



Blackjack's Grimoire #1

Branson Hagerty (Blackjack's Shadowrun Page <http://shadowrun.html.com/users/blackjack/>) Posted November 26, 1997

False Realization

Control Manipulation

Type: Mental

Range: LOS

Target: Willpower (R)

Duration: Sustained

Drain: (F/2+2)M

This spell causes the target to come to the mental realization that whatever they're thinking at the time is important in some way and should be followed through with. The effects are unpredictable because the spell caster is never perfectly sure what the target is thinking of at the time the spell is cast. Only one success is necessary for the spell to work, additional successes simply elevate the level of conviction and increase the disorientating effect the spell has once it is dropped.

Example Of Use:

Jill magician is being chased by a gang member and is hiding behind a dumpster but still has LOS to the target. Jill waits until the gang member looks down another alley and, assuming the gang member probably is thinking that's where she went, she casts the spell and succeeds with 2 successes while the ganger achieves none on his resistance roll. The gang member says to himself "That IS where she went!" and takes off going the wrong way. Of course this also means that the gang member is now out of Jill's LOS and the spell has been broken but, since she got 2 successes, it will take him a moment to realize that he has no idea why he has chosen this path hopefully giving Jill time to escape.

Rubberband

Transformation Manipulation

Type: Physical

Range: LOS

Target: 6

Duration: Sustained

Drain: (F/2+2)M

Similar to a barrier spell, Rubberband sets up an invisible wall or dome with elastic qualities against living targets only. As a target encounters the barrier they are slowed and have the sensation that something they can't feel is pushing them back. In order to penetrate the barrier the target engages in an opposed test pitting their strength against the spell force. If this test comes out in their favor, they bust through. If it doesn't they're snapped backwards a number of meters equal to their strength minus the net successes the wall achieved while the target was trying to enter. Their strength minus the wall's successes indicates the number of meters the target penetrated before getting snapped back if they failed and the net successes achieved by the target indicates the number of meters they felt the wall's effects before breaking through if they succeeded.

Example Of Use:

This time Jill is being chased by an entire gang and decides to cast a Rubberband spell with a force of 5 to slow them down. She successfully casts it, getting her target of 6, and the gang members suddenly notice that they're not moving as fast as they're used to. Three back off without trying to get through but two more decide to give it a try. The first one rolls 2 successes with his body of 5 but the wall rolls 3 meaning that he A: Entered 4 (Strength - Wall's Net Successes) meters before getting snapped back and B: Flew 4 meters in the opposite direction when he failed.

Now the second gang member gives it a try and with his strength of 7 achieves 3 successes with the wall only getting 1. This means he felt the wall's effects for only 2 (his net successes) meters before breaking through.

Dweeb

Control Manipulation

Type: Physical

Range: LOS

Target: Willpower (R)

Duration: Sustained

Drain: $(F/2+3)M$

Dweeb turns the target into an annoying, pathetic little person of the type you always wanted to smack in high school. Everything they say will manifest in a high pitched, whiny, cracking voice and they may absent mindedly pick their nose or suck their thumb. The number of successes determines exactly how annoying and pathetic this person ends up.

Example Of Use:

Jill finds out that her ex-boyfriend is running for a seat in the city council and decided to pay him a visit at the debate that night. As he begins to verbally attack his opponent's level of maturity Jill casts Dweeb on him achieving 3 successes to his resistance of 1. Ex-loverboy's voice suddenly raises several octaves and he begins vigorously picking his nose, concluding his speech by eating the booger. Jill smiles.

Marker

Transformation Manipulation

Type: Physical

Range: Touch

Target: 4

Duration: Permanent (1)

Drain: $(F/2)M$

Marker allows the user to write with their finger as if it was a marker, pencil, or crayon of any color the caster chooses. The number of successes determines how many turns it would take a person to wash the marking off.

Example Of Use:

Jill comes across the lovely Westwind 2000 belonging to ex-boyfriend and decides to leave him a heart to heart message on its recently waxed hood. She puts her finger to the hood and casts Marker, achieving

a good 4 successes. Since the spell becomes permanent the same turn she casts it it is as if she is simply writing with her finger as she writes "DWEEB" in large, half meter high letters florescent green letters. (Although, technically, this means she would have to recast the spell each action in order to keep writing, for the sake of simplicity I would probably treat it as sustained.) It will take loverboy 4 turns to wash the marking off.