MA	Sustain	P	g.131
Bug Barrier	(f+2)/D	6		LOS	MA	Sustain	M	a.139
Bullet Barrier	(f+2)/M	6		LOS	MA	Sustain	P	g.131
Clean Air	(f+1)/S	ORT		Limited	MA	Sustain	P	a.139
Clean Water	fS	ORT		Limited	MA	Sustain	P	a.139
Control Fire	(f+2)/S	Power		LOS	LOS	Sustain	P	a.139
Dehydrate	(f+2)/M	Body (4)	L	LOS	Single	Instant	P	n.145
Enlarge Object	(f+2)/S	ORT		LOS	Single	Sustain	P	n.145
Enlarge Person	(f+1)/M	Willpower		LOS	Single	Sustain	M	n.145
Extinguish Fire	(f+1)/S	Power		LOS	MA	Instant	P	a.139
Fashion	(f+2)/M	4		LOS	Single	Perm(10)	P	g.131
Fire Strike	(f+3)/D	4	S	LOS	MA	Instant	P	g.132
Firewall	(f+2)/D	6		LOS	FxMA	Sustain	P	a.139
Fix	(f+1)/M	ORT		Touch	Single	Perm(10)	P	a.139
Flame Aura	(f+2)/M	6	M	Limited	Single	Sustain	P	a.140
Flame Bomb	(f+1)/D	4	M	LOS	MA	Instant	P	s.158
Flame Burst	(f+1)/D	4	S	LOS	Single	Instant	P	g.132
Flamethrower	(f+1)/S	4	M	LOS	Single	Instant	P	s.158
Freeze Water	(f+1)/S	4		LOS	MA	Instant	P	a.140
Ghost Ship	(f+3)/D	ORT		Touch	Single	Sustain	P	n.145
Glue	(f+2)/S	6		LOS	Single	Sustain	P	a.140
Grease Volt	(f+1)/S	4		LOS	MA	Instant	P	n.146
Heat Shield	(f+2)/M	6		Limited	MA	Sustain	P	a.140
Ice Sheet	(f+1)/S	4		LOS	MAx#S	Instant	P	s.158
Ignite	(f+2)/D	4	M	LOS	Single	Perm	P	s.158
Light	(f+2)/M	4		LOS	MAx#S	Sustain	P	s.158
Light Ray	(f+1)/D	4	S	LOS	Single	Instant	M	a.140
Lock	(f+2)/M	ORT		LOS	Single	Sustain	P	g.132

Luck	fS	4		Touch	Single	Sustain	M	n.146
Magesword	(f+1)S	6		Limited	Single	Sustain	M	n.146
Magesword II	(f+2)S	6		Limited	Single	Sustain	P	n.146
Makeover	(f+2)M	4		LOS	Single	Perm(10)	P	g.132
Mana Barrier	(f+1)S	6		Limited	MA	Sustain	P	s.158
Mental Shield	(f+1)M	4		LOS	Single	Sustain	M	a.140
Mist	(f+2)S	6		Limited	MA	Sustain	P	a.140
Net	(f+2)D	Quickness (R)		LOS	MA	Sustain	P	a.141
Paralyzing Touch	(f+1)M	Quickness (R)		Touch	Single	Sustain	P	n.147
Passwall	(f+3)D	4		Touch	Single	Sustain	P	n.147
Pathkeeper	(f+1)D	4		LOS	Single	Sustain	P	n.147
Personal Blade Barrier	(f+2)L	6		LOS	Single	Sustain	P	g.131
Personal Blast Barrier	(f+2)L	6		LOS	Single	Sustain	P	g.131
Personal Bullet Barrier	(f+2)L	6		LOS	Single	Sustain	P	g.131
Personal Heat Shield	(f+2)L	6		Limited	Single	Sustain	P	a.140
Personal Spell Barrier	(f+2)L	6		LOS	Single	Sustain	M	g.132
Restore Quickness	(f+1)M	3		Touch	Single	Sustain	P	n.147
Sap Strength	(f+2)S	6		LOS	Single	Sustain	P	a.141
Seal	(f+2)S	ORT		LOS	Single	Sustain	P	g.132
Shadow	(f+2)M	Speical		LOS	MA+2x#S	Sustain	P	s.158
Shape Earth	(f+2)D	ORT		LOS	MA	Sustain	P	a.141
Shape Water	(f+2)D	ORT		LOS	MA	Sustain	P	a.141
Shapechange	(f+2)S	Willpower		Limited	Single	Sustain	P	g.132
Shapechange, (Meta)human	(f+1)M	4		Limited	Single	Sustain	M	n.147
Shapechange, Amorphous Liquid	(f+2)M	4		Limited	Single	Sustain	P	n.148
Shapechange, Energy Form	(f+2)M	4		Limited	Single	Sustain	P	n.148
Shapechange, Inanimate Object	(f+2)M	4		Limited	Single	Sustain	P	n.148
Shrink Object	(f+2)S	ORT		LOS	Single	Sustain	P	n.148
Shrink Person	(f+1)M	Willpower		LOS	Single	Sustain	M	n.148
Smoke Cloud	(f+3)D	4		LOS	MA	Sustain	P	a.141
Spark	(f+1)M	4	M	LOS	Single	Instant	P	s.158
Spell Barrier	(f+2)M	6		LOS	MA	Sustain	M	g.132
Spirit Barrier	(f+2)M	6		Limited	MA	Sustain	M	a.141
Teleportation	(f+7)D	Special		LOS	Single	Instant	P	n.149
Temper	(f+1)M	ORT		Touch	Single	Sustain	P	a.141
Thunderclap	fS	4	M	LOS	Single	Instant	P	g.132
Transform	(f+2)S	Willpower		Limited	Single	Sustain	P	g.132
Turn Gun to Vegetable	(f+2)M	ORT		LOS	Single	Sustain	P	n.149
Turn Marble to Bat	(f+2)M	5		Limited	MA	Sustain	P	n.149
Warplight	(f+2)M	4		LOS	Single	Sustain	P	n.149
Weather Guard	(f+2)M	6		LOS	Single	Sustain	P	n.149
Wind	(f+1)S	6		LOS	MA	Instant	P	a.141

