

[ASTRAL] Higher of [Mental] or [Social]

SPELLCASTING Complex Action

Spellcasting + MAG [Force]

Max Force = Magic x 2

LOS/Area: Visibility modifiers for Ranged Attacks

Touch Spells: Melee Touch Attack (+2) to hit enemy

Drain = Spell's Drain Code (Minimum: 2)

Hits (after applying limit) > Magic, Physical Drain

Drain occurs after spell effect is resolved

Reckless Spellcasting: Simple Action, +3 Drain Value

Cast Multiple Spells with same action (Max = Magic):

Split **Spellcasting + MAG** between Spells

Apply modifiers to each dice pool separately

SUMMONING Complex Action, Available Types based on Tradition, Max 1 Unbound Spirit at a time

Summoning + MAG [Force] vs. Force

Max Force = Magic x 2

1 Optional Power per 3 Force (round down)

Spirit owes 1 Service per Net Hit

Departs if sun rises or sets

Drain = 2 x Hits (not Net Hits) from Opposition's test

Minimum: 2

If Spirit Force > Magic, Physical Drain

BANISHING Complex Action

Banishing + MAG [Astral]

vs. Force (+Binder's MAG if Spirit is Bound)

Each Net Hit reduces Services owed by 1

If reduced to 0 Spirit departs on next action

Before Spirit departs, can be Summoned even if from a different Tradition

Drain = 2 x Hits (not Net Hits) on Opposition's test

Minimum: 2

If Spirit's Force > Magic, Physical Drain

DISPELLING Counter Sustained or Quickened spell

Counterspelling + MAG [Astral] vs. Force + Caster's MAG (+Karma spent if Quickened)

Net Hits reduce Caster's original Net Hits

If Caster's original Net Hits reduced to 0 spell ends

Drain = as Casting the Spell (Minimum: 2)

If Spell's Force > Your Magic, Physical Drain

Ritual can be dispelled if Spell keyword & is ongoing:

Counterspelling + MAG [Astral] vs. Force + MAG of all Ritual participants

Net Hits reduce Ritual's Net Hits for Sealing Step

If Ritual's Net Hits reduced to 0, Ritual ends

Drain = 2 x Hits (not Net Hits) on Opposition's Test

Minimum: 2

If Ritual's Force > Your Magic, Physical Drain

COUNTERSPELLING Free Action OR -5 Initiative

Counterspelling Skill = Dice available each turn to add to Magic Defense Test

Self and/or targets in Line of Sight

Max People Protected = Magic (including Self)

Don't divide dice, all protected get same bonus

May use some or all of pool each time a spell is cast

Pool refreshes at start of each turn

Not usable against spirits, critter powers, or alchemy

BINDING Use on Spirit you have Summoned

1 hour per Spirit's Force

Requires Binding Force x 25 drams of Reagents

Binding + MAG [Force] vs. Spirit's Force x 2

Drain = 2 x Hits (not Net Hits) from Opposition's test

Minimum: 2

Net Hits above 1st add to Services owed

Doesn't depart at sun rise/set, Harder to Banish

Call/Dismiss Bound Spirit with Simple Action

Max Bound Spirits = Charisma

TRADITIONS **Hermetic:** Drain LOG + WIL,

Combat: Fire, Health: Man, Manipulation: Earth, Detection: Air, Illusion: Water

Shamanic: Drain CHA + WIL, Combat: Beasts, Health: Earth, Manipulation: Man, Detect: Water, Illusion: Air

FOCI Only Awakened can bond/use

Not cumulative: only 1 Focus can modify a dice pool

Max Foci = Magic, Max Total Force of Foci = Magic x 5

Total Force of Active Foci ever > Magic, Addiction Test

Bonding breaks bond with previous owner

To use, must be Active and in your possession

Activate: Simple Action, Deactivate: Free Action

Deactivates if out of your possession or unconscious

Types

Enchanting: +Force to Alchemy/Disenchanting

Metamagic: +Force to Initiate Grade

Power: +Force to MAG

Spell: +Force to Spellcasting/Ritual Spellcasting

Counterspelling: +Force to Counterspell Dice Pool

+Force to Dice granted if spell matches category

Sustaining: Sustains spell (no -2), must match

category (no rituals), Spell's Force ≤ Focus's Force

Spirit: Spirit must match category. +Force to Binding/Summoning, +Force to [Astral] for Banishing.

Weapon: +Force to Melee Atk/Parry, can use Astrally

Astral Implications

Has Aura with your Astral Signature

Tangible Astral form when Active

Can carry with you when Astrally Projecting

If Deactivated, foci return to body

Artificing can Assense Focus to learn about creator

Artificing + MAG [Astral] vs. 2 x Focus's Force

Net Hits give info on creator (per Assensing table)

Can do 1/day per focus

REAGANTS Reagents from other tradition worth ½

Can use to set limit (limit = drams spent) for:

Alchemical Preparations (Alchemy), Banishing, Dispellling (Counterspelling), Disjoining

(Disenchanting), Spellcasting, Summoning

Temporary Magical Lodge: Spend Reagents = Force, requires Force hours, lasts until sun rises or sets

SPELLS – GENERAL

Type

Physical: affect living and non-living objects

Mana: affects only living/astrally active (spirits, foci)

Range

Line of Sight: Visibility modifiers (for Ranged Attacks)

Allowed: Cyberware/Bioware that cost Essence, Reflections/Optical Lens (–3 to Spellcasting)

Not Allowed: Technology that digitizes/augments image (camera, electronic binoculars, Matrix feeds) unless Indirect Combat spell

Area (A): LOS required to target/point in space

LOS required to each target in area (except Indirect Combat spells)

Visibility modifiers (for Ranged Attacks)

Default Area: Sphere, radius = Force meters

Friend & foe affected

Touch: Melee attack (+2) required, Attacker wins tie

Duration

Sustained: –2 to all tests per Sustained spell

Don't need to keep LOS to Sustain

Move Sustained Area spell – Complex Action,

Need LOS to new Area/targets in Area

Only targets in current Area are affected

Permanent: Sustain for (Force) Turns to make permanent

OBJECT RESISTANCE TABLE

TYPE	DICE POOL
Natural Objects	3
<i>Trees, soil, unprocessed water, hand-carved wood, metal cold-worked by hand</i>	
Manufactured Low-Tech Objects and Materials	6
<i>Brick, leather, simple plastics</i>	
Manufactured High-Tech Objects and Materials	9
<i>Advanced plastics, alloys, electronic equipment, sensors</i>	
Highly Processed Objects	15+
<i>Computers, complex toxic wastes, drones, vehicles</i>	

SPELLS – BY CATEGORY

Combat Spells

Direct: Spellcasting test opposed by **BOD** (Physical spells) or **WIL** (Mana spells)

Net Hits = Damage (no Damage Resistance test)

Indirect: Originate from Caster's body

Spellcasting test opposed by normal Defense Test
LOS can use Technology or can Blind Fire (w Mods)

DV = Force + Net Hits, AP = –Force

Target gets normal Damage Resistance test

Elemental: Elemental Damage effects apply as well

Area: as Grenades, Spellcasting test Threshold = 3

Success: Hits over Threshold increase DV

Failure: Scatter of 2d6 – Hits meters (Hits do not increase DV)

Illusion Spells

Obvious: clearly an illusion (for entertainment)

Realistic: seems real

Single-Sense: affects only 1 sense

Multi-Sense: affects all senses

Mana (Type): affect mind, don't work on devices (cameras, etc...)

Resisted by **WIL + LOG**

Can be created on Astral plane, but Assensing test recognizes as illusion (can't disguise/create auras)

Physical (Type): create actual image, work on devices (cameras, etc..)

