MAGIC
in the SHADOWS™

By Stephen Kenson

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Special Thanks
To Steve and Rob: You gave it all to make SR magic work. I can never thank you enough.
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INTRODUCTION

Magic in the Shadows is the advanced magic sourcebook for the *Shadowrun* game system. The material in this book expands the magic rules in the *Shadowrun, Third Edition* rulebook (*SR3*) and introduces additional systems that add to the game's depth. This book adds new concepts and elements to *Shadowrun* that greatly expand what magic can do and the variety of magical traditions, plus offers new spells, adept powers, totems and even magical security and threats.

Magic in the Shadows contains material originally published in various *Shadowrun* books that are long since out of print or that were based on out-of-date rules. Information contained in *The Grimoire, Awakenings, Germany Sourcebook, Tír na nÓg,* and *Bug City* has been revised and updated for use with *SR3*. Any references in this book to the basic *Shadowrun* rules refer to the third edition of the rules.

Magic in the Shadows begins with *The Awakened World,* a chapter on how magic and the Awakening have affected the Sixth World, from the law to religion to business. Even popular culture has grasped the potential for exploiting magic. The chapter gives the gamemaster ideas on how to present magic in his or her campaign and allows for a more cohesive blend between the fantasy and futuristic elements.

The Paths of Magic delves into the single most important element in magic—the magical tradition used by the character. This section presents more diverse magical choices to complement the shamanistic, hermetic and adept paths. For example, players may create an Oriental mage/priest who follows the path of wuxing, a hougan who follows the path of voodoo, or an elven warrior who follows the Path of the Wheel. *The Paths of Magic* also offers suggestions for playing magically active characters from other cultures, from aboriginal magic to witchcraft. Information on druids, elemental mages, new adept options and awakened oddities such as those who perform miracles, psionics and those whose magic has made them mad makes the choices for magical characters nearly limitless.

The Awakened Character gives both players and gamemasters the option of creating magical characters by the numbers, including a section discussing cyberware and its magical impact. This section also introduces the concept of geasa, tools characters can use to offset magical loss.

The Magical Skills covers ritual sorcery, a way to perform high-level magic or make magical attacks from a distance; introduces the skill of Enchanting, which allows characters to create magical foci and fetishes; and spell design, a system for creating new spells. This section includes new foci, as well as rules on alchemy and such exotic magical creations as orichalcum.

Initiation, the way a magician gains more magical powers and abilities, and metamagic, ten advanced powers available to initiated magicians, are linked together. You can't have one without the other. *Initiation and Metamagic* describes the process and results of initiation. The information on magical groups, some beneficial, others demonic, explains why such organizations represent the fastest way to initiate and to gain insight into magical libraries and new spells.

With greater power comes the ability to call forth even more powerful sprits. *Spirits* describes the various denizens of the astral plane and the metaplanes, from watcher spirits with the intelligence of a loyal dog to free spirits—the most powerful and dangerous of the spirits, who answer to no one and wield their power at their own whims. This chapter discusses loa spirits and zombies from voodoo and two new spirit types: spirits of the elements and ancestor spirits. Finally, this section includes rules for conjuring ally spirits—familiar spirits that are personalized to a character's specific needs.

The Planes provides more depth to the basic astral plane rules described in *SR3*. This section gives gamemasters guidelines on movement, new wards, and astral security measures, background counts, mana warps, mana surges and other magical phenomena. The mysterious metaplanes are also revealed, including rules for astral quests.

Not everyone uses magic for good; there are those who wish to use it in ways that endanger everyone. *Magical Threats* describes magical opponents such as insect shamans, toxic shamans and corrupted mages, and the mysterious blood mages.

The final four chapters present new adept powers, new spells, new totems and a complete list of magical gear. A spirit record sheet and a character reference sheet for the magically active appear at the end of the book.

DEVELOPER'S SAY

For all its fantasy trappings, the *Shadowrun* game is grounded in reality. The setting is Earth in the not-too-distant future. The elements of megacorporations and personalized IDs linking an individual to a global computer network ring true. Weapons and technology in *Shadowrun* are feasible, if not current. Ordinary people today can accept the possibility of this less hopeful and much darker future.

What makes *Shadowrun* unique is the inclusion of the fantastic; of magic.

In a purely fantastic setting, magic can exist with nary a second thought. Mages can conjure spirits, cast all kinds of spells, create all kinds of allies and homunculi and even turn people into newts. No one blinks, no one asks how that affects the laws of physics, no one is concerned with the reality of the physical/astral interface or the effects of magic on the greater gaia-sphere. A fantasy world is a fantastic place and magic fits right in.

In the "real" world that is *Shadowrun*, however, players want to know the answers to those very questions. People seem unwilling to accept the fantastic until it can be proved to work in a "real" setting. With that in mind, we tackled the revision of the *Shadowrun* magic system.

Magic in *Shadowrun* has always been the number one problem area, mainly because you are taking fantastic elements and, to be honest, a power scale beyond a realm we can understand and adding them to a realistic setting that can be touched, felt, and seen. The jarring impact when those two meet is where the cracks begin to show.

Magic in the Shadows is the first expansion to the magic system given its foundation in *Shadowrun, Third Edition.* I'm glad to say, so far, so good. The entire structure not only stands well, but so far we've also had no cracks.

We had to make sure we continued the painstaking process of "reality checking" with all of the advanced magical rules. As we reviewed existing rules and compared them to decisions we'd made in *SR3,* it quickly became obvious that some things were really out of whack while others needed only minor rules revisions. Some elements, such as initiation, metamagic and spell design, have changed so much that you might not recognize them. On the other hand, ritual sorcery, geasa and magical threats received no more than a logical cleanup by clarifying rules that worked.

So how do we go about radically altering a set of rules? Well, we began by comparing the existing rules with the magic rules in SR3 and matching them to the mechanics presented in that book. But we also had to check those mechanics to make sure they corresponded to the realistic nature of the world of *Shadowrun.*

Initiation is a great example of how we accomplished this process. At first look, initiation appeared to be a game-breaker, offering too much power too quickly with no real disadvantages. Using our yardstick of how the mechanic works in the realism of SR3, we acknowledged that it was unrealistic to the real-world setting and therefore seriously upsetting the balance of the world.

Let's look at how initiation had been presented. First, upon achieving Grade 0, you received six metamagical abilities, access to the metaplanes and the chance to rid yourself of those annoying geasa. A mage goes from 0 to Mach 1 in a blink of an eye. Just a bit unrealistic for a realistically based game world. No wonder everyone wanted to geek the mage first!

While we feel that we leveled the playing field in *SR3* for all players, from the focus-hungry mage to the hyper-cybered street warrior, the initiation system of *Shadowrun* led to the same abuse of power we countered in *SR3.*

In order to take the fantastic element of advanced initiated metamagic and level the playing field, we made some very simple yet profound changes in what initiation means. The problem wasn't in the idea of initiation, but rather in the all-or-nothing approach to gaining metamagical abilities. With that understanding, we looked at what initiation gains the character. First, you gain a point to your Magic Attribute. You also gain metamagic abilities, access to the metaplanes and the chance to remove geasa. There were no problems in that list. What you gained seemed logical. Therefore, we determined that it was not what you gained but how you gained it that impacted game play.

Gaining all that at Grade 0 meant that you received all the powers but no corresponding Magic Increase; with each subsequent initiation, you gained Magic but no new powers. This resulted in all magicians being the same once they initiated. A Grade 4 bear shaman had the same magical powers and strength as a Grade 4 hermetic or a Grade 4 voodoo houngan. So it seemed logical to somehow slow down the initiation process while maintaining the players' control over their characters' direction.

The answer was something we call graduated initiation. Upon initiation (you begin at Grade 1; there is no more Grade 0), you receive two "free benefits," access to the metaplanes and increased astral abilities (an increase in astral reaction and access to Astral Pool modifications). You also have an additional choice. You can choose to raise your Magical Attribute by 1 and gain a single metamagical ability, shed a geasa (a virtual magical increase), or increase your Magic Attribute by 1 and alter your astral signature. (We added this last option because magic in *SR3* offers many ways to track the astral signature left behind by a mage. It makes sense that one of the things taught to magicians would be how to protect themselves from being tracked by their astral signature. While it wasn't a big enough change to warrant becoming a metamagical ability, we figured this was a slightly more advanced magical technique, not something that everyone who slings spells knows how to do.)

To increase the choices for initiating, we doubled the number of metamagical abilities and increased the penalty for geasa. As a result, that Grade 4 bear shaman (with 4 points of Magic Increase and anchoring, centering, reflecting and shielding) would most likely be totally different from a Grade 4 mage (3 points of Magic Increase, lost one geasa, changed his astral signature once, and has masking and cleansing), who would of course be different from the Grade 4 houngan (2 points of Magic Increase, one astral signature change, two geasa lost and has possession).

Not only does this system allow mages to be unique, but it also gives them continuing incentive to initiate. If a mage never took a geasa, it would still take ten initiations to gain all the metamagical abilities! It also satisfies our most crucial test—does it make sense in the "realistic" world of *Shadowrun*? The answer is yes, it does, because a magician should have to "learn" one thing before automatically getting the next, and the player can choose a course for the mage, personalizing his or her magic.