THE ARCANIUM

Magical advice and techniques for the Sixth World

THE SPIRIT IS STRONG...

and the flesh ain't exactly a load of dragon drek either
Jerry Stratton <jerry@teetot.acusd.edu>

I'm sitting here in the awakened world and suddenly this meanuglynasty muther of an elemental attacks me like drek on a cat. So I punch it inna face, like momma taught me, for a massive (Strength)M, using my Willpower instead of my Unarmed Combat. Too bad I don't have a sword handy. Then I could do (Strength+2)M. Or a pole-arm. (Strength+3)S for that.

Why? It ain't the size of the weapon that counts (well, actually, I know a female MedTech that might argue with that; hi, Vermouth;) — otherwise, we'd just blast away at those nasty spirits with an assault rifle, or better, a panther cannon. According to the rulebooks, I gotta be up close and personal to do damage to a spirit. So why do I do better when I use a weapon? Against a water elemental? A fershlugginer air elemental?

So okay already. Here we got a couple of rules that will make spirits slightly (but only slightly) less useful. Wizards and shamans will be a little less powerful and a little more powerful at the same time. And none of these rules affect full astral combat. It's gotta be sentient flesh doin' the talkin'.

FIGHTING SPIRITS

Sounds like a Jack Kirby comic book don't it? Nope, this has to do with us flesh types fighting those drekkin' spirits who manifest on the physical plane. If we want to, we can study conjuring—and only conjuring, no substituting sorcery here, chummer—and use this to up the staging and as our fighting skill when fighting a spirit. Spirit Combat is a concentration of Conjuring, but remember that this only works on the physical plane. On the astral, you'll default right back to your conjuring. Also, you can, if you really want, specialize in only fighting certain kinds of spirits (nature, elementals, watchers), but that's really pushing your luck. Though I know some people who are just chickenshit enough to only bother fighting watchers.

Here's how spiritfighting works. Your Power is determined by your charisma (yeah, and I bet that makes you rockerbabies real happy) plus your essence divided by 3 (round down, as always). Your willpower determines the wound level, using this table:

Willpower	Base damage
1	no damage
2-3	L
4-5	M
6-7	S
8+	D

Your reaction is the lowest of your normal reaction or your Intelligence. When you're using Spirit Combat you're not even really moving. All ya gotta do is touch the thing. It's one of them Zen arts, ya know what I'm talking about? You can still defend against the spirit (using your Spiritfighting as your defense pool, of course), but no dodging bullets or defending against normal people. Oh, and yer wiring is worthless. Oh, and if yer arm and hand are all non-flesh: ya gotta touch it with somethin'. Give it a head-butt, or something. Hope yer insurance is paid up.

Everything else remains the same. You'll still do your body resistance with your body, for example. And armor

still works as well as it did before (which tends not to be very well against spirits).

So what does this mean? Most mundanes don't know drek about spirits. They think that using a big weapon is the best thing, so it becomes the best thing for them. They still use the same old rules. Me, I know better. I've got training in Conjuring, so I'm more effective against spirits with my bare fists than I am with a weapon (though I draw the line at toxic nuclear spirits). Using a weapon just gets in the way of the flesh, and sentient flesh is the best magic weapon in the world, babe. Well, other than a self-adhesive micro-nuke. But where to pin it on an air elemental?

I've got a Body 5, Strength 6, Quickness 6, Willpower 5, Intelligence 5, Charisma 6, and Essence 6 (I know, I know. I just can't stand surgery. Call me a crybaby). I've got Conjuring/Spirit Combat 4. Suddenly up pops this air elemental. We'll call him Fred. I decide to give him a Zen front kick. I'll be doing 9M (Charisma + (Essence/3))(Table). My defense pool will be 4. I'll be using 4 dice to attack. My reaction is 5 (my intelligence). Let's assume I attack first, since it makes life easier (mine, anyway), and we already know how Fred attacks, since we haven't changed anything for him. I roll (11,7,5,2) for 3 successes. That brings the damage up to Serious. Now, Fred has to resist 9S, and he does so normally. Next, he attacks (hopefully at a penalty), and I'll resist with my defense (4) and then Body, as normal ('cause he's attacking me physically).

Note that spirits don't have to fight back. It'll often be in their best interest to use one of their special powers instead. (Of course, they won't get defense, then.)

Incidentally, it looks sort of like this makes mages and shamans kick-ass when it comes to spirits. But c'mon! What sane mage is gonna go toe to toe with a spirit on the physical plane when all they gotta do is cast spells, exorcise, or go astral? I did know a priest once, who was almost certainly a conjuring adept; he'd go the distance all the time, but he was a pretty big guy, too.