Resisted by **INT + LOG**, or Object Resistance

Manipulation Spells

Damaging: DV = Force (not modified by Hits), 0 AP,

Resisted by **BOD + Armor**

Mental: Resist with **WIL + LOG**

Record Net Hits

While Sustained, target can take Complex Action (even if denied actions by spell) to make roll:

WIL + LOG – Force

Each Hit reduces Caster's Net Hits

When Caster's Net Hits = 0, spell is ended

If not obvious to Target: Magic Perception to notice

Environmental: no 'target', affect area

Physical: Resist with **BOD + STR** or Object Resistance

SPELLS – BY CATEGORY

Detection Spells

Range: Touch: Cast on self or touch someone who receives Detection Spell ability.

Range of Detection Spell ability:

Standard Range: (Force x Magic) meters

Extended Range: Standard x 10

Info gained – see table

To use, may require Observe in Detail Simple Action

Directional: sense extends in one direction at a time

Area: sense extends in all directions at once

Psychic: provides special sense

Active: Spellcasting Test opposed by:

Living things: **WIL + LOG (+Counterspelling)** [**Mental**]

Magical objects: **Force x 2**

Mundane objects: Object Resistance

Counterspelling can be used

Passive: No opposed test, no Counterspelling

Can Dispel

Perception Tests with affected sense: Limit = Higher of [**Mental**] or Hits from Spellcasting

Health Spells

Essence keyword: Spellcasting Test Penalty = Essence lost by Target (round up)

DETECTION SPELL RESULTS

NET HITS	RESULTS
1	Only general knowledge, no details
	<i>Detect Life example: A group of metahumans.</i>
2	Major details only, no minor details
	<i>Detect Life example: A dwarf, a troll, and an ork walk into a bar. Stop me if you heard this one.</i>
3	Major and minor details, with some minor details obscured or missing
	<i>Detect Life example: The three individuals listed above are all armed, and their weapons are out. The troll is leading.</i>
4	Detailed information
	<i>Detect Life example: The troll is your contact, Moira; you don't believe you've ever met the other two.</i>

COMBAT SPELLS **Acid Stream** (Indirect, Elemental) Type: P,

Range: LOS, Dmg: P, Duration: I, Drain: F-3. **Toxic Wave** Range: LOS (A). Drain: F-1. Acid Damage, but Acid evaporates after cast (no ongoing effect)

Punch (Indirect) Type: P, Range: T, Dmg: S, Duration: I, Drain: F-6. **Clout** Range: LOS, Drain: F-3. **Blast** Range: LOS (A), Drain: F.

Death Touch (Direct) Type: M, Range: T, Dmg: P, Duration: I, Drain: F-6. **Manabolt** Range: LOS, Drain: F-3. **Manaball** Range: LOS (A), Drain: F.

Flamethrower (Indirect, Elemental) Type: P, Range: LOS, Dmg: P, Duration: I, Drain: F-3. **Fireball** Range: LOS (A), Drain: F-1. Fire damage.

Lightning Bolt (Indirect, Elemental) Type: P, Range: LOS, Dmg: P, Duration: I, Drain: F-3. **Ball Lightning** Range: LOS (A), Drain: F-1. Electricity damage.

Shatter (Direct) Type: P, Range: T, Dmg: P, Duration: I, Drain: F-6. **Powerbolt** Range: LOS, Drain: F-3. **Powerball** Range: LOS (A), Drain: F.

Knockout (Direct) Type: M, Range: T, Dmg: S, Duration: I, Drain: F-6. **Stunbolt** Range: LOS, Drain: F-3. **Stunball** Range: LOS (A), Drain: F.

DETECTION SPELLS **Analyze Device** (Active, Directional)

Type: P, Range: T, Duration: S, Drain: F-3. Analyze purpose and operation of device. Opposed by Object Resistance. Each Net Hit: 1 piece of info that's not obvious. When using: +(Net Hits), no penalty for defaulting skill with device.

Analyze Magic (Active, Directional) Type: P, Range: T, Duration: S, Drain: F-3. Analyze magical object/spell. Net Hits count as Net Hits on Assensing test.

Analyze Truth (Active, Directional) Type: M, Range: T, Duration: S, Drain: F-2. 1+ Net Hits: determine if statement is truthful. Doesn't work on writing/video, must hear in person.

Clairaudience (Passive, Directional) Type: M, Range: T, Duration: S, Drain: F-3. Hear as if physically at any spot in range. Normal hearing only (no augmentations). Can't use normal hearing while using spell. Move listening point to anywhere else in range with Complex Action.

Clairvoyance (Passive, Directional) Type: M, Range: T, Duration: S, Drain: F-3. See as if physically at any spot in range. Normal vision only (no augmentations). Can't use normal sight while using spell. Can't target spells through Clairvoyance. Move listening point to anywhere else in range with Complex Action.

Combat Sense (Passive, Psychic) Type: M, Range: T, Duration: S, Drain: F. +Hits to Defense Tests against Ranged/Melee attacks. +Hits to Surprise Tests.

DETECTION SPELLS **Detect Enemies** (Active, Area) Type:

M, Range: T, Duration: S, Drain: F-2. **Detect Enemies, Extended** (Active, Extended, Area) Drain: F. Detect living targets in range with hostile intentions specifically towards Detection Spell user. Doesn't detect inanimate traps.

Detect Individual (Active, Area) Type: M, Range: T, Duration: S, Drain: F-3. Detect specific person, specify at casting, must know/have met.

Detect Life (Active, Area) Type: M, Range: T, Duration: S, Drain: F-3. **Detect Life, Extended** (Active, Extended, Area) Drain: F-1. Know number & relative location of all living beings (not spirits) in range.

Detect [Life Form] (Active, Area) Type: M, Range: T, Duration: S, Drain: F-2. **Detect [Life Form], Extended** (Active, Extended, Area) Drain: F. 1 Spell for each type of Life Form (orks, elves, humans, dragons,...) Know number & relative location of all life forms in range.

Detect Magic (Active, Area) Type: M, Range: T, Duration: S, Drain: F-2. **Detect Magic, Extended** (Active, Extended, Area) Drain: F. Detect all foci, spells, wards, lodges, preparations, rituals, and spirits in range. Does NOT detect Awakened people/critters, astral signatures, preparations that have expired/triggered, permanent spells that are permanent.

Detect [Object] (Active, Area) Type: P, Range: T, Duration: S, Drain: F-2. 1 Spell for each object (guns, computers, doors, explosives,...) Know number & relative location of all objects in range.

Mindlink (Active, Psychic) Type: M, Range: T, Duration: S, Drain: F-1. 1+ Hit: Caster and 1 voluntary subject can communicate mentally - words, images, emotions. Subject must stay in range.

Mind Probe (Active, Directional) Type: M, Range: T, Duration: S, Drain: F. Probe mind of 1 target in range (chosen at casting). Target aware of probing, but may not know source. Probe for 1 piece of info per Complex Action while spell sustained. Net Hits determine depth of info you can get (see table). Casting again on same subject in (Subject's WIL) hours: -2 to Spellcasting Test

HEALTH SPELLS **Antidote** Type: M, Range: T, Duration: P,

Drain: F-3. Must cast after being poisoned, but before Toxin Resistance Test (based on Speed). Hits count as Hits on Toxin Resistance Test.

Cure Disease (Essence) Type: M, Range: T, Duration: P, Drain: F-4. Cast after patient is diseased. +Hits to Disease Resistance Tests until fully cured. Doesn't heal any damage inflicted by disease.

Decrease [Attribute] (Essence) Type: P, Range: T, Duration: S, Drain: F-2. 1 Spell for each Attribute (no Special Attributes). Spellcasting Test opposed by (Targeted Attribute) + WIL, Attribute reduced by Net Hits. Affects derived stats (Initiative, Condition Monitor boxes,...). Physical Attrib <1: paralyzed. Mental Attrib <1: stand still, confused.

MIND PROBE TABLE

NET HITS	RESULTS
1-2	The subject can read the target's surface thoughts only.
3-4	The subject can find out anything the target consciously knows and view the target's recent memories (up to 72 hours).
5+	The subject can probe the target's subconscious, gaining information the target may not even be consciously aware of, like psychological quirks, deep fears, or hidden memories.