That was the standard we applied to the entire advanced magic system. Line by line, rule by rule, we used the criteria established for the revision of initiation and metamagic for every aspect of the magic system. And in the end we threw some bones, created some enchantments and cast some spells to get it all to work.

Have Fun!
Play Shadowrun!
Sling spells, toss mojo and in all cases, use your juju!

Mike Mulvihill

THE AWAKENED WORLD

In the mid-twenty-first century, magical powers alone won't get you onto the talk-show circuit, nor does a trial for felonious magical assault make page-one headlines. Magic is a part of life and has been for decades. That's not to say the average citizen understands how it works, but everyone knows it exists. Society adapted to the presence of magic, metahumans and creatures out of myth and moved on, as it always does. In fact, today's generation can hardly imagine a world without magic. *The Awakened World* describes how society has incorporated magic into the various facets of everyday life.

THE MAGICAL CHILD

Magical ability usually manifests at or just before puberty, between the ages of ten and twelve for most humans, but as early as eight for some metahumans. Reported cases of younger children becoming magically active are rare. A magical child's aura shows telltale signs of his or her potential, but it is very difficult to sense before the power awakens (requiring at least 5 successes on an Astral Perception Test, per p. 172, *SR3*). Once it does, the child's aura shows it clearly, like any other Awakened person.

Some gifted children first display their powers spontaneously under stress. An angry child may, for example, hurl a low-power spell, or the "invisible friend" of another may suddenly become visible. Many young adepts discover their abilities in the rough-and-tumble of childhood games or junior athletics.

Children in the NAN tribes, corporate communities and most modern cultures are watched closely for early signs of magical talent. Those possessing it are treasured and trained in the uses of magic, usually as apprentices to tribal shamans or through schools and universities offering programs in hermetic studies. The motives for providing this training vary widely. Tribal cultures, as a rule, respect magical ability and want to see it properly channeled. The corporations are chronically short of magicians and look forward to seeing a good, loyal wage mage emerge at the end of the training.

Street kids may never know they have the Talent. Those who do somehow discover their gifts usually escape from the streets, most often when spotted by a corporate recruiter. Others seek training from a street magician and use their powers on their home turf.

bergting

Magical children in other environments have less predictable fates. Some may grow to adulthood never knowing they are capable of magic. Others are taught to believe magic and the Awakening are evil and subconsciously block their talent. Such psychic blocks can make it impossible for them to develop their potential later in life. Sometimes these repressed individuals manifest their abilities through channels other than magical training: spontaneous "miracles" or "psychic" phenomena, for example (see *Awakened Oddities,* p. 26).

In extreme cases, isolated communities have destroyed children for displaying "unnatural powers." Such lynchings became much rarer as the hysteria of the Awakening and the Year of Chaos died down, but there are still places in the Sixth World where the Awakened are imprisoned or killed for using their abilities.

RELIGION

The initial reaction of most major religions to the Awakening was one of profound shock. Though some churches thought the Apocalypse had come, most faiths came to terms with the situation and found a way to incorporate magic into their creed.

Christianity, in particular, had to struggle with the resurgence of magic. For centuries, many Christian churches taught that magic was a tool of the devil. In 2024, however, Pope John XXV issued a historic papal letter, In Imago Dei ("In the Image of God"), which set forth the following statements as official Church doctrine:

• Metahumans are possessed of souls and capable of salvation. Discrimination against metahumans is not Christian.
• Magical abilities are not, by nature, evil. Rather, like any other human ability, they may be used for good or evil.
• Spirits are living manifestations of nature. Thus, conjuring is not in itself evil.

Expanding on the last point, John XXV declared that conjuring touches on so many questions of faith and doctrine that Catholics may not practice it without specific permission from the Church. Rome usually grants permission to conjure only to clergy, and then only under unique circumstances. The Catholic Church has a priestly order, the Order of St. Sylvester, made up entirely of magicians.

Most Christian churches followed Rome's lead. Indeed, some theologies, like Methodism and Unitarianism, took even more liberal positions. Only the most rigidly fundamental theologies completely reject magic, spirits and the Awakened.

The three main theologies of Judaism recognize magical ability as a divine gift. Orthodox Judaism restricts magical work to healing and defense against hostile magic and spirits. Certain esoteric, ultra-Orthodox theologies with a tradition of cabalistic study and wonder-working tzaddikim do not observe these restrictions. Conservative and Reform Judaism do not restrict their members' magical activities, though use of magic on the Sabbath is forbidden in all three theologies. All three traditions consider it sinful to use magic for evil ends. Judaism upholds full equality for metahumans and the Awakened.

In the Islamic world, the return of magic recalled the days of Moorish magic in Renaissance Spain and North Africa, when Arab magicians and alchemists dominated the Art. Today, the arcane arts are accepted and studied widely by Muslims. Though some prejudice exists against metahumans in Sunni-dominated areas, it is more social than religious.

The more conservative Shiite sect of Islam maintains that the Qu'ran forbids the practice of magic, and it remains a cap-

ital crime in Shiite-controlled areas. Metahumans are barely tolerated. Lynchings and stonings of metahumans and the Awakened are still common in these areas.

Hinduism, Buddhism and Shinto, the great religions of the East, take a neutral stance on the magical arts. Indeed, some of the more esoteric theologies number powerful magicians and adepts among their followers. The prejudice against metahumans in Asia is more a social than a religious phenomenon; higher-caste Hindus and the status-conscious Japanese are particularly prone to such prejudice.

Neo-pagan religions such as Wicca (witchcraft), druidism, Native American spirituality and similar faiths espousing belief in magic experienced a resurgence following the Awakening. Many new converts left when the fad of involvement in things magical passed, but many others felt they had found their place among the various pagan and Earth-worship traditions. This provided far greater mainstream acceptance of pagan religions in nations that were once almost entirely monotheist, such as England and much of North America. Pagan theologies are nearly all pro-Awakened and pro-metahuman, typically with a strong eco-activist streak.

The Awakening also sparked the advent of new religions, some oriented more heavily toward magic than others. In North America, the Church of the Whole Earth, Inc., began as a loose coalition of urban shamans, Wiccans, eco-activists, and others of like mind. The group embraces a liberal, pantheistic attitude but tends toward worship of Gaia, the Mother Goddess. A typical service is an interesting blend of traditional American Protestant practices and shamanic ritual.

The Children of the Dragon worship the spirit of the great dragon Dunkelzahn, whom they claim was a divine emissary sent to Earth to teach humanity how to live together in peace and harmony. The sect was founded in the wake of Dunkelzahn's election to the UCAS presidency and assassination shortly thereafter. They engage in community work and preach their patron's hopes for a united and peaceful world.

One not-so-benevolent religion was the Universal Brotherhood. Ostensibly based on allowing each member to attain his or her maximum potential, the Brotherhood turned out to be a clever front for a conspiracy of insect spirits and shamans intent on using the unwitting members of the cult as hosts for new insect spirits. The Brotherhood was eventually exposed, but not before it transformed thousands of people and created dozens of secret insect hives around the world, including the hive beneath Chicago, which boiled over into the city in 2054. Though the Brotherhood is gone, many of the insect spirits and shamans behind it still lurk in the shadows (see *Insect Shamans*, p. 127, for more information).

Despite the many powers it bestows, magic has done nothing to settle such questions of religious faith and doctrine as life after death, the existence or nonexistence of a god or gods, or the issue of free will versus predestination.

THE LAW

The revolutionary nature of magic made the creation of legislation to deal with it inevitable. So far, the United Canadian and American States (UCAS) and the Confederated American States (CAS) have passed laws concerning the results of magi-

cal acts. Bills to regulate the Art itself have continually failed to pass or been struck down by the courts as illegal and unconstitutional, but the following major points are now firmly established in common law.

A felony committed using magic is always considered a premeditated act. Killing someone with magic is considered first-degree murder if brought to trial, unless it is possible to prove self-defense or other mitigating circumstances.

Criminal acts committed by a spirit are the responsibility of the magician who summoned the spirit, regardless of whether or not the spirit was under the summoner's control at the time.

Because the UCAS and CAS retain major elements of the former U.S. Bill of Rights in their legal systems, magical methods such as mind probes and aura reading cannot be used to produce evidence, as this violates the Fifth Amendment prohibition against self-incrimination. However, reading astral signatures (p. 172, SR3) has achieved the same status as fingerprinting or DNA testing in forensic science.

Many large jurisdictions employ a forensic magician, whose position is analogous to a coroner or medical examiner. When testimony on magic is presented as admissible evidence, it is always subject to scrutiny by a duly sworn forensic magician. This includes evidence obtainable only in astral space.

Spectral evidence—that is, evidence or testimony provided by spirits—is not admissible in a court of law. Even if a magician can claim to summon up the spirit of a deceased victim to identify her killer, such evidence cannot be considered by the judge or jury. Spirits and ghosts, however, have occasionally led investigators to uncover hard evidence of crimes.

The UCAS and CAS have yet to rule definitively on the rights and legal status of Awakened creatures; great dragons, for example, are considered sentient and can achieve citizenship, whereas the rights of free spirits, sasquatches and ghouls remain under consideration. In fact, for some creatures and magicians deemed dangerous, such as shapeshifters and toxic shamans, corporations and countries still offer legal bounties. The recently formed Astral Space Preservation Society has attempted to establish some legal guidelines and precedence in this area of law, but they have so far been stymied by virulent anti-Awakened groups.