FIGHTING SPELLS

Here's one of those neat little things that just makes mages quake in their boots. Mundanes with spell pools. Spellfighting is a concentration off of Sorcery. All it does is give you a magic pool, and the only thing the pool can be used for is personal spell defense. Totally useless for mages and shamans, but us Cajun mundanes can use it to give us just a few more seconds to run. Oh, and a mundane can't have a spell pool greater than the lowest of Essence or Willpower.

You'll have to roll initiative with your Intelligence. You don't get to do anything else while spellfighting (there have been rumors it works while in spirit combat, but it's hard to tell—few chummers who've had a spell cast on 'em while fighting an elemental have lived to tell about it, spellfighting or not), but the initiative roll will tell you if your spellfighting pool gets refreshed before the next turn. Mundanes can't bond with foci, and thus can't make use of them in their spell pool. You're on yer own, chummer. And make sure no one's firing at you—you ain't got no dodge while you're spellfighting. And no defense, either. Nuthin' but the Zen, man.

Oh, and like spirit fighting, there's a pretty much useless specialization: specific spell types. I suppose specializing in Sorcery/SPELLfighting/Detection might be useful, but you better hope that's a Detect Lie and not a Slay Idiot spell you're Zenning out for.

LEARNING SPELLFIGHTING & SPIRIT COMBAT

Most mages and shamans already have Spirit Combat, since it's part of their conjuring. Some mundanes will as well, if they've been expecting a trip into the astral plane.

While mages and shamans have spellfighting as part of their sorcery, it's not something they use—their normal spell pool is superior to a spellfighting spell pool. But any mundane who knows sorcery also knows how to spellfight. It's not common knowledge. In order to test it out, ya gotta stand still and concentrate while some kind soul casts a spell on you. Standing still for a power bolt isn't conducive to long life.

Of course, now that we know about the spellfighting and spirit combat concentrations, we're gonna want to learn 'em, right? Only 1.5x Karma instead of 2x karma? Hmm?

Heh. Life is never that easy. When someone gets spellfighting and spirit combat as a side effect of sorcery and conjuring, it's because they've been studying and hitting the books. Tell 'em about spellfighting or spirit combat and they'll say, "Hey, yeah! I bet I could do that!" even though most of 'em ain't gonna try it before hell freezes over. But if you wanna bypass all that extra learnin', you gotta find a friendly mage to help you practice. You can't practice spellfighting without a few spells to fight. And, dare I say, you can't practice spirit combat without fighting some friendly spirits. And not the kind you find over at O'Malleys.

If you can convince your local mage to do this, then you can learn these concentrations. (Boyo, you'd better trust the chummer...) It's rumored that a few military and corps groups have special forces trained for this as well, but it's expensive. Turnover's high for mundanes in the sixth world.

»»»Some gamemasters may decide that being able to use Spiritfighting and Spellfighting requires a Priority of D (E for metahumans) in magic.«««

— Jerry Stratton (07:47:23/05-29-92)

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NEW TOTEMS

HORSE

Wolf-Hunts-by-Night <cdrysdale@center.colgate.edu>

A close friend of mine, who just recently became aware of her shamanic potential, spoke with me at some length about what she had experienced. I've just summed it all up in a few words in "Standard Format" for anyone else who is interested. Here it is:

Characteristics

Horse is wild, a traveler, a wanderer. Free and strong, she roams the world. A fast runner, she will fight only if she must to live or protect those she loves. She is free, but sometimes she may choose to associate with Man. However, though Man is not her place; she may go there, perhaps even live there, but her power is not great there.

Favored Environment: Prairie

Advantages

- +2 dice for detection spells;
- +2 dice for conjuring prairie spirits.

Disadvantages

If annoyed or angered, Horse may strike out (at least verbally, depending on the relationship with the person) at the source of annoyance. She hates to be confused, and will seek to escape chaotic situations. Horse shamans have a -1 die modifier for conjuring City spirits, for the spirit of the city is too chaotic and confining for her.

DOVE

Ethan Court <jek5313@rigel.tamu.edu>

Characteristics

Dove is thin and austere. She is flighty; quick in motion and in thought. She seems naive and inexperienced, often jumping to conclusions and believing in people's better natures. She avoids combat actively, and is primarily a healing totem. She is fastidious in dress, though often wearing simple and functional clothing. Dove is the totem of those who practice the healing traditions of the ancient Christian sects, and in fact is one of very few totems to be openly espoused by the Catholic Church.

Dove is a healer. It is her prime motivation and reason for being. She will refuse healing to none, oftentimes even healing her enemies.

Favored Environment: Urban

Advantages

+2 dice Healing, Semi-empathy(see below); +2 dice for conjuring a Spirit of Man.

Disadvantage

-1 die for casting any non-stun spell. A Dove shaman cannot refuse healing to *anyone* who requests it. A Dove shaman will not tolerate evil or ignoble actions. Also, see below.

Notes

Dove shamans posses, almost as a side effect of their "choice" of totem, a heightened awareness of others' feelings. This does not allow them to read minds or to broadcast/receive others' emotions in any real sense, but instead allows the Dove shaman an infallible sense of when someone is in pain, even being capable of use as a locator. This form of empathy allows the Dove shaman to avoid physically damaging someone, as to do so is almost as painful to the Dove shaman as it is to the victim. The Dove shaman must use Willpower to resist a deadly stun with a Target Number of 4 if she witnesses a death due to violence.