HEALTH SPELLS **Detox** Type: M, Range: T, Duration: P, Drain:

F-6. 1+ Hits: Remove side effects of drug or poison (does not heal/prevent damage). Force must be ≥ Toxin base DV

Heal (Essence) Type: M, Range: T, Duration: P, Drain: F-4. Heal (Hits) Physical damage. Can also use Hits to reduce time needed to make permanent (-1 Turn/Hit), must split Hits between healing damage and reducing time. Only once per set of wounds. Can apply after First Aid. Can apply to self. Cannot heal Drain or Fading.

Increase [Attribute] (Essence) Type: P, Range: T, Duration: S, Drain: F-3. 1 Spell for each Attribute (no Special Attributes). Voluntary subject. Force must be ≥ Augmented Attribute. +Hits to Attribute (limited by +4 Augmentation bonus). Affects derived stats (Initiative, Condition Monitor boxes,...). Only 1 Increase Attribute spell on an Attribute at a time.

Increase Reflexes (Essence) Type: P, Range: T, Duration: S, Drain: F. +Hits to Initiative, +(Hits/2, round down)d6 to Initiative. Only 1 Increase Reflexes spell on a person at a time.

Oxygenate Type: P, Range: T, Duration: S, Drain: F-5. Can breathe under water. +Hits to BOD to resist suffocation, strangulation, inhaled gas.

Prophylaxis Type: M, Range: T, Duration: S, Drain: F-4. +Hits to resist infection/drugs/toxins. Resist beneficial drugs/medicine as well: Bonuses reduced by Hits. 3+ Hits: Stop effect with no numerical bonus/penalty

Resist Pain Type: M, Range: T, Duration: P, Drain: F-4. Ignore (Hits) Damage Boxes of Stun and Physical for purposes of Wound Modifiers. Applies to both Physical and Stun (don't split between tracks). Spell dissipates when injuries are healed. Only 1 Resist Pain spell on a person at a time.

Stabilize Type: M, Range: T, Duration: P, Drain: F-4. Stabilize target with full Physical Condition Monitor. Force must be ≥ Overflow damage. Reduce Turns sustained to make permanent by Hits.

ILLUSION SPELLS **Agony** (Realistic, Single-sense) Type: M,

Range: LOS, Duration: S, Drain: F – 4. **Mass Agony** Range: LOS (A), Drain: F – 2. (Net Hits) Stun and Physical illusory damage (gives Wound Modifiers). Dissipates when spell ends. If Damage Track filled: racked with pain, unable to move/act.

Bugs (Realistic, Multi-sense) Type: M, Range: LOS, Duration: S, Drain: F – 3. **Swarm** Range: LOS (A), Drain: F – 1. Bugs crawling over targets, –(2 x Net Hits) to Initiative. Sustained: Initiative reduced same amount each Turn.

Confusion (Realistic, Multi-sense) Type: M, Range: LOS, Duration: S, Drain: F – 3. **Mass Confusion** Range: LOS (A), Drain: F – 1. Storm of images/sensations confuse senses. –(Net Hits) to all tests. Does not affect technological systems/sensing devices.

Chaos (Realistic, Multi-sense) Type: P, Range: LOS, Duration: S, Drain: F – 2. **Chaotic World** Range: LOS (A), Drain: F. Storm of images/sensations confuse senses. –(Net Hits) to all tests. Affects technological systems/sensing devices

Entertainment (Obvious, Multi-sense, Area) Type: M, Range: LOS (A), Duration: S, Drain: F – 3. **Trid Entertainment** Type: P, Drain: F – 2. Create obvious, entertaining illusion. Hits = how detailed/interesting/captivating.

Invisibility (Realistic, Single-sense) Type: M, Range: LOS, Duration: S, Drain: F – 2. **Improved Invisibility** Type: P, Drain: F – 1. Observer must succeed in Spell Resistance test (see Illusion Spells) to see target (including Thermographic or any other vision), Hits = Threshold. Can still avoid being seen with Sneaking test. Aura still visible on Astral Plane. Can still be heard, smelled,...

Mask (Realistic, Multi-sense) Type: M, Range: T, Duration: S, Drain: F – 2. **Physical Mask** Type: P, Drain: F – 1. Change appearance, voice, scent,... must stay same basic size and shape. Observer must succeed in Spell Resistance test (see Illusion Spells) to see through disguise, Hits = Threshold.

Phantasm (Realistic, Multi-sense) Type: M, Range: LOS (A), Duration: S, Drain: F – 1. **Trid Phantasm** Type: P, Drain: F. Convincing illusion of any creature, object, or scene. Observer must succeed in Spell Resistance test (see Illusion Spells) to see through illusion, Hits = Threshold.

Hush (Realistic, Single-sense) Type: M, Range: LOS (A), Duration: S, Drain: F – 2. **Silence** Type: P, Drain: F – 1. Observer must succeed in Spell Resistance test (see Illusion Spells) to hear noise in (or coming from) area, Hits = Threshold. –Hits to sonic attacks/Critter powers (Paralyzing Howl,...). Hush is Type M: doesn't impact devices' ability to 'hear' (detection devices, sonar, sonic attacks,...)

ILLUSION SPELLS **Stealth** (Realistic, Single-sense) Type: P,

Range: LOS, Duration: S, Drain: F – 2. Subject is harder to hear. Things not directly touched still make noise (knocking on door would not make sound, knocking glass off table would make sound when glass hits floor). Observer must succeed in Spell Resistance test (see Illusion Spells) to hear subject, Hits = Threshold. Can still avoid being heard with Sneaking test.

MANIPULATION SPELLS **Animate** (Physical) Type: P,

Range: LOS, Duration: S, Drain: F – 1. **Mass Animate** Range: LOS (A), Drain: F + 1. Opposed by Object Resistance + (Weight/200kg, round down). If object held by someone else: must win Force x 2 vs. STR + BOD. If object fastened: must win Force x 2 vs. GM set Threshold. Success: Inanimate objects move with limited flexibility according to structure (balls roll, rugs crawl, statues walk,...). Control with Simple Action (can order to maintain movement). Can't manipulate individual parts/components, no fine movement/control. Max movement: up to Force meters per Turn (GM's decision).

Armor (Physical) Type: P, Range: LOS, Duration: S, Drain: F – 2. Glowing field of energy around subject protects against Physical damage. +Hits to Armor, cumulative with other Armor, no encumbrance.

Control Actions (Mental) Type: M, Range: LOS, Duration: S, Drain: F – 1. **Mob Control** Range: LOS (A), Drain: F + 1. Control actions of target – always Complex Action to perform action through target. Target's mind not affected. Caster uses own skills to perform actions through target. Mob Control can issue same command to group with 1 action, or command individually with separate actions.

Control Thoughts (Mental) Type: M, Range: LOS, Duration: S, Drain: F – 1. **Mob Mind** Range: LOS (A), Drain: F + 1. Control thoughts of target – always Complex Action to give commands, target obeys as if they're own idea. Mob Mind can issue same command to group with 1 action, or command individually with separate actions.

Fling (Physical, Damaging) Type: P, Range: LOS, Duration: I, Drain: F – 2. Psychokinetically hurl object up to (Force)kg as ranged attack. Use Spellcasting Test as Ranged Attack (defender makes normal Defense Test), use MAG as STR for calculating damage and range, use grenade ranges.

Ice Sheet (Environmental, Area) Type: P, Range: LOS (A), Duration: I, Drain: F. Cover area in ice. To cross: AGI + REA, Threshold = Hits. Failure: fall prone. Vehicles must make Crash test. Melts: 1sq meter per minute at room temp.

MANIPULATION SPELLS **Ignite** (Physical) Type: P, Range:

LOS, Duration: P, Drain: F – 1. Opposed by BOD + REA or Object Resistance. Target catches fire once spell becomes permanent.

Influence (Mental) Type: M, Range: LOS, Duration: P, Drain: F – 1. Implant single suggestion in target's mind, carries out as if own idea. If suggestion conflicts with their beliefs, can attempt to overcome per normal rules for Mental Manipulation (see Manipulation spells). Suggestion fades in (Net Hits) minutes.