Currently, any spell, spirit, focus or other magical effect of Force 3 or higher is legally regulated within the UCAS and CAS, though permits may be acquired to use such magic. It is rumored that the CAS government has created a new secret police agency to focus specifically on magical crimes and criminals. Other countries have widely differing legal viewpoints toward magic. Great Britain, for example, requires all Awakened citizens to register, whereas Tir Tairngire has been known to grant citizenship to free spirits.

In civil law, an ongoing debate rages over spell copyright. Under present statutes, the designer of a spell may copyright the spell formula and receive payment or royalties for its sales. In practice, this law is used to prosecute those who pirate formulas. Though reverse-engineering a spell from technical data is considered a violation of copyright, it is almost impossible to prove because a spell itself is judged an expression of natural law and thus is not subject to patent or copyright. In fact, examples exist

of genuine parallel development. The anti-piracy tool used by most spell developers, especially in the corporate sector, is secrecy. Spell data is simply not published. There is a thriving industrial espionage business dealing in magical secrets.

How to deal with criminal magicians is a serious issue for many jurisdictions. Magicians have abilities beyond those of mundanes and cannot be easily "disarmed." Prisons cannot afford the expense of providing an Awakened guard for each magical prisoner, so they generally use more expedient methods.

For short-term imprisonment or restraint of a criminal magician, a device known as a magemask is used. It consists of a plastic hood that fits over the prisoner's head, completely cutting off line of sight. A gag-tube prevents the magician from speaking but allows him or her to breathe normally. The mask also contains a white-noise generator that creates sufficient static to impose a +6 target number penalty on any mental actions the prisoner takes (including attempts to use magic). Actions that a mage normally performs automatically, like astral projection, require a Willpower (10) Test to accomplish. The magemask is used in conjunction with mundane restraining devices such as handcuffs and even straitjackets.

For long-term imprisonment, most municipalities use drugs or simsense loops to interfere with a magician's concentration. Some prisons have gone so far as to install datajacks in Awakened prisoners, to make the simsense feed more direct. These methods increase the target numbers for all tests involving any sort of concentration by +10 and abilities such as astral projection require a successful Willpower (14) Test. Prisons holding magicians are typically warded and underground, and provided with other means of astral security (see *Astral Security,* p. 88).

Some jurisdictions use drug treatments or radical surgery to permanently remove a magical criminal's ability to use magic. These treatments reduce the subject's Magic Attribute to 0 and often leave the subject with a permanent mental or physical disability to boot. For each point of Magic lost in this

way, give the character 1 point of appropriate physical or mental Flaws (see p. 15, *SR Companion*). Civil-rights groups strongly protest the use of such treatments, and these measures are considered to be a punishment just short of the death penalty in most jurisdictions. Rumors abound of corporations and governments cutting deals with magical criminals, giving them their freedom in exchange for promises of long-term service (usually enforced by implants such as cortex bombs).

BUSINESS

Magic finds direct applications only at the extreme ends of the business spectrum. Magic is a mainstay of such relatively trivial industries as fashion and entertainment. These may represent large and profitable markets, but the presence of magicians in a beauty salon or working on special effects has not exactly transformed global economics. At the other end of the spectrum, magic is part of the most delicate and expensive experimentation carried out by high-technology research and development. This is most notable in biological research, but magical techniques also have applications in the physical sciences. The rituals involved require a delicate melding of magic and scientific theory that only a handful of theoretical occultists can comprehend, much less use. It should come as no surprise that these personnel are prime candidates for extraction runs. Quite frankly, some companies can replace their CEOs more easily than one of these talented employees.

For better or worse, magic is not a mass-production product. It is an art, requiring talent and a great deal of training. There are no assembly lines grinding out magical goodies. The magical goods market remains a cottage industry, with individual talismongers and enchanters working on their own or in small groups or trade guilds to produce their goods. So-called magical goods hawked to the mass market are generally harmless, magical-looking trinkets or scams to con the gullible.

Magic's greatest impact in the business sphere has been in the area of corporate security. Just as the advent of Matrix technology began an escalating "arms race" between deckers and corp-data security specialists, the corporations had to procure the services of the Awakened before the "nut-case eco-freaks and anti-establishment NAN sympathizers" got organized enough to hurt them.

The fortunes of corporations and executives who used magic to claw their way to the top also pointed out the advantages of magical muscle to the powers that be. Aztechnology is a prime example of how far magical power and ruthless business practices can carry a corporation, and more corporations now include magic as part of their business than ever before.

MEDICINE

The medical field uses less magic than most people think, for two reasons. First is the limitations of magic and the heavy toll healing magic often exacts on the magician. Second is the medical community's long-standing resistance to change and development.

The initial ruling on magic of the American Medical Association in 2016 banned its use by physicians. The Association also supported the prosecution of magical healers for reckless endangerment and for practicing medicine without a license, despite the fact that many of these healers' patients recovered fully under their care. Awakened groups rallied behind the cause of persecuted healers and demanded fair access to new techniques, while conservative factions denounced magical forms of treatment as dangerous and primitive.

It wasn't until accreditation programs were firmly in place in the 2030s that the medical community's view of magic began to change. In 2032, the AMA issued a stringent set of guidelines for licensing magical healers. Such healers were still required to earn a medical degree, nursing degree, or midwife or medical technician certificate in order to legally administer magical treatment, and the treatments they could administer were clearly defined by their license. Advocates of integrating magical and traditional healing hailed the decision as a victory, even if a minor one. Practitioners unwilling (or unable, by virtue of their magical discipline) to adhere to these guidelines were forced to practice their arts in the Native American Nations, where tribal healers and shamans had already been recognized for more than a decade, or risk arrest.

The years since have seen a slow erosion of the more restrictive guidelines governing healing magic. Licensing procedures were simplified to provide an "emergency magical healer" certificate, allowing the holder to administer emergency magical first aid. Many hospitals and HMOs, as well as corporations such as DocWagon™, have integrated magical healers into their staffs. The trauma teams of most major hospitals also include a healer these days. In the eyes of most traditional medical practitioners, however, there is still a need for careful control of magical treatment.

POPULAR CULTURE

Magic—or, more accurately, the idea of magic—is big business for the pop-culture machine. Because the general public isn't any more interested in real magical theory than they are in real particle physics, media spin doctors have to do a little work to make magic interesting and fun for the common man. With the addition of a lot of creative license, they put magic in trideo shows such as "Tales of Atlantis," with high-fantasy backdrops and amazing special effects, or "Tyee!" on the Native American Broadcasting Network, which showcases the exploits of Native American freedom fighters and the wise old shamans who advised them during the Ghost Dance War.

Awakened characters as portrayed in popular culture come in three types: good, evil and funny. On-screen or on-stage, the Awakened are larger-than-life, as romantic heroes, terrible villains, or comic relief. Writers looking to tell "the real story" of magic have to include dramatic magical duels or amusing spell backfires in their proposals, or they don't even make it in the door. Some trideo programs have magical advisers and various documentaries provide a more balanced view, but in general, magic is sensationalized.

Even fashion boasts magical trends. With one of Etienne Duchamps' inspired hooded cloaks, you're ready for a night on the town in all kinds of weather, with just a touch of mystery from those embroidered symbols to make everyone wonder what you're all about. Accent it with a decorative wand or amulet and you've got the makings of a truly magical outfit (especially if you choose some of LeCroix's Egyptian-styled jewelry and accessories). Or perhaps a neo-gothic tunic from Vashon Island would be more suitable and businesslike. Neo-tribals go for the shamanic get-up, complete with leathers, faux fetishes and totem jewelry. Angst-ridden clubbers often incorporate hermetic-style clothes and accessories, favoring the Egyptian look with plenty of ankhs, scarabs, hieroglyphs and motifs for the death-obsessed. And there's a "corporate mage" style, consisting of carefully tailored cloaks and jackets and just the right magical accessories to give new meaning to the term "power suit."

Magic has not affected the music industry as much as might be expected. The scandal in 2048, when Tony Li and his band, the Eight Immortals, were convicted of using magic to make audiences enjoy their performance, soured many people on magical musicians. There are some magical rockers out there, the best-known of which are the bands Til Es Hault and Shield Wall and the solo performers Loreli Angel and Enoch Ian Keys, but most people simply can't devote the time and effort to perfecting both arts.

STREET MAGIC

The Awakening affected people from all social strata and walks of life, and so the Awakened appear among the SINless inhabitants of the Barrens and other forgotten corners of the urban sprawls as often as they do among the gleaming corporate towers or the revitalized tribal lands. Because they are not constantly scrutinized for signs of talent to harness and exploit, many street-types are entirely unaware of their magical potential until some traumatic event triggers their talent, violently thrusting them into Awakening. Others discover their magical ability in less stressful ways.

Many SINless Awakened people are recruited by corporate or government interests, which are always short of magical talent. Promises of security, education and a fat paycheck lure many away from their urban homes to corporate enclaves or government training programs, where they sign away their freedom. Other magicians and adepts born into life on the streets choose to use their talent on their own turf, seeking training from other street magicians or teaching themselves using pirated grimoires and pure inspiration. Still others work the fringes of the shadows in one capacity or another, are snapped up by organized crime, or join gangs. The rest become local mojo-men and wise-women, using their gifts to benefit the people of their community. The smallest percentage become shadowrunners.