THE SPIRIT GUIDE

Possession is Nine-Tenths of the Law

Jerry Stratton <jerry@teetot.acusd.edu>

»»»The following spirits are best introduced as part of an adventure: the enemy will have them, and if the runners play their cards right, they'll discover the means of summoning them.»»»

— Jerry (01:55:06/08-31-92)

SPIRIT TYPES

There are three classes of spirits: individual spirits, major spirits, and minor spirits. A conjurer can have a number of major spirits bound equal to the conjurer's charisma. The conjurer can also have a number of minor spirits bound equal to the conjurer's charisma. Minor spirits do not count against the charisma limit for major spirits, and vice versa. Individual spirits can be bound in any number, but individual spirits are usually independent and tough to control.

Major Spirits

Nature spirits, Elementals, Advisors, Parasites, Ghosts

Minor Spirits

Watchers

SUMMONING PARASITES

One of the things shamans and mages seemed to do in legend is summon animals and possess humans. Summoned animals always seemed hardier and more intelligent than the average animal, able to perform small services on request of the summoner.

It turns out that something like this is possible. The shaman/mage conjures a special spirit (we're calling it a parasite, but other suggestions are welcome) which takes over the host.

CONJURING THE PARASITE

The conjurer can bind a number of parasite groups equal to charisma. Parasites are major spirits, and these *do* count against the number of Elementals/Nature Spirits the conjurer can have bound.

The conjurer chooses the force of the parasite and the target. The target can be general or specific. A general target is simply a species, and a member of the target species must be within number of kilometers equal to the conjurers magic rating. A specific target is a specific creature, which must be visible (physically or astrally sighted) and within ten times magic rating in meters.

The conjurer makes a conjuring test vs. the parasite's force. The first success brings one parasite for one day. Extra successes can increase the number of days the parasite is bound or increase the number of parasites. Multiple parasites conjured in one conjuring test only count as one spirit vs. the charisma limit. If the conjurer spends a number of Karma Points equal to the force of the parasite(s) now, the parasites are bound for weeks instead of days.

The ritual requires a conjuring library or medicine lodge with a rating at least equal to the force of the parasite. It takes one action per force rating of the parasite summoned (and initiative is rolled with intelligence, as astral initiative). Summoning materials cost 1,000¥ per point of force.

INITIAL DRAIN

The target for the initial drain test is equal to the force of the parasite, plus one for each parasite beyond the first summoned. If the force is less than or equal to half charisma, base drain is M. If the force between half and full

charisma, base drain is S. If more than charisma, base drain is D, and is physical.

If the conjurer falls unconscious, the parasite is uncontrolled, and can inhabit whatever body it desires (the conjurer is a good bet, though, since no fight is required to inhabit an unconscious body).

TAKING POSSESSION

Once conjured, the parasite must take over the target. The target (either a general species or a specific creature) must be specified during conjuring. The Parasite's astral reaction is twice its force and its metnal attributes are equal to its force. It gets the automatic 5 for initiative, as is usual for spirits. If the target is unconscious, no fight is necessary (although it might want to be careful not to wake the target up — then it will have to fight to keep possession). If the target is conscious, the parasite's force is pitted against the target's charisma, with conjuring skill (spiritfighting) added in as a pool (refreshed each action, as usual). The number of successes of the winner (beyond the number of successes of the loser) reduce the spirit's force (or the target's charisma). When charisma is reduced to zero, the spirit has taken control. If the spirit's force is reduced to zero, the spirit is killed. Force or charisma return at one point, at the following rate: divide 60 minutes by the number of successes on a willpower test vs. the number of points lost. If no successes are rolled, the time is 2 hours.

Note that the spirit's willpower, intelligence, charisma, and reaction change when its force is temporarily reduced.

»»»I've heard of variations on this ritual that will call parasites into inanimate objects, such as cars, tractors, telephones, or toasters. The two rumors I've heard are that toxic shamans are the only ones that can do it, and they do it just like normal shamans call parasites into an animal; and that any mage can do it, but it requires a very arcane ritual involving human sacrifice.»»»

— Dweomer (07:19:04/09-01-52)

»»»In either case, the parasite fights the item's body, instead of charisma, although the item's body doesn't really go down (it just does for purposes of determining how hard it is for the parasite to take control). Once the parasite wins, it has full control over the item, and can use it in whatever manner it was meant to be used. When the parasite leaves the item, the item must make an armor+body test vs. the force of the parasite that left. Each success brings the damage the item takes down from deadly.

For the arcane mage ritual, the sacrifice must be a creature with willpower at least equal to the force of the parasite being summoned.»»»

— Jerry (07:20:41/09-01-92)

Target Number Modifiers and Dice

The body's current controller gets a bonus of 1 to the target numbers. If the spirit is currently being summoned for a general summoning, the spirit has a bonus of 1 to its target numbers. If the spirit is being summoned for a specific target sighted astrally, the spirit has a penalty of 1 to its target numbers. If the conjurer is a shaman, summoning its totem animal, the spirit has a bonus of 2 dice for taking over that type of animal. If the target has no charisma (most unintelligent animals), the target gets a 'fake' charisma of 1, with a penalty of 1 to the target

numbers. If the body's owner is intelligent, the owner gains a bonus of 1 to all target numbers.

Shamans gain a bonus of two dice to summon their totem animal.

Giving Up

The conjurer can give up before the parasite has taken control. If this happens, the conjurer must immediately make the second drain test as described below, and the parasite is free. The same occurs (drain test is required, spirit goes free) if the conjurer is rendered unconscious.