Levitate (Physical) Type: P, Range: LOS, Duration: S, Drain: F – 2. Lift person or object and move anywhere in line of sight. Movement rate: Force meters per Turn. Threshold for Spellcasting Test = Weight/200kg, round up. Unwilling subject or held object: opposed by STR + BOD.

Light (Environmental, Area) Type: P, Range: LOS (A), Duration: S, Drain: F – 4. Mobile light illuminates radius of Force meters. Each Hit reduces visibility penalties by 1. Can't blind someone.

Magic Fingers (Physical) Type: P, Range: LOS, Duration: S, Drain: F – 2. Psychokinetic effect can hold/manipulate items. Hits = STR and AGI of Magic Fingers'. Use skills remotely, replace [Limit] with Force. Fine control difficult: normal actions may require test (GM decision). Hands can't be further apart than your arm span.

Mana Barrier (Environmental, Area) Type: M, Range: LOS (A), Duration: S, Drain: F – 2. Creates Mana Barrier on Astral or Physical plane with rating = Hits. (see Mana Barriers)

Physical Barrier (Environmental, Area) Type: P, Range: LOS (A), Duration: S, Drain: F – 1. Glowing, translucent force field. Dome with radius & height = Force meters OR Wall with height = Force meters, length = Force x 2 meters. Hits = Armor and Structure. If Structure reduced to 0, spell ends. Otherwise, Structure regenerates back to full at start of each Turn. Air/gas can pass through. Spells can be cast through (but not physical effects of spells such as Indirect Combat spells). Visibility penalties as Light Fog.

Poltergeist (Environmental, Area) Type: P, Range: LOS (A), Duration: S, Drain: F – 2. Whirls around small objects (up to 1kg) in area. If no objects in area: no effect. Visibility penalties as Light Fog. 2 Stun damage (GM discretion: more damage in cluttered area or Physical damage based on objects in area), resisted by BOD + Armor, to everyone in area each Turn.

Shadow (Environmental, Area) Type: P, Range: LOS (A), Duration: S, Drain: F – 3. Globe of darkness with radius = Force meters. For every 2 Hits, increase Light penalty 1 category.

ALCHEMY (Preparations)

Recognize item as Preparation with **Arcana + INT** test
 Aura with Astral Signature of creator, fades at same
 rate as cast spell after activation
 Dual-natured while sustaining a spell
 Placed on Lynchpin: must be small enough to handle/
 lift, no aura (nothing living). **Spell lost if broken.**

Alchemy + MAG [Force] vs. Force

Max Force = 2 x Magic
 Force minutes to prepare
 Net Hits = Potency
 Magic lasts Potency x 2 hrs, -1 Potency/hr thereafter
 Drain = As spell +Trigger (Minimum: 2)
 If Hits (after applying limit) > Magic, Physical Drain
Preparation Triggers
Command: Simple Action by creator, must have LOS
 and be on physical plane/manifested, +2 Drain
Contact: Next living being to touch it, +1 Drain, Not
 allowed for Healing spells
Time: Set timer (Max = Potency hours), +2 Drain, Not
 allowed for Healing spells

Activating

No Drain
 Make Spellcasting Test for casting the spell:

Potency + Force [Force]

(Potency = Spellcasting, Force = MAG & Spell's Force)
 No Edge allowed
Duration
Sustained spells: last Potency minutes
Permanent spells: Sustained until Permanent
Target
Touch: Living being touching it, if multiple choose
 randomly or Command trigger - Creator chooses
LOS: Nearest target in LOS or Command trigger:
 Creator chooses
 Range limited to Potency x Force meters
Area: Centered on Preparation, Radius = Potency
 meters

METAMAGIC Centering: +Grade to Resist Drain

Fixation: 1+ Karma, Preparation decays 1 Potency per
 Day instead of Hour. +Karma spent to resist Disjoining
Flexible Signature: Disguise/imitate astral signature
Masking: Change aura/astral form of self and foci
Quickening: 1+ Karma, Complex Action, Sustained
 spell = Permanent. +Karma spent to resist Dispelling
Spell Shaping: Area spells: -1 Spellcasting for +/-1m
 to Radius OR 1m hole in area (Max penalty = MAG)
Shielding: +Grade to any use of Counterspelling

DISENCHANTING Focus's Force must be ≤ 2 x Magic

To Deactivate Focus:

Disenchanting + MAG [Astral] vs. Focus's Force + Owner's MAG (if bonded)

Drain = Hits from Opposition's Test (Minimum: 2)
 If Focus's Force > Magic, Physical Drain
 Can do on Physical or Astral plane. Must have LOS.

To Destroy/Recycle Focus: same Test/Drain as above
 Owner's Magic does not Resist if bonded to you
 Must touch/handle, takes Hours = Focus's Force
 Success: Telesma disintegrates
 Alchemy + MAG [Astral], each Hit creates 1
 reagent of your tradition
 (Max: 1/3 Reagents used in creating Focus)

FOCUS TABLE

ITEM	BONDING COST (IN KARMA)
Enchanting Focus	Force x 3
Metamagic Focus	Force x 3
Power Focus	Force x 6
Qi Focus	Force x 2
Spell Focus	Force x 2
Spirit Focus	Force x 2
Weapon Focus	Force x 3

ARTIFICING Focus Formula: specifies Type, Force,

Tradition, and form (gold ring, staff, etc...)
 Create: **Arcana + MAG [Astral] (Force x Force, 1 day)**,
 Buy, OR Translate from other Tradition:
Arcana + MAG [Astral] (Force, 1 day)

Crafting

- Obtain telesma per Focus Formula's form
- Focus Formula's Force must be ≤ Magic and ≤ Magical Lodge's Force
- Magical Lodge: Tradition of yours & Focus Formula's
- Spend (drams) Reagents = Karma required to bond Focus at Formula's Force
- Requires Days = Formula's Force
- Can't leave Lodge (but can do other things in Lodge)

Artificing + MAG [Formula's Force] vs. Formula's Force + Telesma's Object Resistance

No Edge allowed
 Glitch: No Drain Resistance
 Critical Glitch: Permanently lose 1 Essence
 Net Hits = Focus's Force (can be less than Formula)
 Drain = Formula's Force + (2 x Hits from Opposition's
 test), Minimum: 2
 If Focus's Force > Magic, Physical Drain
 Spend Karma = Focus's Force to complete

Artificing skill can learn about Focus creator (see Foci)

DISJOINING Dispelling Alchemical Preparation

Complex Action, Must touch
 Contact Trigger: activates if fail Disenchanting Test
**Disenchanting + MAG [Astral] vs.
 Preparation's Force + Creator's MAG
 (+Karma from Fixation Metamagic)**

Each Net Hit = -1 Potency
 Drain = As creating Preparation (as Spell +Trigger)
 Minimum: 2

HARVESTING REAGENTS Must be Astrally Perceiving

Search for 1 hour, then **Alchemy + MAG [Mental]**,
 gather 1 dram per 2 hits (4 hits if area not suited to
 Tradition, Hermetic: minerals/ores, antiques, urban
Shamanic: plants/animals, worn stones, wilderness)
 2 days per dram gathered before area is viable again

ASTRAL INTERSECTIONS Forced collisions: Van with Mana Barrier drives into Warded area, Astrally Perceiving adept rides elevator into Mana Barrier,...
Opposed Test – Living beings: **MAG + CHA**
Everything else: **Force x 2**
Loser is disrupted:
Spells/Rituals end
Preparations lose their spell
Mana Barriers collapse (Permanent Barriers regenerate next turn)
Foci deactivate
Spirits banished
Living creatures: knocked out with full Stun damage

PERCEIVING MAGIC Perception + INT [Mental]
+2 for any Magic-related Active/Knowledge skill
Threshold (Minimum 1):
Caster's Skill (or 6 if no Skill) – Force