THE PATHS OF MAGIC

What is magic?

Ask any ten magicians about the nature of magic and you're likely to get at least thirteen different answers. Every person who learns and uses magic has an individual style, in the same way that all musicians learn the same scales and notes but make unique music. That style is influenced by the person's background, culture, training and tradition, but is ultimately an expression of the individual's relationship with magic. There are as many ways of looking at magic as there are practitioners of the Art.

The Sixth World has hundreds of magical traditions, but at its most basic level all *Shadowrun* magic is the same. All magicians use the same Magical Skills. A Fireball spell cast by a Native American shaman is the same in game terms as one cast by an urban street mage, a Celtic druid, or a Taoist sorcerer, even though the appearance of the spell and the rituals used to cast it may differ. Different traditions summon different types of spirits, but all spirits follow the same rules for interacting with the astral plane and the physical world. Adepts may possess different powers, but they choose from the same list of abilities.

Within the rules system, however, there is room for nearly infinite variations. Players provide the style that goes with the substance of the rules. What rituals does your character use to do magic? What fetishes and foci does your character use, and what form do they take? What does your character's shamanic lodge or hermetic circle look like? What is your shaman's totem, and what is his or her relationship with it? How does your shaman's mask manifest? What kind of texts does your mage's hermetic library contain? How does your adept keep in training? All these considerations and many other details make the difference between a character being just a "shaman," "mage," or "adept" and being a unique individual whose magic is alive in a way no game system can simulate. The *Magical Traditions* section, p. 24, offers brief descriptions of how various cultures view magic. Additional examples appear in various published *Shadowrun* products.

The Paths of Magic offers options for customizing Awakened characters to fit a specific vision of a magical style. In addition to the hermetic and shamanic traditions,

this section describes new full magician traditions such as the wujen and houngan and a number of new aspected magician and adept paths. Using these options, you can create any of the hundreds of different magical traditions found in the Sixth World. Making the magical styles of characters in your game unique and alive is the real magic of roleplaying.

PATH OF THE SHAMAN

Because a shaman's magic is influenced primarily by his or her culture and way he or she was trained to use magic, shamans from different cultures have very different views on totems, nature spirits and the nature of magic itself. A Celtic druid will practice magic in a different way from a Native American kachina dancer, or an Inuit angakok, or a Shinto miko, or a Siberian saman, or a Norse seidr.

In the same way, nature spirits vary greatly in appearance and attitude, depending on where they are summoned and by whom. A storm spirit in the heart of the American plains might appear as a mighty thunderbird, while a storm spirit summoned in Norway might appear as a giant with clouds for hair, wielding thunderbolts as weapons. A storm spirit summoned in Asia might manifest as a serpentine dragon surrounded by rain clouds, while a forest spirit summoned in the wilds of the Pacific Northwest will bear little resemblance to the fiercely territorial forest spirits of Amazonia. Spirits of man manifest according to the various traditions held by nearly every metahuman culture.

In addition to the primarily Native American animal totems, described on pp. 163–66, *SR3,* other shamans follow totems significant to their culture. These totems typically embody the natural world, forces of nature, mythological creatures or archetypes, and so on. Those who follow humanlike figures of legend call their totems idols (see *Totems,* p. 152).

Because all shamans use the same game rules to wield magic, regional and cultural variations on shamanism are what add color to *Shadowrun* games. While a seidr might cast runes and chant the eddas to perform magic and a Hawai'ian kahuna might perform a hula dance and sing native songs, both shamans use the same game system to cast spells and summon spirits. All the subtle variations players bring to their characters' styles of magic must be expressed through the way they choose to use such elements of the system as geasa (p. 31) and Centering Skills (p. 72). As with the choice of totem, all other decisions players make regarding their characters' magical style are permanent.

WILDERNESS AND URBAN SHAMANS

Some shamans choose to specialize in their home domain by sacrificing their ability to speak with spirits outside it. The most common examples are wilderness shamans and urban shamans.

A wilderness shaman has the ability to summon spirits of the land, sky and water until the next sunrise or sunset, whichever comes last. This means that a wilderness shaman summoning one of these spirits can have the spirit present for a night and a day (or a day and a night). The price for this ability is that the wilderness shaman cannot conjure spirits of man. Wilderness shamans are common among nature-oriented traditions such as the Native American tribes and some of the druids and witches of Europe.

An urban shaman has the ability to summon spirits of man and spirits of the sky for a day and a night (or vice versa) at the cost of being unable to conjure spirits of the land or the waters. Some street shamans choose this specialization, believing there is no spirit worth calling outside their urban homes.

Both wilderness and urban shamans can banish any type of spirit. They can only attempt to control spirits they can summon.

SPIRITS OF THE ELEMENTS

Some shamans have learned to summon a type of nature spirit that represents a base element of the natural world. Most commonly, these shamans are capable of conjuring spirits born of heat and fire known as salamanders, or spirits of the flames (see p. 106). Other shamans have been known to summon forth spirits of the ground (gnomes), wind (sylphs), waves (undines), or even wood (manitous).

A shaman can only summon one type of the spirits of the elements, and do so at the cost of their ability to summon spirits of man. The spirit type should be appropriate for the character's magical tradition. For example, flame spirits are known in places where great heat and fire are common, such as near active volcanoes, and in cultures where fire is especially honored, such as the kahunas of Hawai'i or the elven magical paths of Tír na nÓg (p. 20).

This option is available only to full magician shamans and aspected magician shamanic conjurers. Wilderness shamans, urban shamans and aspected shamanists cannot summon spirits of the elements.

ANCESTOR SHAMANS

Ancestor worship appears in cultures around the world, notably in West Africa and Asia. Some shamans in those cultures draw power from the spirits of their ancestors rather than the more general spirits of man (see *Ancestor Spirits,* p. 106). Ancestor shamans can summon ancestor spirits but cannot summon spirits of man. They conjure other nature spirits normally. All totem bonuses for spirits of man apply to ancestor spirits instead.

Ancestor shamans are considered full magicians. It is also possible for aspected magicians such as shamanists and shamanic conjurers to summon ancestor spirits. Shamanists can only conjure ancestor spirits if their totem gives them a totem advantage for spirits of man; their ability and bonus for handling spirits of man are replaced with an ability and bonus for ancestor spirits. Ancestral shamanic conjurers can summon the same spirits as ancestor shamans.

PANTHEISM

While the vast majority of shamans follow a single totem, some take a broader view. These pantheistic shamans honor many different totem spirits; while this gives them consider-

able freedom of action, they also run a much higher risk of earning the displeasure of the spirits.

In game terms, pantheistic shamans have no set totem advantages or disadvantages, but instead receive a new advantage each lunar cycle (twenty-eight days). Each pantheist begins play with +2 dice in one spell category (combat, detection, health, illusion or manipulation) and +2 dice for one nature spirit type (land, man, sky or water). At the beginning of each new moon, the gamemaster chooses a new spell category and a new spirit type. Fictionally, these represent the various directions the totem spirits want the pantheist to explore; in game terms, the gamemaster chooses the new advantages to fit with the character's current goals.

With increased freedom comes increased responsibility. Each pantheist must choose a set of behavioral requirements that represent how the character will use their advantages in service to all the totemic spirits. Because these characters offer a certain amount of opportunity for abuse, gamemasters should require players to produce an appropriately detailed outlook for their pantheist characters that will make it easy for the gamemaster to determine whether the shaman is following his personal path. If a pantheist strays from his path, the totemic spirits will strip the character of a Magic Point to show their disfavor. Winning back lost power should take many rituals of apology and repentance.

Whenever a pantheist shaman must perform an astral quest (p. 92), the shaman must visit all four of the shamanic metaplanes to ask the advice and aid of different spirits. If any of the quests fail, the pantheist shaman fails the entire astral quest and must begin again.

Because they gain no set totem advantages, there can be no pantheist shamanists, though other sorts of pantheist aspected magicians are possible.

PATH OF THE MAGE

Hermeticism is often considered "the science of magic," studied from academic texts and reference books and following specific laws and rules. Though the hermetic tradition is more orderly and homogenous than the shamanic tradition, mages in the Sixth World are not all cut from the same cloth. The power of a mage comes from a complex set of theories about how mana and astral space interact with the physical world, and though all mages use such theories, they do not all use the same theories. Scholars are still debating the nature of magic and astral space, and many mages have their own ideas about the best ways to perform magic.

In the same way that shamans base their style on their cultural background, mages draw on a vast library of cultural symbols and ideas. A ritual performed by a qabbalist tzaddik will be different from a ritual performed by an English druid, or a German goetic ritualist, or a European witch, or an Egyptian heka master, or an urban chaos mage. The following options offer ways to make mage characters unique.

HERMETIC SCHOOLS

Mages in the basic *Shadowrun* rules are assumed to be "general practitioners" with a broad knowledge of different styles and techniques of hermetic magic. Some mages choose a more specialized view of magic, which offers its own advantages and limitations. A hermetic "school" (also known as a style, technique, or theory) describes how an individual mage views the relationship between the astral and physical planes and how they work their magic.