FINAL DRAIN TEST

Once the parasite has taken control, a second drain test must be made, vs. (force + turns)D, where turns is the number of turns it took *all* the summoned parasites to the spirit to take over the target. This is always stun. If the conjurer falls unconscious now, the parasite is still bound, but uncontrolled, until the conjurer awakens. The parasite is controlled as long as the conjurer is conscious and can see the creature (or the parasite is within magic rating times conjuring skill meters). If the parasite is outside of that range, the conjurer can still call it back. It'll come back as fast as it can, given its body.

IN CONTROL

Once the parasite has taken control, the conjurer can empathically communicate with it, and must do so to tell the creature its desires. The conjurer cannot order the parasite to leave the host body. If the host body dies, roll d6: if this is greater than the parasite's force, the parasite dies as well. Re-roll sixes as normal. If the parasite lives, it is uncontrolled.

When the time is up, a controlled Parasite leaves, unless a 2d6 roll comes up less than the parasite's force. A free Parasite is able to leave hosts at will.

Intelligent hosts will often continue to try and push the spirit out every time they regain consciousness (they awaken or their charisma/willpower goes to normal). The host gains the target number bonus for being the body's owner, but not for being the person in control.

A Parasite that is already in control of the body can, if desired, give up control without leaving the body; a mundane is unlikely to know it is still there, although it can be banished as normal. A Parasite that is free can also decide to leave the host body on any action. If the parasite is bound, it cannot leave unless freed by the conjurer.

Parasites can add up to their force rating to any of the host's physical attributes. A parasite of force 6 could add 6 points to any one, 2 points to all, 3 points to quickness and strength, 2 points to body, 1 point to strength, and 3 points to quickness, or any combination that adds to 6. The parasite can change the combination on any of its actions, and still be able to act. If a parasite is controlled by someone else, it cannot do this on its own—it can only be told to do it by the controller, on the controller's action.

FIGHTING AND BANISHING

Someone with conjuring who is being taken over can divide conjuring dice up between banishing and fighting the takeover attempt, if desired.

FOCI

Spirit Foci can be made for parasites. These foci must be limited to a type of animal (rabbits, humans, elves, etc.).

Abby the Action Mage attempts to summon a rabbit. Rabbits do not have a charisma, so she figures a force 2 parasite should be all she needs. She pulls out her 2,000¥ of rabbit feed (rabbit caviar) and starts summoning. It's a force 2, so it takes her 2 actions (which ends up being two turns, Abby doesn't roll above 10 on her intelligence initiative roll) to conjure the parasite. Abby has a conjuring of 5 and a charisma of 5. She puts 3 dice of her conjuring to the conjuring test, and saves the other 2 for drain.

The rolls 3 dice vs. the force of 2, getting 1 success (5,1,1). Then, she makes her initial drain test, vs. 2M. Her charisma is 5; she saves her 2 dice until the second drain test, so only rolls 5 dice, getting 5 successes (1,1,4,4,2,2), taking no drain.

Now, the parasite is conjured. It finds a nearby rabbit. If there were no rabbit nearby, the parasite would have simply left at this point. The referee rules that there is a rabbit within 6 (Abby's magic rating) times 5 (her conjuring), or 30, kilometers. In fact, he rules that there's one about 500 meters away (the parasite always takes the nearest possible target).

Rabbits have a fake charisma of 1, so the parasite rolls 2 dice against 2 (the lowest possible target number in Shadowrun). The rabbit, meanwhile, rolls 1 die against 2 (parasite's force minus 1, but 2 is the lowest possible target). The parasite has a bonus of 1 (because this is a general summoning), but this doesn't matter since the lowest possible target number is 2.

The parasite gets 2 successes (2,2). The rabbit gets no successes (1). The rabbit's fake charisma is reduced to 0, and the parasite has taken control. It took 1 turn to take control, so Abby's final drain is 3D. She rolls her charisma plus the two dice she saved and takes no drain (7,5,4,4,4,3,1).

She has the rabbit for 1 day. The rabbit has an intelligence, wisdom, and charisma of 2 (the parasite's force), and the parasite can add 2 to any of the rabbit's physical attributes.

John Walking Dice is a Bear Shaman. He's on a run against Exxon (yay!) in the Arctic, and decides to summon a bear or two. He conjures a force 1 parasite, using 1,000¥ of materials and 1 action. John has a conjuring of 4 and a charisma of 6. Bears are his totem, so he has 6 dice for conjuring. He uses 4 of his Conjuring dice for conjuring, saving two dice for drain.

He rolls 3 successes (4,3,3,1) and decides to summon three bears, for one day. He makes his initial drain test vs. 3M, taking Light drain (7,4,3,2,2,2). He saved two dice for the final drain test.

The referee rules that there are 3 bears within 24 kilometers (John's magic of 6, times conjuring 4). Like most animals, the bears have no charisma, so a fake charisma of 1 (at -1 target numbers) is used. There is virtually no chance that the parasites will lose. Their target number is 2, and they roll three dice (Force of 1, plus 2 dice because bears are John's totem). As long as they each get at least 2 successes, the bears don't stand a chance. Their rolls are (1,1,4,3), (9,4,4), and (2,1,1). So, the last parasite's bear might hold out—the parasite only got one success. The bear rolls 1 die vs. 2, getting a success (3). Next turn, the parasite rolls (4,3,3), an automatic success.