GROUP SUMMONING Normal Teamwork Test
–2 for Assistant if different Tradition than Leader
All Assistants must be able to summon Spirit type
All Assistants (and Leader) suffer Drain
Only Leader can command Spirit

MAGICAL GLITCHES

Glitch General: +2 Drain, different Elemental effect, wrong target (still hits enemy); *Detection Spells:* false information; *Ritual:* +2 to Force resisting test at Ritual Completion, Leader must seal on their own; *Summoning:* different Spirit type (of caster's tradition), Spirit of lesser Force (doesn't reduce Spirit's Resistance test); *Alchemy:* wrong trigger, Time trigger off, Preparation resists with +2 Force; *Artificing:* no Drain Resistance

Critical Glitch General: Physical Drain, No Drain Resistance test, different effect (unfavorable), wrong target (hits ally); *Detection Spells:* temporarily lose a sense, apply sense to opponents in range; *Ritual:* anything goes...; *Summoning:* double Drain, Spirit not under Caster's control & attacks; *Alchemy:* blow up in hand; *Artificing:* permanently lose 1 Essence

MAGICAL LODGE

Size of a room
Required to: Learn Spells, perform Rituals, craft Foci
Creates Mana Barrier (on Astral & Material plane)
Has your Astral Signature
Create: Materials = Force x 500 nuyen, Days = Force
Move: 1 day to take down, then re-Create elsewhere
Improve: Increase in Force x 500 nuyen,
Days = Total New Force

MANA BARRIERS

Block Magic / Astral forms
Not visible on material plane
Can be on material plane, Astral plane, or both
Material Plane: Solid barrier to: Spells cast on Material Plane (including Sustained spells), Spirits, Active Foci on Material Plane, Manifesting entities
Astral Plane: Solid barrier to: Astral forms (Astral Projection, Astrally Perceiving/Dual-Natured), Spirits, Spells cast on Astral Plane (including Sustained spells), Active Foci
Astrally Projecting/Perceiving form can't cross, but can if exit Astral plane and cross on material plane
Adept/Critter Powers: generally not affected, but some ranged/sustained could be (at GM's discretion)

Casting spell through Mana Barrier: Add Barrier's Force to Defense/Resistance test

If spell normally doesn't have Opposed roll, becomes Opposed test against Barrier's Force

Breaking Through:

Armor/Structure = Force, immune to Stun damage
Regenerates all damage at end of each Turn
Creator notified of any attack

Pressing Through:

MAG + CHA [Astral] vs. Barrier's Force x 2

Each Net Hit = Bring 1 additional entity through:
ally, spirit, active focus, sustained spell,...

Destroying physical form of Mana Barrier (Magical Lodge, Ritual anchor) destroys it, Creator is notified

Ways to Create Mana Barrier

Both Astral & Physical: Magical Lodge, Circle of Protection Ritual (p. 298), Ward Ritual (p. 297)
Either Astral OR Physical: Mana Barrier spell (p. 294)

RITUAL SPELLCASTING

Ritual Leader must know
Ritual & any Spells being used in Ritual (Participants don't)
Ritual has Leader's Astral Signature
Foundation: Magical Lodge of Leader's Tradition
Ritual's Force must be ≤ Foundation's Force
No one can leave during Ritual (except for Spotter)
Expend Reagents = Ritual's Force
Every additional (Force) Reagents reduces Drain by 1
Seal Ritual to complete:

Ritual Spellcasting + MAG [Force] vs. Force x 2

Each Participant adds Teamwork Test
–2 if Different Tradition from Leader
Leader & Participants take Drain = 2 x Hits (not Net Hits) from Opposition's Test (Minimum: 2)
If Leader's Hits (after Teamwork) > Leader's Magic, Physical Drain

Ritual Fails if: Anyone leaves Foundation during Ritual, Foundation disrupted/broken, Leader incapacitated
Make **Force x 2** Test
Take Drain (Stun) = 2 x Hits

Keywords

Anchored: Must be placed on object or symbol
Anchor cannot move or Ritual effect ends

Material Link: Requires something once part of Target
Inanimate structure: essential part (brick, etc...)

Living beings:

Hair, blood, nail clippings viable for few hours

Finger, tissue sample viable for few days

Minion: Creates semi-autonomous entity

Max minions at a time = Charisma

Spell: Ritual uses a Spell (Mentor Spirit applies)

Susceptible to Dispelling

Spotter: If Leader can't see Target, Spotter must see.
Spotter is Ritual Participant: Doesn't add Teamwork Test, but Takes Drain at Ritual Completion

Must be present in Foundation for start of Ritual, then Travel to Assense Target (Physically or Astrally)
Astral link from Spotter to Foundation (can follow)

ASTRAL PROJECTION

Complex Action

Body goes unconscious, project mind into Astral plane
Mental Detection/Manipulation spells have no effect on body while projecting (mind isn't there)

Can take Foci with you in Astral form

Physical attributes based on Mental – see table

Duration: Magic x 2 hours (past this, you die)

Resets only after you've been in your body for as long as you were just Astral

If someone moves your body: **Assensing + INT**

[Astral] (1 hour), threshold based on how well hidden/how far body was moved (GM's decision)

Movement

Move very fast: seconds for anywhere nearby, a few hours for anywhere on the globe

If looking for some place/thing in particular:

Walk at 100 meters/Turn, Run at 5km/Turn

No gravity

Passing through a living being's aura:

Living being can sense with: **Perception + INT (4)**

[Mental] test (+2 if Awakened)

Manifesting: Complex Action, appear in ghostly form on material plane

Able to communicate with living beings

Can't interact physically/attack (or be attacked)

Can't cast spells onto material plane

Not visible to technology

Can Manifest for Magic x 5 minutes per session of Astral Projection

ASTRAL PERCEPTION

Simple Action

Don't need physical vision or eyes to see Astral

Become dual-natured (exist on both Astral and

Physical planes): can interact with Astral plane or have Astral Combat

Distracting: -2 to actions on material plane

ASTRAL INTERACTION

- **Astral targets** only affected by Mana spells
- **Astrally Projecting:** can only affect Astral (Mana spells only)
- **Astrally Perceiving:** can affect Astral (Mana spells only) or non-Astral (-2 penalty for being distracted)
- **Non-Astral:** affect only non-Astral targets

ASTRAL DAMAGE TABLE

ATTACK	TEST
Unarmed	Astral Combat + Willpower [Astral] v. Intuition + Logic
Weapon Focus	Astral Combat + Willpower + Weapon Focus's Force [Accuracy] v. Intuition + Logic
TYPE	DAMAGE
Magician	Charisma
Weapon Focus	by weapon (using Charisma instead of Strength)
Spirit	Force
Watcher	1

ASTRAL COMBAT

Astrally Perceiving: use normal

physical attributes (incl Initiative) except for Astral Combat

Astrally Projecting: use Astral Attributes Table and Astral Initiative (INT x 2 + 3d6)

No separate damage tracks: All damage taken applies to physical body (and vice versa)

No ranged weapons: only Unarmed (Complex Action), Weapon Focus (Complex Action), or Mana Spells

Unarmed or Weapon Focus attacks:

Use Astral Combat skill

Damage type is Attacker's choice: Stun or Physical (Astral Barriers only affected by Physical Damage)

Resolved as normal attack (Complex Action)

Net Hits add to DV

Damage Resistance test (normal Armor doesn't apply)

Mana spells can be used in Astral Combat as well (resolved normally). Physical spells cannot be used.

ASTRAL ATTRIBUTES TABLE

PHYSICAL ATTRIBUTE	ASTRAL ATTRIBUTE
Agility	Logic
Body	Willpower
Reaction	Intuition
Strength	Charisma
Astra Initiative	Intuition x 2
Initiative Dice	+2D6 (3D6 total)

ASTRAL PLANE Material plane seen, but blurred and muted,

emotional context registers more than light or sound

No gravity

Pass through physical objects (walls) and non-Astral living beings

Tangible form: Spirits, Active Foci, Dual-natured beings, Astrally

Perceiving forms, Astrally Projecting forms

Earth is tangible on Astral Plane

Astral Plane Ends at 80km altitude

Auras

Living things have visible aura, but aren't tangible

Physical objects have no aura, but can be temporarily imbued with one from strong emotions

Reading Auras

Without test can tell type of aura (spell, focus, projecting magician, etc...)