If a mage follows a specific hermetic school, the mage gains a bonus for working with the symbols and rituals of that school. While using a hermetic circle drawn to the specifications of the school, or a hermetic library focused on the rituals of the school, the mage gains an additional die for magical operations. The penalty for such specialization is that the mage suffers a –1 die penalty when using a hermetic circle or library not based on the theories of his or her school. This makes it difficult for mages of one school to cooperate with mages of other schools, which reinforces their tendency to remain exclusive.

ELEMENTAL MAGES

Most mages take a balanced approach to the four elements of earth, air, fire and water. Others choose to align themselves with a single element and become elemental mages, gaining +2 dice for spells and spirits of that element. The penalty for such specialization is that the mage suffers a –1 die penalty for spells and spirits of the opposite element (fire opposes water, earth opposes air). A fire mage, for example, has +2 dice for combat spells and fire elementals, but applies –1 die for illusion spells and water elementals (see *Aid Sorcery,* p. 187 in *SR3*).

Elemental mages may develop personality traits commonly associated with their element. For example, earth mages are often characterized as materialistic and practical. Air mages are seen as cerebral and thoughtful. Fire mages are willful and aggressive, while water mages are intuitive and emotional. Though these are stereotypes, elemental mages will show these characteristics to some degree.

Like a totem, the alignment chosen for an elemental mage is permanent. Only a full hermetic magician can choose this option.
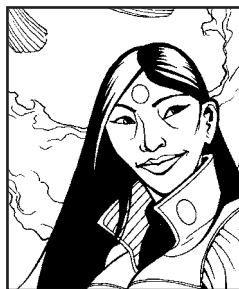
PATH OF WUXING

Many magicians in Asia follow shamanic traditions, such as the Shinto miko of Japan, or the samans of Siberia. Some Asian magicians, known as wujen, follow a tradition based on the concepts of chi (life force) and wuxing, the five stems or elements: wood, fire, earth, metal and water. The interrelation of the elements produces the dynamics of yin and yang, the positive and negative polarities from which everything in the cosmos derives. Wujen use their intimate understanding of these primal factors to effect change in the material world through magic.

The wuxing tradition incorporates both hermetic and shamanic elements. Wujen do not have totems or totem mod-

ifiers, but instead call upon the forces of nature as embodied by chi, wuxing, yin and yang. The five elements correspond to the five categories of spells as follows: wood (detection), fire (combat), earth (health), metal (manipulation) and water (illusion).

Wujen summon spirits of the elements (see p. 105) and spirits of man in the same manner as shamans summon nature spirits (p. 186, *SR3*). These spirits often manifest as shen, creatures of the ground, sea and air (very often dragonlike spirits), as well as ancestral ghosts and demons (kuei or spirits of man). Many wujen summon ancestor spirits (p. 106) rather than spirits of man. They cannot summon or control elementals, nor can they summon spirits of the land, sky, or waters.

Wujen use libraries and circles rather than lodges (p. 167, *SR3*). Some wujen practice techniques principally derived from one "school," similar to the ways in which followers of certain hermetic schools (p. 17) practice.

Wujen also make considerable use of the feng-lung, or "dragon lines," which are natural manalines and power sites (see p. 84). They often possess intricate maps of local dragon lines and know the best sites and times for tapping the lines' magical power.

WUJEN ASPECTED MAGICIANS

Some aspected magicians (p. 160, *SR3*) may also follow the path of wuxing. Wujen conjurers can summon the same spirits as wujen but cannot use Sorcery. Likewise, wujen sorcerers can use Sorcery in the same manner as wujen but cannot use Conjuring. There are no wujen elementalists or shamanists, but there do exist aspected magicians dedicated to one of the five wuxing stems, or elements. These "wu fa" (which translates roughly as "the Way of Wu") can only cast spells and summon spirits that relate to one stem. For example, a wood wu fa could only cast detection spells and conjure spirits of wood. A metal wu fa can only cast manipulation spells and conjure spirits of the wind (sylphs).

PATH OF VOODOO

Voodoo is a shamanic tradition that follows spirits known as *loa* (the term is both singular and plural). The loa are similar to totems but more like metahumans. Voodoo developed from the tribal traditions of Africans brought to the Americas as slaves, intermixed with Native American magic and elements borrowed from Catholicism to create a unique tradition. Various forms of voodoo are practiced in the Sixth World.

Voodoo calls on the power of the loa and their associated spirits. One of its unique abilities is calling spirits to possess the body of the summoner, granting great power and vitality but taking away most of the summoner's conscious control over his actions. Voodoo practitioners use shamanic techniques such as dancing, chanting and drumming in their magic. They are also well known for their use of "voodoo dolls" with material links for ritual sorcery (p. 34).

"Voodoo" is a general term used to refer to all traditions descended from the African Diaspora. Voudoun is the tradition as it is practiced in Haiti and New Orleans. In Hispanic-speaking areas it is called Santeria. In some areas of Amazonia, it is practiced as Camdomble. The rules in this section can be used for all these regional variations and any others that follow the loa. Male practitioners of voudoun are referred to as *houngans*. Female practitioners are known as *mambos*. In Santeria, a practitioner is known as a *santero* or a *santera*. The term houngan is used as a generic term in these rules to refer to all practitioners of voodoo.

Houngans are considered full magicians (see p. 160, *SR3*). Houngans may only conjure loa spirits; they cannot conjure nature spirits, elementals, or spirits of the elements.

PATRON LOA

As with a shaman, a houngan draws power from the world of the spirits, *les invisibles*. A houngan follows a patron loa, known as the *mait-tete* (literally "master of the head"). The patron loa chooses the houngan the same way a totem chooses a shaman and represents the ideal of behavior for the houngan. The houngan must seek to emulate the patron loa as closely as possible or suffer the consequences. (See *Roleplaying the Totem,* p. 163, *SR3,* for more information.)

Choosing a Patron Loa

Players of houngan characters may choose their character's patron loa, taking care to choose a loa they feel comfortable roleplaying. As with totems, not following the ideals of the loa will result in the houngan falling out of favor. The player's choice of loa imposes certain restrictions on the houngan's behavior and provides certain advantages and disadvantages, just as with a totem (p. 163, *SR3*), and are applied the same way.

Unlike totems, loa cannot be divided into those that belong to the wilderness and to the urban environment, but are found anywhere followers of voodoo live. Descriptions of the individual loa appear on pp. 162–63.

Roleplaying the Houngan

If the houngan fails to follow the ways of the patron loa, the houngan will suffer the loa's displeasure, usually in the form of reduced magical abilities. Small offenses result in the loss of any advantages granted by the loa. More serious offenses can result in the loss of a Magic Point or possession by a loa spirit (see *Loa Spirits,* p. 102).

The key to playing the houngan is respect for the loa and their powers. The loa and their spirits are not commanded; they must be called, flattered and courted by a houngan in order to earn favors. A houngan who does not respect the spirits walks a very dangerous road toward loss of all magical power and irredeemable corruption.

THE HOUNFOUR

Houngans use a type of shamanic lodge known as a *hounfour* (or a *casa* in Santeria). It is a circular house or hut built around a *poteau-mitain* (center post), which represents the

cosmic axis or crossroads. Hounfours are decorated with *vevers* for important rituals, drawings that represent the loa created on the floor in flour or cornmeal. In game terms, a hounfour follows the rules for a shamanic lodge (p. 166, *SR3*).

LOA SPIRITS

One of the houngan's most powerful abilities is that of conjuring loa spirits. These are spirits associated with a specific loa that personify the powers of that loa. They can only be summoned by houngans and have unique special abilities. See *Loa Spirits* in the *Spirits* chapter, p. 102, for more information.

ZOMBIES

The most infamous ability of practitioners of voodoo is the creation of zombies, corpses animated by spirits to act as servants of their summoner. See *Zombies* in the *Spirits* chapter, p. 104, for more information.

VOODOUNISTAS

Voodounistas are aspected magicians, shamanists (p. 160, *SR3*) of the voodoo tradition. They may only cast spells for which they gain a totem bonus and may only summon the loa spirit associated with their patron loa. They have standard use of astral perception.

Other aspected magicians can follow the voodoo tradition. Voodoo sorcerers follow the same rules as shamanic sorcerers. Voodoo conjurers can only conjure loa spirits. Both have normal modifiers for their patron loa and follow all the standard rules and restrictions for aspected magicians (p. 160, *SR3*).

OBEYIFA

Native to the Caribbean and West Africa, the path of obeah is rarely found anywhere else. Obeyifa are aspected magicians who can conjure nature spirits and hold them inside specially created fetishes.

To conjure a nature spirit, an obeyifa must first create a special obeah fetish known as a *gris-gris* to hold the spirit; the gris-gris does not aid conjuring in any other way. The time, cost and difficulty of creating a gris-gris are the same as for making an expendable spell focus (see *Enchanting,* p. 39). Use the standard rules for conjuring nature spirits, except that the maximum Force of the spirit is equal to the Force of the gris-gris.