Now, John makes his final drain test, vs. 3D. John has a penalty of 1 for light stun damage, so his target is 4. He rolls 3 successes (10,7,4,2,2,1,1), enough to bring the damage down to Serious, so he takes Serious stun damage. But he's got three bears in his control, for one day. Not a bad trade. He'll be rested up fairly soon.

MIRROR, MIRROR, ON THE WALL

An Advisor is an information spirit. Shamans must have a body of clear water in order to cast this spell (an ocean, lake, or non-toxic puddle will work fine). It doesn't matter what the shaman's totem is, water is still important (if the shaman is a toxic shaman of a type that water isn't important to it, that shaman cannot summon an advisor at all, even with water). Hermetic mages must use glass or crystal (not plastic) to summon an advisor. A crystal ball, a true glass windowpane (or old-style television screen), or a glass mirror will all work.

CONJURING AN ADVISOR

The conjurer's target number is the force of the advisor. The number of successes is the number of services that advisor can give. The only service an advisor gives is answering a question. It takes a conjuring library of rating at least equal to the force of the advisor, and summoning materials worth force times 2,500¥. The summoning process takes force times 5 minutes.

DRAIN

Normal drain is (force)L. If the force is greater than the conjurer's charisma, drain is (force)M, and if the force is greater than twice the conjurer's charisma, drain is (force)S. If the advisor is uncontrolled, it will generally leave (it may stay for a while and cause trouble for the conjurer, but it can still only manifest as a face in the specified reflector (water or crystal). Roll 2d6. If this is greater than the advisor's force, it leaves immediately. Otherwise, it stays and causes trouble for as long as the referee wants it to (unless it is banished).

ASKING IT QUESTIONS

The advisor will attempt to answer all questions that are verbalized within earshot of the reflector. The advisor understands the native tongue of its conjurer (and any tongue that the conjurer knows as well as that tongue). Most wizards thus require that everybody else leave the room when they speak with an advisor. Some hired mages will simply inform the customer that they must not ask any questions, and when they invariably do, it simply means less work for the mage (for the same amount of money).

The referee will need to determine the target number for the information desired, based on how common the knowledge is. Some knowledge may be simply impossible—advisors, like other spirits, are unlikely to be able to penetrate the astral barrier surrounding the earth, and even if they do, will probably be dissipated in the void beyond it (see the Barrier, pg. ..).

It takes a number of days equal to the target number of the information, for the advisor to return (modified by 2d6-7, times 5%, if the referee desires). This can be changed from days to hours, if the conjurer gives up force karma to the advisor.

The advisor rolls a number of dice equal to its force, to determine how well it does. If no successes are rolled, the advisor did not find the answer. Roll 2d6. If this is less than the advisor's force minus the conjurer's charisma, the advisor will make up an answer.

The conjurer can cause the advisor to hurry by diverting dice from the answer to the time — the target number is the same, but add the successes from the 'hurry' roll to 1, and divide the base time by this.

A conjurer has a force 5 advisor, and uses 2 dice to hurry, for a question that has a target number of 3, the advisor will roll 3 dice for the answer, and 2 dice to hurry. The advisor gets 2 successes on the answer (4,3,1) and 1 success on hurrying (7,2), so the advisor takes 3/2, or 1.5 days to return with the answer.

In some cases, the advisor will need clarification, and will return to the reflector to ask for clarification. (Incidentally, while searching for an answer, an advisor will ignore other questions unless the conjurer releases it from its current question. So the conjurer and companions don't need to be as careful here about not asking rhetorical questions.) If the conjurer (or someone else) is not there, the advisor will make a decision itself, based on its intelligence of force+3.

If the conjurer is not there when the advisor returns with an answer, the advisor will wait 24 hours before un-manifesting. Once an advisor un-manifests, it still knows the answer, but the conjurer will need to ask it a question (using up another service) to get the answer.

If the referee rules that a question is one that the advisor already knows the answer to (such as above, or 'How many questions does it have left?'), the advisor will answer immediately.

Anyone can cause the advisor to manifest, simply by asking a question within earshot of the reflector.

Advisors have an intelligence of force+3, a willpower of force, and a charisma of half Force (round down, but no less than 1).

FOCI

Spirit Foci can be made for Advisors. Hermetic mages cannot use shamanistic advisor foci, and shamans cannot use hermetic advisor foci. Hermetic foci often take the form of a glass object, such as a crystal ball.

WAKING TH' DEAD

The shaman/mage can summon a number of ghosts equal to charisma, and this does count against the number of elementals/nature spirits that can be summoned. Which means shamans will find this more useful than mages for long term use. [Note: These rules are not compatible with the rules found in the Apparitions article (pg. 164, and vice versa.)]

CONJURING GHOSTS

The target number for summoning is 10 minus the dead guy's essence at the moment of death (or, just before death, I suppose). Add to this depending on how long the person's been dead (see the Barrier article, pg. .. for why, sort of), on the following table:

Dead Up To...	Penalty to TN
3 hrs	0
6 hrs	1
12 hrs	2
24 hrs	3
2 days	4
4 days	5
8 days	6
16 days	7
1 month	8
2 months	9
etc.	etc.

There's a bonus of 3 to the target number if the dead person is being summoned back to their own relatively intact body (see below for body's physical stats). Reduce this bonus for less than intact bodies. Just a skeleton is only a bonus of 1. Anything less ain't no bonus at all. (Although particular DM's can rule that in their world, particular organs—hearts, brains, testicles, or whatever they decide is the important organ in their system of magic constitute a bonus of 2.)