For more info: **Assensing + INT [Astral]**, see Assensing table

DUAL-NATURED Exist simultaneously on Astral and Material

plane. Can affect/perceive things on both planes.

Don't have to "shift" perception, no -2 distracting penalty.

ASTRAL SIGNATURE Unique 'fingerprint' left on

anything produced with Magic skills/abilities

Slowly fades after magic activity ends: alchemical preparation used, critter power used, astral battle, where spell was cast & took effect, etc...

Signature does not fade on any active magic until magic is ended:

Sustained Spell while Sustained

Temporary objects until used (i.e. Alchemical Preparation, Watcher)

Permanent objects until destroyed/dispelled (focus, lodge, circle)

ASSESSING TABLE

HITS	INFORMATION GAINED
0	None
1	The general state of the subject's health (healthy, injured, ill, etc.). The subject's general emotional state or impression (happy, sad, angry, etc.). Whether the subject is mundane or Awakened.
2	The presence and location of cyberware implants. The class of a magical subject (fire elemental, manipulation spell, power focus, curse ritual, and so on). If you have seen the subject's aura before, you may recognize it, regardless of physical disguises or alterations
3	The presence and location of alchemaware cyber implants. Whether the subject's Essence and Magic are higher, lower, or equal to your own. Whether the subject's Force is higher, lower, or equal to your Magic. A general diagnosis for any maladies (diseases or toxins) the subject suffers. Any astral signatures present on the subject.
4	The presence and location of bioware implants and betaware cyber implants. The exact Essence, Magic, and Force of the subject. The general cause of any astral signature (combat spell, alchemical combat spell, air spirit, and so on).
5+	The presence and location of deltaxware implants, gene treatments, and nanotech. An accurate diagnosis of any disease or toxins which afflict the subject. The fact that a subject is a technomancer.

ASTRAL SIGNATURE – DETECTING

Fading Signature lasts (Force) hours

Can erase Signature if magic activity has ended

Astrally Perceiving or Projecting: Complex Action - reduce time for Signature to fade by 1 hour (can do multiple times, each action reduces another hour)

To detect Signature: **Assensing + INT [Astral]**

Hits give info (see Assensing table)

Once Signature is read, can be recognized again (may require Memory Test)

ASTRAL TRACKING

Astral Signatures have links to creator (Active Spells linked to caster, Spirits linked to Summoner, Astrally Projecting Magicians linked to physical body, Foci and Lodges linked to whoever activated them)

Can follow link: First Assense Astral Signature:

Assensing + MAG [Astral] (3)

Then follow link: **Assensing + INT (5, 1 hour) [Astral]**

Threshold Modifiers: +1/hr since link was active, +2 for Unbound Spirit, +Barrier's Force if Target is behind Mana Barrier

SPIRITS

Meta-human-sized or smaller

Exist entirely in Astral space

Manifest & Astral Travel just like any Astral form

Blocked by Mana barriers

Communicates Telepathically with Summoner

on Astral or Physical plane

Can't exit Summoner's Range: Magic x 100 meters

If forced out, returns as quickly as possible

Not subject to gravity

Materialize to affect physical world (Complex Action)

Use Physical Attributes

Movement: Walk/Run/Sprint = AGI x2/x4/+2m/hit

Gains Immunity (see Spirit Powers)

Takes solid physical form, but clearly a spirit

Becomes Dual-Natured

Perceives world as material being

Max at a time: 1 Unbound Spirit, CHA Bound Spirits

Attributes: see Spirit (Minimum of 1)

Skill Ratings = Force

1 Optional Power per 3 Force (round down)

No Edge, but Summoner can use Edge on their tests

Spirit departs if:

Sun Rises/Sets

All Services used

Banished by another Magician

Disrupted (Full Stun or Physical damage)

Summoner immediately aware if Spirit disrupted

Commanding Spirits – Actions

Call Summoned/Bound Spirit to you – Simple Action

Command Spirit – Simple Action

Dismiss (set Spirit free) – Simple Action

Resisting Commands

Bound Spirit may resist commands if service

distasteful or repeatedly put in combat

–1 penalty to all tests while carrying out service

Master can use Complex Action, Bring Spirit to Heel:

Summoning + MAG vs. Spirit's Force + Spirit's WIL

If master ties or wins, no –1 penalty for that Service

SPIRIT SERVICES: UNBOUND

Combat: 1 Service covers 1 entire fight

Power Use: Use 1 Power, can Sustain as long as needed, using Power with another Service (i.e. Combat) doesn't cost add'l Service

Physical Task: Take action on physical plane

Remote Service: Send Spirit on Service beyond Range (Magic x 100 meters). After completion all remaining Services are lost.

SPIRITS OF WATER

B	A	R	S	W	L	I	C	EDG	ESS	M
F	F+1	F+2	F	F	F	F	F	F/2	F	F

Initiative	$((F \times 2) + 2) + 2D6$
Astral Initiative	$(F \times 2) + 3D6$
Skills	Assensing, Astral Combat, Exotic Ranged Weapon, Perception, Unarmed Combat
Powers	Astral Form, Concealment, Confusion, Engulf, Materialization, Movement, Sapience, Search
Optional Powers	Accident, Binding, Elemental Attack, Energy Aura, Guard, Weather Control
Weaknesses	Allergy (Fire, Severe)
Special	Spirits of Water move twice as fast when in water.

SPIRITS OF BEASTS

B	A	R	S	W	L	I	C	EDG	ESS	M
F+2	F+1	F	F+2	F	F	F	F	F/2	F	F

Initiative	$(F \times 2) + 2D6$
Astral Initiative	$(F \times 2) + 3D6$
Skills	Assensing, Astral Combat, Perception, Unarmed Combat
Powers	Animal Control, Astral Form, Enhanced Senses (Hearing, Low-Light Vision, Smell), Fear, Materialization, Movement, Sapience
Optional Powers	Concealment, Confusion, Guard, Natural Weapon (Damage Value = Force Physical damage, AP —), Noxious Breath, Search, Venom

SPIRIT SERVICES: BOUND

All Unbound Services (Remote Service does not forfeit remaining Services)

Aid Alchemy/Sorcery/Study: Add Spirit's Force to Alchemy/Spellcasting/Ritual/Learning test if Spirit type matches Spell category per Tradition

Spell Sustaining: Sustain spell you cast, Spirit takes on –2 penalty for Sustained Spell, each Service only buys (Spirit's Force) Combat Turns of Sustaining

Spell Binding: Sustain a spell indefinitely, but permanent –1/day (or part thereof) to Spirit's Force. If Force = 0, Spirit dissipates. Summoner gains bad reputation in Spirit world.

SPIRITS OF AIR

B	A	R	S	W	L	I	C	EDG	ESS	M
F-2	F+3	F+4	F-3	F	F	F	F	F/2	F	F

Initiative	$(F \times 2) + 4 + 2D6$
Astral Initiative	$(F \times 2) + 3D6$
Skills	Assensing, Astral Combat, Exotic Ranged Weapon, Perception, Running, Unarmed Combat
Powers	Accident, Astral Form, Concealment, Confusion, Engulf, Materialization, Movement, Sapience, Search
Optional Powers	Elemental Attack, Energy Aura, Fear, Guard, Noxious Breath, Psychokinesis
Special	Spirits of Air get +10 meters per hit when Sprinting

SPIRITS OF EARTH

B	A	R	S	W	L	I	C	EDG	ESS	M
F+4	F-2	F-1	F+4	F	F-1	F	F	F/2	F	F

Initiative	$((F \times 2) - 1) + 2D6$
Astral Initiative	$(F \times 2) + 3D6$
Skills	Assensing, Astral Combat, Exotic Ranged Weapon, Perception, Unarmed Combat
Powers	Astral Form, Binding, Guard, Materialization, Movement, Sapience, Search
Optional Powers	Concealment, Confusion, Engulf, Elemental Attack, Fear

SPIRIT POWERS – GENERAL INFO

Optional Powers can't be changed once summoned

Type: P (Physical) / M (Mana) – same as Spell

category, Mana affects Astral plane, Physical cannot

Action: Auto –power is always on (no action required)

Range: LOS/Touch –same as spells, Self – self only

Duration: Always – always on, Sustained – No

Sustained penalty/cost, Max powers Sustained = MAG

SPIRIT POWERS Type, Action, Range, Duration

Accident P, Complex, LOS, Instant: # of Targets = MAG. Cause normal accident, **MAG + WIL vs. Target's REA + INT**. Success = as though Target glitched, 4+ Net Hits = as though Target critically glitched.