A spirit held in a gris-gris can only be commanded by its summoner. It remains trapped until all its services are used up and does not disappear at sunrise or sunset. While held, the spirit can be transported and called upon outside its domain (though it will be unable to use domain-specific powers in such cases), and it will remain in the gris-gris even if the conjurer is knocked unconscious (it does go free if the conjurer dies). An obeyifa may bind a maximum number of spirits equal to his or her Charisma at one time.

Obeyifa can only conjure nature spirits and must use a gris-gris for all summoning. Gris-gris are specific to the user and must be created by the obeyifa; they are not sold. Each gris-gris may only hold one spirit at a time. A gris-gris is only active (dual-natured) when a spirit is residing in it. When a spirit's services are used up, or the spirit otherwise leaves the gris-

gris, the gris-gris becomes inert and must be re-enchanted before it can be used again. A spirit within a gris-gris can be banished by other magicians but may not be controlled.

Obeyifa have full use of Enchanting, per standard rules (p. 39), but they cannot use Sorcery. Obeyifa have astral perception in the same way as other aspected magicians.

PATHS OF THE WHEEL

The elves of Tír na nÓg practice Path magic, based on their spiritual tradition known as the Ways and the Paths. There are five Paths, each associated with an element of nature, an aspect of Tir society, and a province of Tír na nÓg (Ireland). Most of the nobility of Tír na nÓg, the Dannan families, are initiates of this unique magical tradition.

Path magic has elements of both the hermetic and shamanic traditions, including the ritual structures of hermetic magic and the improvisation and love of nature common to shamanic magic. This tradition is broken into five Paths that each form part of the Great Journey of the Wheel of Life in Tir metaphysics. The advantages and disadvantages of the various Paths are similar to the totem modifiers shamans receive. Unless otherwise stated, Path bonuses are cumulative. Under ideal circumstances, Path followers have great potential power, but most of the time their advantages are slightly less effective than those of a totem. As with a totem, the choice of a Path is for life, though Dannan philosophy believes that each Follower takes up a new Path in their next incarnation, eventually reaching the Path of Kings.

Unless noted otherwise, Path followers use the rules for hermetic full magicians. Their spellcasting style is a blend of shamanic and hermetic. Path followers usually summon elementals, though each Path (except Rígh) may not summon one specific type of elemental; instead, they may summon a specific type of nature spirit or spirit of the elements, depending upon their Path (see below). Followers use hermetic circles to conjure elementals, though such circles are frequently inscribed within standing stone circles. They follow standard rules for summoning nature spirits (p. 184, *SR3*) and spirits of the elements (p. 105). Path followers may attempt to banish any spirit, though they may only attempt to control a spirit they are capable of summoning.

Path advantages and disadvantages apply in the same way as totem modifiers.

PATH OF THE WARRIOR

The majority of the followers of the Path of the Warrior are adepts. They gain no special bonuses or penalties for this Path (other than having a magical group to initiate and teach them). Many adepts choose geasa for their powers suited to the Path, usually limitations involving their home ground and the Path's holy day and time (see *Geasa,* p. 31).

Magicians on the Path of the Warrior gain the following bonuses and penalties.

Conjuring: Warrior followers cannot summon air elementals but instead can conjure spirits of the land.

Advantages: +1 die for combat spells, +2 dice for spirits of the land.

Warrior followers gain an additional combat spell die in each of the following circumstances: during winter; within 72 hours of Imbolc (February 2nd); while in the Irish province of Ulster; while in hills or mountains.

Disadvantages: −1 die for illusion spells. Warrior followers must know at least one melee Combat Skill at Rating 4 or higher.

PATH OF THE STEWARD

The Stewards are the caretakers of the physical world and all the various needs that go with living in that world. They are masters of politics, negotiation and etiquette.

Conjuring: Steward followers cannot summon earth elementals but instead may conjure spirits of the sky.

Advantages: +1 die for health spells, +2 dice for spirits of the sky.

Steward followers gain an additional health spell die in each of the following circumstances: during spring; within 72 hours of Beltane (May 1st); while in the Irish province of Leinster; while in the air (flying or levitating).

Disadvantages: −1 die for manipulation spells. Steward followers must know at least one Charisma-linked skill at Rating 4 or higher.

PATH OF THE BARD

Bards are masters of grace and art. They provide education, entertainment and enrichment through the workings of their arts.

Conjuring: Bard followers cannot summon water elementals but instead can conjure spirits of the flames (see p. 106).

Advantages: +1 die for control manipulation spells, +2 dice for spirits of the flames.

Bard followers gain an additional control manipulation spell die in each of the following circumstances: during summer; within 72 hours of Lugnasad (August 1st); while in the Irish province of Munster; if standing within 4 meters and line of sight of a fire of at least campfire size.

Disadvantages: −1 die for health spells. Bard followers must know at least one suitable artistic Knowledge Skill (such as a musical instrument or visual art form) at Rating 4 or higher.

PATH OF THE DRUID

Tír Druids are keepers of lore and wisdom and protectors of the Sacred Land. They are scholars, judges and historians for their people.

Conjuring: Druid followers cannot summon fire elementals but instead can conjure spirits of the waters.

Advantages: +1 die for illusion spells, +2 dice for spirits of the waters.

Druid followers gain an additional illusion spell die in each of the following circumstances: during autumn; within 72 hours of Samhain (November 2nd); while in the Irish province of Connaught; while on or in water.

Disadvantages: −1 die for combat spells. Druid followers must know at least one appropriate Knowledge Skill (such as History, Herbal Lore, Law and so on) at Rating 4 or higher.

PATH OF THE RÍGH

The Path of Kings can only be walked by the most enlightened of elves. This level of advancement is available only to NPCs, and even then it is quite rare. A Rígh follower has achieved the ultimate in spiritual and magical attainment, according to the Path followers.

Advantages: +4 dice for all spells, +1 die for dispelling and +1 die for all spells in the province of Meath. Rígh followers can summon all spirits (including elementals, nature spirits and spirits of the elements).

ASPECTED PATH MAGICIANS

Aspected magicians (p. 160, *SR3*) may follow a Path in much the same way a shamanist follows a totem. The follower can only cast spells and summon spirits for which the Path receives a bonus. For example, a follower of the Path of the Bard can only cast control manipulation spells and conjure spirits of the flames. Like other aspected magicians, followers can use astral perception but not astral projection.

PATH OF THE ADEPT

Adepts focus their magical potential into the improvement of body and mind rather than the use of magical skills. The powers of an adept are magical in nature, but they are permanent alterations to the adept's abilities and cannot be dispelled like spells.

An aura reader who scores 2 or more successes on an Aura Reading Test studying a adept's aura gains some insight into what powers the adept has, and at what levels. Each success above 2 reveals one power, or the exact level of one power, the adept possesses.

Of all Awakened characters, adepts display some of the widest variations in their individual styles. Each adept has a unique focus for improving body and mind, known as a way. The most common adept ways are described below, but many other cultural and individual variations exist.

ATHLETE'S WAY

Some adepts channel their abilities into excellence in athletics. Devoted to their chosen sport, they are driven to excel just as were champion athletes of the past, except their dedication is backed by the power of their magic.

Athlete adepts face a conundrum in twenty-first-century society. Their ability at their chosen sport is the primary focus of their lives, yet modern prejudices regarding magic prevent adepts from participating in athletics. The powers of adepts are considered by many to be magical "cheats," allowing adepts to perform better than their natural ability might allow. This view was the basis for barring adepts from the Olympics as of 2032. Some sports that allow extensive cybernetic modification, such as football, also allow adepts. But even then adepts often receive harsh and indifferent treatment from managers, coaches and fans. This sends many followers of the athlete's way into the shadows.

ARTIST'S WAY

The artist's way focuses on the development of artistic ability, often in a form of expression involving the body, such as dance. Some adepts focus on the ability to see the world as it truly is and bring their unique vision to life through sculpture, painting, or weaving. Others become extraordinary singers and musicians, reminiscent of the bards of legend.

One advantage these adepts have is the intense focus their art gives them. They never lack for a means to center themselves on their way because the performance of their art provides them with a Centering Skill to use as an initiate (see *Centering,* p. 72).

WARRIOR'S WAY

The warrior's way is the image that comes to mind when most people think of adepts. Warrior adepts range from masters of the martial arts to swordsmen, from Zen archers to those who have an uncanny facility for modern firearms.

Warrior adepts are characterized by an aggressive nature, allowing them to focus their talent into improved combat prowess. This focus does not make all warrior adepts bloodthirsty maniacs, but these adepts all devote their energy to martial development.

Many warrior adepts find applications for their talents in military or corporate service, while others use their abilities as soldiers-for-hire, mercenaries or street fighters.

INVISIBLE WAY

While the warrior adept specializes in confrontation and conflict, followers of the invisible way carefully avoid it. These adepts are thieves, spies, hunters and stalkers. They develop powers based on the ability to move and act without attracting notice. Adepts of the invisible way are masters of stealth. Some can walk through a crowd without being seen or stalk across snow or sand and leave no trace of their passing. They often make their way into otherwise secure places; most are able climbers and athletes as well as being skilled in deception and sleight of hand.

SPIRIT WAY

Some adepts delve into the mysteries of the astral plane as deeply as any magician. Adepts who follow the spirit way possess astral perception; it is their "window" into the astral and the basis of their way.