TIME

The summoning takes a number of hours equal to the target number. This can be reduced by diverting summoning dice to reducing time. Roll those dice vs. a target number of the force of the spirit. Divide the time by the number of successes plus one.

SHAMANIC LODGES AND MAGIC CIRCLES

These give a bonus of the rating to the dice used for summoning. This bonus cannot exceed the magician's skill in conjuring. This also requires special materials worth 1,000¥ per rating. The dice can be used for summoning or for reducing drain. Reduce the ghost's force by the rating of the lodge/circle, if the ghost ever leaves the confines of the lodge/circle.

FORCE

The force of the ghost is equal to the number of successes on the roll. The ghost's intelligence, charisma, and willpower are equal to this. Those attributes cannot be greater than when the person was alive. If the person was magically active, magic is equal to that as well, and skills are also equal to that (again, not greater than they were when the person died). The summoner can decide to summon the ghost with a lesser force, in order to reduce drain.

You need to summon the ghost into something. You can summon the ghost into yourself, into an item, or into a dead body. The ghost can communicate and act according to what it has been brought back into. Bringing a ghost back into a chair isn't much use. A Ouija board is, however.

DRAIN

The drain code target is force. The wound level is medium if summoned into yourself, serious if summoned into an item, and deadly if summoned into a dead body. Drain is mental, unless the force of the ghost is greater than the charisma of the summoner, in which case it is physical. If you summon it into yourself, you only roll for drain after it leaves (and, fortunately, after the banishing battle if it decides to stay).

FREEDOM

When dismissed, a ghost that wants to stay a ghost can roll force dice vs. 10 - essence. If successful, the ghost is still a ghost, and not dissipated into the astral barrier. The number of successes are the ghost's bonus to its initial spirit rating. Spirit rating is taken to be force for determining intelligence, skills, charisma, willpower, magic, etc. If the ghost was in the summoner, the summoner has to banish it (or relinquish use of their body).

Ghosts cannot leave their initial item/body unless it is destroyed. Then they have to make another roll, Spirit Rating vs. 10 - essence. After this, they're free to do whatever free-wheeling ghosts do. They can inhabit other items or dead bodies, prophesy the future (not necessarily accurately—it's not an ability, they're just more believable), or gripe about discrimination against the dead.

INHABITING BODIES

Ghosts cannot use foci just because they're bonded by a former owner of the body they're inhabiting. They must bond it themselves. Ghosts use their own essence (as it was when they died), not the essence of the body they're inhabiting, although their base magic cannot exceed the essence of the body they're inhabiting.

Ghosts who were magicians in their past life can cast spells now, assuming that they have the right fetishes, if needed. They can even summon spirits. Remember, their magic, sorcery, and conjuring are the lowest of their magic when they died, or their spirit rating.

If they're inhabiting a living body, the spirit must allocate force or spirit rating to quickness. This amount reduces the magic, skills, mental attributes, etc. They cannot allocate more points to quickness than the body's actual quickness.

Dead bodies have a quickness of 1, and the ghost must allocate 1 point of force/spirit rating to use it. Dead bodies also lose one point of body for every deadly wound taken. This usually includes the deadly wound that killed the body in the first place, so dead bodies usually have a Body of their original minus 1. If the body a ghost is inhabiting is reduced to a body of 0, the ghost must make a spirit rating test vs. 10 - essence, or end up dissipating. Reduce strength of dead bodies by 1 from when they were alive, and by 1 again for every 2 points of lost Body beyond the first. Dead bodies have an automatic armor of 1 success for every point of lost body. Against firearms, the armor is doubled. Note that body will also be lost as the body rots, but this will be left up to the game master, depending on the climate and weather. This body loss also increases armor and decreases strength.

Cyberware on dead bodies will not generally work.

FOCI

Spirit foci can be created for summoning the dead. Different foci are used for summoning into mediums, into items, or into dead bodies.

Jack the Mage dies on a run. For some reason, his buddies pull his dead carcass out of the fracas as they're leaving. They realize, when they get to home base, that Jack is the only one who knew the combination to the safe—none of the trolls could remember six numbers. Rather than doing the intelligent thing and blowing it up, they go to a woman who has claimed the ability to talk to the dead.

Okay, Jan the Medium has a 6 sorcery, and a 5 charisma. She tells them to bring the body—it'll be easier that way, although more expensive. Jack's essence was 6, being a wizard type, and by the time they get him to Jan, he's been dead for over 12 hours. The target number is 10 - essence, or 4, plus 3 for the time. Reduce it by three since they've got his body, and it's in reasonably good shape. So, Jan's target is 4. She uses 4 dice to call him back, saving 2 for the drain test. She rolls (1,2,4,5) 2 successes. His force is 2, and her Drain is 2D. (force is 2, Dead Body is deadly.) She rolls (1,1,4,4,4,4 — seriously! I'm using real dice, even!) 5 successes, bringing drain down to medium.

Jack's original attributes were body 2, quickness 3, strength 2, willpower 5, charisma 5, and intelligence 5. Now, he's got body 1, quickness 0, strength 1, and willpower, charisma, and intelligence 2. If he gets the presence of mind to put 1 point onto Quickness, his mental attributes are reduced to 1. Jack isn't the bundle of

magely erudition he once was. His magic and skill levels are also 1.