Animal Control M, Complex, LOS, Sustained: # of Targets = CHA x 5 if small (cats, rats,...), CHA if larger. Can't use on critter with Sapience power. Command animals/critters, must be normal behavior for animal (bird can't fire gun, etc...). If Target leaves LOS can't be commanded further, but will carry out last command for CHA minutes.

Astral Form M, Auto, Self, Always: naturally exist on Astral plane

Binding P, Complex, Special, Instant: Range depends on method, ex: shoot webbing (LOS), sticky body (Touch). Target sticks to nearby surface or the Spirit, and is immobilized. Target can break free with Complex Action: **STR + BOD vs. Spirit's MAG + WIL**.

Concealment P, Simple, LOS, Sustained: # of Targets = MAG if meta-human sized, MAG x 5 if smaller (cats, rats,...). Magically hide self, other people, or things. –MAG to Perception tests to locate Targets. Targets can see each other if Spirit chooses. Power ends if spotted.

Confusion M, Complex, LOS, Sustained: Target unable to think clearly (indecisive, forgetful, befuddled). **MAG + WIL vs. Target's WIL + LOG**, Net Hits = penalty on all actions.

Elemental Attack P, Complex, Special, Instant: Element based on Spirit type. Range increments (Short/Medium/Long) = MAG meters. **Exotic Ranged Weapon skill + AGI [Physical]** to attack. DV = (MAG x 2)P, AP = –MAG, see Elemental Damage for effects.

Energy Aura P, Auto, Self, Always: Surrounded by field of damaging elemental energy (varies by Spirit type). All melee attacks: +MAG to DV, –MAG AP, Elemental Damage (varies by Spirit type). Successful melee attack against Spirit damages attacker: Damage Resistance against (MAG x 2)DV, –MAG AP. Can't 'turn off'

Engulf P, Complex, Touch, Sustained: Envelop target in Spirit's body. Normal Unarmed Melee Attack: MAG x 2 DV, –MAG AP, Target is immobilized, takes Engulf damage each Action Phase (with Damage Resistance test). Complex Action to escape: **STR + BOD vs. Spirit's MAG + BOD**. Earth: Physical Dmg, Water: Stun Dmg, Fire: Fire Dmg, Air: Stun Dmg (Armor doesn't apply, as Inhalation-Vector Toxin - other gear may provide protection)

Enhanced Senses P, Auto, Self, Always: gain listed sense (if not standard augmented sense, +2 dice & +1 limit to tests with sense)

Fear M, Complex, LOS, Special: **WIL + MAG vs. Target's WIL + LOG**, Target flees in panic until out of sight, lasts (Net Hits) minutes, then must make **WIL + LOG** (threshold = Critter's Net Hits) to face again

Guard P, Complex, LOS, Sustained: Targets = MAG. Protect against hazards (heatstroke, drowning) and accidents (incl. Accident Power and Glitches). Each thing prevented uses 1 Service.

Influence M, Complex, LOS, Instant: **MAG + CHA vs. Target's WIL + LOG**, implant suggestion in Target's mind, they act as if it's their idea. Bad idea: can overcome w WIL as Mental Manipulation spell

SPIRIT POWERS Type, Action, Range, Duration

Innate Spell As Spell, Complex, As Spell, As Spell: Cast spell per normal Spellcasting rules using Spellcasting skill. Can be Counterspelled. Resist Drain with WIL + (INT or CHA, GM's choice). If Sustaining spell, take normal –2 penalty.

Materialization M, Complex, Self, Sustained: Astral form can project 'body' into physical world and affect things there (incl with attacks & powers). Use physical attributes on physical world. Gain Immunity to Normal Weapons (Hardened Armor). Immunity does not apply to magical attacks, weapon foci, spells, adept/critter powers, non-magical attacks from Spirit's Allergy Weakness.

Hardened Armor = ESS x 2

If Attack's Modified DV < (Hardened Armor – AP)

Then attack fails, take no Damage

If damaged, Hardened Armor adds to Damage Resistance test AND gives auto-Hits on test = ½ Hardened Armor (round up) – AP

Movement P, Complex, LOS, Sustained: Target must be in Spirit's terrain/domain (or Self). Multiply or Divide Movement rate by MAG. Only 1 instance of power on a Target at a time, ends if Target leaves terrain/domain. Vehicle: **MAG + WIL** (Threshold = ½ Vehicle's BOD, Min. 2), multiply Hits by Acceleration, add or subtract to Speed next turn as if Acceleration/ Deceleration test. May call for Crash Test. Sustain = repeat this test each turn.

Natural Weapon P, Auto, Touch, Instant: Claws, tail, etc...

Physical Dmg attack with Unarmed skill for melee (can be used on Astral with Unarmed skill) OR Exotic Ranged Weapon skill for ranged. Counts as 'Normal' for Immunity to Normal Weapons.

Noxious Breath P, Complex, Special, Instant: Nauseating cone of breath, extends BOD meters. Targets = up to 2 within 1 meter of each other. Make normal ranged attack (with Defense test): **Exotic Ranged Weapon + AGI [Physical]**. Damage as Inhalation-Vector Toxin – Speed: Immediate, Power: MAG, Effect: Stun damage & nausea. Armor no help, but respiratory gear can help resist.

Psychokinesis P, Complex, LOS, Sustained: Move object with a magical "hand" (fine control may require a test). **MAG + WIL** test, Hits = STR and AGI of "hand".

Sapience P, Auto, Self, Always: Has human intelligence. Spirit counts as Untrained in skills Spirit doesn't have (can default).

Search P, Complex, Special, Special: Search for anything Spirit has seen or Summoner has mental image of. Can search in Astral plane even if Target is on physical. **MAG + INT (5, 10mins.)**

Dice Pool Modifiers: –Concealer's MAG if under Concealment Power, –Force if behind Mana Barrier.

Threshold modifiers: +Kilometers to Target, +5 if nonliving object or place.