Spirit way adepts are fairly common in tribal cultures. Some tribes make very little distinction between adepts who follow the spirit way and shamans. For these tribes, it's the ability to perceive and interact with the spirit world that is the defining factor in what makes a shaman, rather than spellcasting or other magic abilities.

Followers of the spirit way often become specialists in dealing with the inhabitants of astral space. They find work as ghost hunters, aura readers and magical bodyguards able to detect astral threats to their clients.

TOTEM WAY

Some adepts follow totems in a way similar to shamans, but their link to the totem is unique. The adept follows the totem as a way itself, an ideal for the adept to model and imitate. Adepts following the totem way often take geasa on their abilities that mimic the totem modifiers of shamans (see *Geasa,* p. 31). They also observe any behavior restrictions and limitations of the totem.

Followers of the totem way may choose an astral quest as an ordeal for initiation (see *Initiation,* p. 57). Though an adept does not possess the ability to astrally project or travel to the metaplanes, the totem opens the way for the adept for the duration of the ordeal and guides the adept safely back when it is finished. The adept cannot travel to the metaplanes except to perform the astral quest ordeal.

MAGICIAN'S WAY

Rather than devoting all their time to studying magical skills, magician adepts channel some of their magic into improving their physical abilities in the same manner as adepts, while using the rest of their talent for magical skills such as Sorcery and Conjuring.

Magician adepts are Magic Priority A characters but in all other ways are treated like a standard adept: the character spends Power Points on adept powers according to the standard *Shadowrun* rules but *must* purchase at least one level in Magical Power, described below.

Magical Power
Cost: 1 per level

This power allows you to use the Magical Skills of Sorcery and Conjuring with an effective Magic Attribute equal to your level in Magical Power. Follow the standard rules for using Magical Skills and choose a tradition, either shamanic or hermetic.

During character creation only, each level of this power also gives the character 6 Spell Points to spend on spells, spirits and so on (see p. 54, *SR3*).

> She Who Knows The Night is a magician adept. She spends 4 Power Points to purchase the adept powers Improved Stealth, Combat Sense, Improved Unarmed Combat and Killing Hands. The remaining 2 points she spends on Magical Power, giving her an effective Magic Attribute of 2 for using Magical Skills. If she casts spells with a Force greater than 2, for example, She Who Knows risks Physical damage from the Drain.

If a magician adept suffers magic loss (p. 160, *SR3*), subtract the lost points from Magical Power before any other power. If magic loss reduces a magician adept's Magical Power to 0, the character permanently loses the ability to actively use Magical Skills. The character may still take initiate grades and buy new powers, but cannot ever regain Magical Power. Treat the character as a standard adept from that point on.

Magician adepts must use their Magical Skills within whichever magical tradition they choose at character creation. Shamanic magician adepts follow totems and use totem modifiers to their skills just like shamans. Magician adepts purchase and use adept powers in the same manner regardless of tradition.

Magician adepts may submit to geasa on their adept powers, in the same way as other adepts (see *Geasa,* p. 31). Geasa taken on Magical Power reduce its cost but render the adept incapable of using any Magical Skill if the geas is broken, just like other adept geasa.

Magician adepts begin without access to astral space. They may purchase and use the power of astral perception normally but can never use astral projection.

Magician adepts use Centering in the same way as other adepts. They may also learn to apply their Centering to other skills as do adepts (see *Centering,* p. 72).

Magician adepts may bond and use all foci. The additional Magic Attribute Points a character gains from using a power focus only enhance the magician adept's effective Magic Attribute for using Magical Skills, not his or her other adept powers. The focus does not provide additional Power Points.

Magician adepts may not purchase Power Points with Karma, as other adepts can (p. 168, *SR3*). If a magician adept initiates, she can choose to either gain an extra Power Point or learn a metamagical technique. Magician adepts are capable of learning any of the metamagical techniques.

MAGICAL TRADITIONS

The following magical traditions may be used by gamemasters to introduce variety and interesting cultural influences to the use of magic in their games. The styles of magic described here all use the standard *SR3* magic rules, except where noted. Each entry describes the most common traditions and suggests various tools and trappings that may be used for geasa, foci, fetishes and so on. Keep in mind, however, that in the chaotic world of *Shadowrun* even the most obscure traditions are likely to have followers, and that this list does not represent every option.

Aborigine Magic

The native people of Australia have a rich mythology and culture that date back tens of thousands of years and include a great deal of knowledge handed down from generation to generation through oral tradition. In the Sixth World, much of this knowledge likely came from previous ages of magic. The aboriginal Dreamtime is a timeless realm of magic and creative power much like the metaplanes. Aboriginal shamans are skilled astral travelers and possess a great deal of knowledge for dealing with the various powers that dwell there. The fact that Australia's Awakened outback is currently running wild is a direct result of the dying aboriginal culture, which left no one to direct and nurture the power of nature there.

Traditions: Aborigine magicians are almost exclusively shamans, following totems such as Badger, Crocodile, Scorpion, Shark and Snake. Some follow nature totems such as Sun, Moon, Sea or Mountain. Many are wilderness shamans (see p. 16).

Tools and Trappings: Aborigine magic commonly includes drumming and chanting. Quartz crystals are an important magical tool, along with opals and other stones. The rainbow is a common symbol, along with different totem animals.

Aztec Magic

Much of the Aztec magic in the Sixth World is a revival of traditions reconstructed from limited historical information, with the focus on the gods and totems of the ancient Aztec culture. Animal and human sacrifice is a predominant theme, so blood magic is common among initiates. This practice gives Aztec magicians a reputation as evil, though that may be largely undeserved.

Traditions: Aztec magicians are shamanic; common totems include Bat, Eagle, Jaguar, Lizard, Moon, Plumed Serpent, Puma, Snake and Sun.

Tools and Trappings: Aztec magicians use elaborate ceremonial costumes for ritual magic, including feathered headdresses, and traditionally use an obsidian knife for blood sacrifices. Aztec magicians also use astrology for divining the future and determining auspicious days for their rituals.

Black Magic

Despite suffering bad reputations based on the very name of their tradition, most "black magic" groups aren't really evil. Most follow a credo that is part fascist and part hedonism, advocating freedom from all the constraints imposed by "straight" society but emphasizing a will to power. Steeped in Christian, hermetic and pagan symbolism, black magic groups are usually quite orderly in their magical outlook. Gamemasters can also include the stereotypical human-sacrifice type of black magic users if they so choose (see *The Corrupted,* p. 134), but most such groups don't adhere to the Hollywood portrayals of their art.

Traditions: Hermetic black magic magicians are often quite strict and disciplined. Shamanistic black magicians often follow idols such as the Adversary, the Horned Man or the Seductress.

Tools and Trappings: Various reversed Christian symbols (upside-down cross, the Black Mass, and so on), the pentagram and a penchant for elaborate rituals. Blood sacrifice is not common, but gamemasters can include it for truly "evil" magicians.

Chaos Magic

Chaos magic began as an occult movement intended to create a "pure" magical system devoid of any dogma or credo that works with any belief system and transcends all of them. Chaos magic is a highly eclectic and post-modern style, incorporating many symbols and ideas from different cultures.

Traditions: Chaos magicians are usually hermetic, though they might interact with many different spirit beings and totems on astral quests.

Tools and Trappings: Chaos magic incorporates symbols and ideas from many sources. A chaos magic circle might include qabbalistic, runic and even shamanic design elements. Chaos mages are often technophiles and commonly use technology in their magic, such as CD players for background music, symbols "drawn" on LCD screens, and so on.

Christian Magic

Christianity has a very strong mystical tradition dating back to the first-century gnostics, and it is no surprise that

many Christians attempted to reclaim some of their faith's magical heritage following the Awakening. Catholics and other Christian theologies carefully regulate the use of magic according to the tenets of their faith. Conjuring, in particular, is rigorously scrutinized lest the faithful be led into sin through such practices. There is a Catholic order of magician-priests, the Order of St. Sylvester, that investigates matters magical for the Holy Church.

Traditions: Most theurgists follow strict hermetic practices and belong to distinct hermetic schools (see p. 17). Some liberal and "revivalist" theologies produce shamanistic magicians, and certain Catholics may treat various patron saints as idols (St. George or St. Michael as the Dragonslayer, for example). Some of the more conservative groups still consider magic a tool of the devil, resulting in Christian magicians who don't believe that they use "magic" at all.

Tools and Trappings: Christian magic uses the symbols of the Church, such as the Bible, the cross or crucifix and the rosary. Holy water is also a common element. God, Christ and various saints are often invoked. Some shamans have been known to speak in tongues or summon spirits of man that take on angelic forms.

Druidic Magic

The druids were ancient Celtic priests, shamans and philosophers. Unfortunately, because little is known about their practices and beliefs, much of modern Sixth World druidry has been reconstructed from both reliable and less reliable sources. Modern druids are divided into Celtic shamanic nature worshipers who follow various totems and English hermetic druids who embody the idea of the druid as wise philosopher, astronomer and scientist. The New Druidic Movement wields considerable political and social power in England.

Traditions: Celtic druids are wilderness shamans (see p. 16) who follow many different totems, including Bear, Eagle, Horse, Snake, Wildcat, Wolf and Wyrm. Nature totems such as Sun, Moon and Oak are common, as are some Idols like the Wild Huntsman and the Great Mother. English druids are hermetic.