Okay, they try to coax the information out of him. I'll let you decide whether they're successful or not. It certainly isn't fun. Then, Jan dismisses him.

Well, Jack has got up the presence of mind to decide he'd like to stay, befuddled that he is. He has to roll a force test vs. 10 minus his essence; that's 2 dice vs. 4. He rolls (1,10) 1 success. His spirit rating is now +1, and he's free as a bird, although he still may not realize that he can move more than his mouth. His mental attributes are now 3, as are his skills (those that were 3 or above to begin with) and his magic. If he puts 1 point onto his quickness, they all go back to 2, however. Of course, it will behoove him to up his spirit rating. He can do so in the same manner as any other spirit.

Now, while Jack does have an armor of 1, his body and Quickness are also only 1, which makes him pretty much a sitting duck. A couple weeks down the line, Jack has increased his Spirit Rating to +3, giving him 5 for all his mental attributes and his skills (4 when using Quickness). But he gets blasted by a howitzer, and that one armor just doesn't help him. Because he's taken a Deadly Wound, his Body goes to 0. He needs to make a spirit rating test vs. 10 minus essence. This time it should be a snap — 5 dice vs. a target of 4. He rolls (1,2,3,4,6) 2 successes. This time, the successes do not add to his rating, but he is free. He's basically an astral body with no where to go.

SANITY

When brought back from the dead, ghosts must make an insanity test (pg. 127) vs. a target of 10 minus their essence; a wound level of Deadly for brought back into a body, Serious for brought back into an item, and Medium for brought back into a Medium. Use original Willpower to make this check, but current Charisma to heal any insanity that results.

In the example above, Jack would have had to make a Sanity check vs. 4D. His Willpower was 5. He rolls (9,7,4,4,4) 5 successes, so at least he's not loopy.

It's up to the game master whether or not a person who was insane when alive retains this insanity when dead. If so, this is applied as a bonus to the above sanity check.

THE NIGHT ROAD

The Night Road can take the conjurer and up to charisma companions (include spirits in this total, although nature spirits cannot come along) on a starlit road to another (not the same) heavenly body in this solar system. Companions must be chosen when the conjuring begins. This ritual calls the stars from the sky to form a vaulted hall over a brilliant path.

»»»The Night Road can only be used to travel to and from a natural, heavenly body, such as a planet or star. The Night Road spirit has no way of connecting with man-made space stations, of any size.»»»

— SkyWise (15:21:35/2-20-53)

»»»Star? Who tested that one out? Or is it just a guess?»»»

— Micromara (03:10:09/2-21-53)

A hermetic circle or lodge, and a conjuring library of rating equal to the force are required, as well as materials worth force times 1,000¥. The conjuring takes force times 2 hours.

The force for conjuring is half the road's target number. The target number depends on the destination.

Destination	Target	force Required
Moon	4	2
Venus, Mars	5	3
Mercury, Asteroid Belt	6	3
Sun, Jupiter	7	4
Saturn, Titan, etc.	8	4
Uranus	9	5
Neptune, Pluto	10	5
Stars within 4 ly	11	6
Stars within 8 ly	12	6
Stars within 16 ly	13	7

If the body is not visible, add 2 to the target number and 1 to the force required.

It takes a number of days equal to the target number, divided by the number of successes, to reach the destination. The exact destination can be chosen within *target number* d6, times 10 kilometers, divided by the number of successes on an unresisted Intelligence test vs. 5. Use the scatter chart for the direction of error.

Drain is (force+1)D. If the force is greater than the caster's charisma, the drain is physical. The force cannot be greater than twice the conjurer's charisma.

The force can be increased without increasing the target number. The extra force can be used as dice in the destination scatter check or extra companions (chosen when the spell is completed).

Everyone traveling the road must make a Charisma test vs. ((Essence+2, rnd up)+2)S Insanity (see pg. 127). There is a bonus of 3 if the character spends less than 2 hours on the road; 2 if less than 6 hours, or 1 if less than 12 hours.

An uncontrolled Night Road might remain for a couple of days. Multiply the error distance by 10. Roll 2d6 each day. If this is less than or equal to the spirit's force, the spirit leaves, leaving any walkers stranded that percentage of the way to their destination.

»»»There are no known instances of Night Roads (or Moon Roads) remaining around once they go free. But I guess there's a first time for everything.»»»

— SkyWise (15:59:12/02-20-53)

THE MOON ROAD

This is a specialized version of the Night Road. It brings the conjurer and up to Charisma companions (see The Night Road for restrictions) to another location on the earth. This ritual calls the moon down from the sky and before the conjurer, melting into a path.

Use the worst target number for the moon as it is during conjuring. That is, if the moon disappears during conjuring,

The time to reach the destination is the target number, divided by the successes, days. The exact destination can be chosen within *target number* d6 kilometers, divided by the number of successes on an unresisted intelligence(4) test. Use the scatter chart for the direction of error.

Drain is (force+1)S. If the force is greater than charisma, the drain is physical. The force cannot be greater than twice the conjurer's charisma.

The ritual is performed similarly to the Night Road, and force can be increased as for the Night Road.

Everyone traveling the Moon Road must make a charisma test vs. M1/Insanity, with a target number of half their essence, +2, rounded up. The same bonuses as for The night road apply here.

An uncontrolled Moon Road acts the same as an uncontrolled Night Road, (except that stranding must be checked for each hour). Remember that the Moon Road extends into space, and stranding will likely occur either in space, or less likely, in the upper atmosphere.