Venom P, Auto, Touch, Instant: Can deliver poison (fangs, stinger, etc...). **Typical stats (may vary by Spirit):** Vector: Injection, Speed: 1 Combat Turn, Penetration: 0, Power: MAG, Effect: Physical Damage

Weather Control P, Complex, LOS, Sustained: Change local weather conditions (within reason, must be possible for the area). Builds up over time, peaks after **MAG + WIL (10, 30 mins.)**

SPIRITS OF FIRE

B A R S W L I C EDG ESS M

F+1 F+2 F+3 F-2 F F F+1 F F/2 F F

Initiative ((F x 2) + 3) + 2D6

Astral Initiative (F x 2) + 3D6

Skills Assensing, Astral Combat, Exotic Ranged Weapon, Flight, Perception, Unarmed Combat

Powers Accident, Astral Form, Confusion, Elemental Attack, Energy Aura, Engulf, Materialization, Sapience

Optional Powers Fear, Guard, Noxious Breath, Search

Weaknesses Allergy (Water, Severe)

Special Spirits of Fire get +5 meters per hit when Sprinting

SPIRITS OF MAN

B A R S W L I C EDG ESS M

F+1 F F+2 F-2 F F F+1 F F/2 F F

Initiative ((F x 2) + 2) + 2D6

Astral Initiative (F x 2) + 3D6

Skills Assensing, Astral Combat, Perception, Spellcasting, Unarmed Combat

Powers Accident, Astral Form, Concealment, Confusion, Enhanced Senses (Low-Light, Thermographic Vision), Guard, Influence, Materialization, Sapience, Search

Optional Powers Fear, Innate Spell (any one spell known by the summoner; Force is limited to spirit's Magic), Movement, Psychokinesis

SPIRIT LIMITS

Listed as: Physical/Mental/Social
[Astral] is higher of [Mental] or [Social]

Force	Earth	Air	Fire	Water
1	P6/M2/S2	P3/M2/S2	P3/M2/S2	P2/M2/S2
2	P7/M2/S3	P3/M3/S3	P4/M3/S3	P4/M3/S3
3	P8/M4/S4	P4/M4/S4	P4/M5/S4	P5/M4/S4
4	P9/M5/S6	P4/M6/S6	P6/M6/S6	P6/M6/S6
5	P11/M6/S7	P6/M7/S7	P7/M7/S7	P8/M7/S7
6	P12/M8/S8	P7/M8/S8	P8/M9/S8	P9/M8/S8
7	P13/M9/S10	P8/M10/S10	P10/M10/S10	P10/M10/S10
8	P15/M10/S11	P10/M11/S11	P11/M11/S11	P12/M11/S11
9	P16/M12/S12	P11/M12/S12	P12/M13/S12	P13/M12/S12
10	P17/M13/S14	P12/M14/S14	P14/M14/S14	P14/M14/S14
11	P19/M14/S15	P14/M15/S15	P15/M15/S15	P16/M15/S15
12	P20/M16/S16	P15/M16/S16	P16/M17/S16	P17/M16/S16

Force	Man	Beasts
1	P3/M2/S2	P4/M2/S2
2	P3/M3/S3	P5/M3/S3
3	P4/M5/S4	P6/M4/S4
4	P5/M6/S6	P8/M6/S6
5	P7/M7/S7	P9/M7/S7
6	P8/M9/S8	P10/M8/S8
7	P9/M10/S10	P12/M10/S10
8	P11/M11/S11	P13/M11/S11
9	P12/M13/S12	P14/M12/S12
10	P13/M14/S14	P16/M14/S14
11	P15/M15/S15	P17/M15/S15
12	P16/M17/S16	P18/M16/S16

Physical Adept

DRAIN Stun Damage

Unless noted otherwise, Resist Drain with: **BOD + WIL**

FOCI – GENERAL Only Awakened can bond/use
Max Foci = Magic, Max Total Force of Foci = Magic x 5
If Total Force of Active Foci > Magic, may get addicted
Bonding breaks bond with previous owner

Not cumulative: only 1 Focus can modify a dice pool
or Adept power

To use, must be Active and in your possession
Activate: Simple Action, Deactivate: Free Action
Deactivates if out of your possession or unconscious

Astral Implications

Has Aura with your Astral Signature
Tangible Astral form when Active
Artificing can Assense Focus to learn about creator
Artificing + MAG [Astral] vs. 2 x Focus's Force
Net Hits give info on creator (per Assensing table)
Can do 1/day per focus

WEAPON FOCI Adds Force to Melee Attack & Parry

Can use against **Astral forms**:
Add Force to Astral Combat dice pool for attacks
Damage is Weapon's DV using CHA instead of STR
(As normal Astral Combat - choose Stun or Physical)

QI FOCI Can be object, or body modification (tattoo,
piercing, ritual scarring)
While active, gain Adept power of focus. If already
have power, add focus's level to your power.
Force = 4 x Power Point cost of power

[ASTRAL] Higher of [Mental] or [Social]

SHIFT PERCEPTION (ASTRAL) Simple Action

ADEPT POWERS Adrenaline Boost [Level, Free

Action]: +2 Initiative per level for current Turn. Start of next Turn take (Level) Drain

Astral Perception [Simple Action]: Astrally perceive

Attribute Boost (Attribute) [Level, Simple Action]: 1 power for each physical Attribute. **MAG + Attribute Boost Level** test: +Hits to Attribute (limited by +4 Augmentation bonus). No change to [Physical] or Initiative. Lasts (2 x Hits) Turns. After power ends, take (Level) Drain.

Combat Sense [Level]: Always get Perception Test before Surprise Test. +Level to Defense Tests for Ranged/Melee attacks

Critical Strike (Skill): +1 DV to attacks with Skill. Compatible with weapons and other powers. 1 power for each skill: Unarmed Combat, Clubs, Blades, Astral Combat, or Exotic Melee Weapon

Danger Sense [Level]: +Level to Surprise Tests

Enhanced Perception [Level]: +Level to Perception and Assensing Tests

Enhanced Accuracy (Skill): +1 Accuracy with Skill. 1 power for each Combat Skill.

Improved Ability (Skill) [Level]: +Level to Skill. Max = ½ Skill Rating. Must know Skill, not allowed for Skill Groups. 1 power for each Combat, Physical, Social, Technical, and Vehicle skill.

Improved Physical Attribute [Level]: +Level to Physical Attribute (limited by +4 Augmentation bonus)

Improved Potential (Limit): +1 Limit. 1 power for each limit: Physical, Mental, Social.

Improved Reflexes [Level]: +Level to REA and +(Level)d6 to Initiative. Max Level = 3.

Improved Sense: One for each Visual Enhancement, and add'l senses: Direction Sense: +2 Navigation, Perception + INT (2) to determine compass direction and if above/below sea level. Improved Tactile: Can feel imperfections on object's surface, writing left behind on paper. +2 Tactile Perception Tests. Perfect Pitch: Perception + INT (2) to recognize musical tone from hearing or feeling vibration. Human Scale: Perception + INT (2) to determine exact weight of object if lifted/carried.

ADEPT POWERS Killing Hands [Free Action]:

Unarmed Attacks can do Stun or Physical Damage. Count as magical attacks: bypass Immunity to Normal Weapons, can use on Astral Plane

Kinesics [Level]: +Level to resist Social Tests, resist Judge Intentions, resist Assensing, truthfulness tests

Light Body [Level]: +Level to AGI for calculating max jump distance, +Level to Gymnastics for jump test, -(Level) meters to fall distance for calculating fall dmg

Missile Parry [Level, Interrupt Action: -5 Initiative]: Can catch projectiles such as arrows, thrown knives, grenades, or shuriken. +Level to Defense Test against ranged attack. If you generate Net Hits and have 1 empty hand, catch missile.

Mystic Armor [Level]: +Level Armor against physical and astral combat attacks

Natural Immunity [Level]: +Level to Resist Disease & Toxins

Pain Resistance [Level]: Ignore (Level) Damage Boxes for purposes of Wound Modifiers. Power applies to both Physical and Stun (don't split between tracks)

Rapid Healing [Level]: +Level to BOD for Recovery/Healing tests. +Level to tests made to heal you, even if you are not performing test (Heal spell, First Aid,...)

Spell Resistance [Level]: +Level to Resistance tests against spells, ritual spells, alchemical preparations, Innate Spell Critter/Spirit power (not other Spirit/Critter powers). Does not apply if you do not resist.

Traceless Walk: Move over surfaces (snow, sand, thin paper) and leave no trace. Do not trip ground-vibration or pressure sensors. Contact with floor causes no sound (other movements may cause sound). -4 to Hearing-based Perception tests against you, -2 to other Perception tests against you.

Voice Control [Level]: Change volume, pitch of voice. Mimic sounds/voices of others. +Level to [Social]. +Level to Impersonation tests. Can bypass Voice Recognition System: **Impersonation + CHA + Level [Social] vs. Voice Recognition System Rating x 2**

Wall Running [Simple Action]: Running + STR [MAG], Hits = Meters run up wall/vertical surface. Must reach ledge/step to continue up. Run across vertical surface instead of up: combine power with Sprint action.