Tools and Trappings: Druids use plants such as holly, mistletoe and oak as holy symbols, as well as the golden sickle. Their shamanic lodges are standing-stone circles in places of natural beauty.

Egyptian Magic

The ancient Egyptians believed in a complex system of magic that divided the soul into many parts and studied the movements of the planets and stars. Magic was powered by an energy known as heka, known to modern magicians as mana. With the return of magic, some have taken up the ancient Egyptian ways.

Traditions: Heka magicians are pantheistic shamans, honoring the gods of ancient Egypt but not following any in particular. Their style of Sorcery is more akin to that of hermetics. The gamemaster may choose to allow heka pantheists +2 dice for summoning spirits of the desert, but –2 dice for summoning all other spirits of the land. This modifier does not change.

Tools and Trappings: Heka magicians use Egyptian symbols such as the ankh and the Eye of Horus. Contrary to popular belief, they do not make use of "pyramid power" or anything associated with that theory. Other common elements include sand, snakes, scarabs and burning herbs or incense.

Gypsy Magic

Gypsy magic is practiced by the Romany tribes of Europe. Traditionally nomadic, gypsy families have made their homes all over the world throughout the centuries, and it is possible to meet a practitioner of the tradition almost anywhere in or outside of Europe.

Traditions: Gypsies are shamanic and follow various idols. Some are pantheistic. Gypsy shamans almost always learn divining (p. 74) as their first metamagical technique.

Tools and Trappings: Gypsy magicians use various natural plants and herbs in their magic. Also common are cards, crystals and other props (often as much to impress onlookers as to aid the gypsy's magic).

Hawai'ian Magic

The Huna tradition is practiced by the kahunas, who are the guardians of knowledge and wisdom in Hawai'i. The Huna tradition enjoyed something of a rebirth in the twentieth century, both in Hawai'i and elsewhere in America. By the twenty-first century, however, true Hawai'ian kahunas consider non-Hawai'ian practitioners of Huna mere pretenders.

Traditions: Kahunas are shamans who commonly follow the totems of Fish, Gecko, Goose, Shark, Turtle and Whale. Many kahunas have the ability to summon salamanders rather than spirits of man (see p. 105).

Tools and Trappings: Kahunas use seashells and coconut shells, shark's teeth and native plants in their rituals. They make considerable use of chanting, singing and dancing, including hula dancing. Kahunas have a secret language they use for their spells and rituals such as Centering.

Hindu Magic

Sixth World India is a land of mystery, its nearly overwhelming population decimated by waves of VITAS. India is now home to yogis and dervishes with strange, mystical powers (many of them adepts), and to esoteric knowledge, from the secrets of the Sanskrit language (considered by many to be the most mystical of tongues) to Tantric sex magic and the Thugee cults of the death goddess Kali.

Traditions: Hindu magicians are often pantheistic shamans, having no single patron totem, though some follow particular Idols such as Vishnu (Sky Father) or Kali (female Wild Huntsman).

Tools and Trappings: Hindu prayers, meditations and rituals (including dancing and burning incense) are common. Sanskrit is the standard language for casting spells, and some sects use Tantric sex rituals or practice human sacrifice.

Islamic Magic

Much like Christianity, many followers of Islam hearken back to the era of their ancestors when Islamic sorcerers were considered some of the most skilled in the world. Islamic mages are skilled in the various formulas and equations gov-

erning the use of magic, and they make excellent researchers and scholars. Islamic magic considers conjuring to be somewhat dangerous, but Islamic mages still call upon various djinn and ifrits (elementals).

Traditions: Islamic magicians are hermetic mages, usually following a specific hermetic school (see p. 16).

Tools and Trappings: Arabic is the language of choice for spells. Verses from the Qu'ran are common. Elementals manifest to Islamic mages as genies of various types, "creatures of smokeless fire." They tend to take more humanoid shapes than other elemental spirits, some beautiful, others quite hideous.

Norse Magic

Norse magic is divided into two main branches: galdor, the use of runes, and seidr, shamanic techniques for achieving trances and astral projection. Norse magicians follow the Aesir (the Norse gods) and make regular use of runes in their magic.

Traditions: Norse magicians are shamans who follow the idols of Odin/Wotan as Sky Father or Wild Huntsman, Thor as the Dragonslayer, Freya as the Great Mother, Loki as Trickster and Tyr as the Wise Warrior. Some Norse shamans are pantheistic, serving all the Aesir equally. "Berserker" adepts are also common.

Tools and Trappings: The Norse Futhark runes are drawn, carved, spoken and chanted to make magic. Trance states and astral quests are common, as is the use of runes for divination. Common ritual elements include trances, shaking or dancing, libations of mead or blood and torches.

Qabbalistic Magic

The qabbalah (spelled several different ways in English) is a Hebrew system of mystical correspondences intended to serve as a map for attaining wisdom and enlightenment regarding the universe. Many magical traditions have adapted and use the qabbalah as a "psychocosm" (model of the universe). Practitioners of the Hebrew mysteries make use of the qabbalah and its symbolism as a way of performing magic.

Traditions: Qabbalists are hermetic. Certain ultra-orthodox sects of Judaic qabbalah follow their own unique school (see p. 16).

Tools and Trappings: Spells are spoken in ancient Hebrew, and qabbalistic diagrams and symbols are used on foci and hermetic circles. Qabbalistic magic users create golems, an ally spirit inhabiting a clay body (see p. 108).

Rastafarian Magic

Rastafarians are stereotyped as those who created reggae music and who smoke marijuana. Whether or not those characterizations are true, the Rastafarians are, in fact, a strongly religious group with a unique faith and magical practices. The basic religious beliefs of the Rastas are based on an Ethiopian king who took the name Ras Tafari. They believe that Jamaica is Hell and Ethiopia is the Promised Land, and that one day they will return there and so to paradise.

Traditions: Rastas are shamans.

Tools and Trappings: Music and dance are common elements (particularly drumming). Smoking is also likely for certain rituals, though gamemasters must decide whether to include such elements in their games.

Shinto Magic

The Shinto religion of Japan is strongly focused on ancestor worship and the veneration of spirits of nature. The kami represent all manner of spirits, from humble nature spirits and ghosts to powerful free spirits that the Shinto miko must attempt to appease. The Japanese imperial family plays a strong role in the Shinto religion, and the Emperor is considered to be a kami in his own right, descended from Amaterasu the Sun Goddess. Perhaps during the last age of magic it was possible for a kami and a human to mate, resulting in a family line with a strong talent for magic. The same may have happened in other places around the world, resulting in the many human tales of divine offspring with magical gifts.

Traditions: Miko are traditionally shamans. Some have patron kami as totems, while others follow nature totems such as Sun or Mountain, or occasionally an animal totem. Many miko summon ancestor spirits rather than spirits of man (see p. 106).

Tools and Trappings: Common elements of Shinto ceremonies include meditation, prayer, chanting, burning incense and small paper charms that are kept or burned (these may be expendable spell foci). Nature spirits are likely to manifest in forms representative of ancient Japanese myth.

Witchcraft

Wicca, or the Craft of the Wise, exists in both shamanic and hermetic forms. Some witches are followers of nature magic. Others (usually more British and American) are mages who incorporate the religious observances of Wicca into their lives, but whose magic is distinctly influenced by the hermetic traditions found in England in the nineteenth century.

Traditions: Hermetic or shamanic, depending on the witch's background. Typical totems include Great Mother, Moon Maiden and Horned Man.

Tools and Trappings: Magical tools common in witchcraft include the dagger (athame), chalice, pentacle, wand, cauldron and broom. Witches commonly perform ritual magic according to the cycles of the moon.

AWAKENED ODDITIES

Just as there are many ways of interpreting magic as practiced by magicians, there are many individuals who simply refuse to recognize their gifts or abilities as magic. These individuals credit their powers to mental abilities or miracles, and some even exhibit magical abilities as a result of madness.

PSIONICS

Though most people in the Sixth World accepted the existence of magic after the Awakening, some preferred to consider the changes in their world to be a result of genetic mutation, or the influences of the collective unconscious, or even psionic manipulation of electromagnetic energies.

An Awakened character who follows this path believes all magical abilities spring from the unleashed power of the human mind. By concentrating, a psionic—also known as a psi, mentalist, or mentat—can perform amazing feats of telepathy, extra-sensory perception and psychokinesis (mind over matter).

A psionic character is a form of full magician (p. 160, *SR3*). The psionic operates in exactly the same way as any other magician, with certain limitations created by the character's belief system. There are no known aspected psionic magicians. Psionics can astrally project and see auras.

Psionics can only cast spells that fit into the psionic model of magic as "the power of the mind." Combat spells, detection spells, directed illusions and various control and telekinetic manipulations fit into this model, but spells such as transformation manipulations, health spells other than Heal, and most indirect illusions do not. The gamemaster chooses whether a psionic can learn a given spell. Psionics cannot learn spells from traditional magical teachers or spell formulas but must "discover their power" (design spells) themselves or be trained by (learn the spell from) another psionic.

Psionic characters cannot cooperate in magical work except with other psionics. For example, a psionic can only perform ritual sorcery (p. 34) with a team of other psionics, a group often referred to as a "psychic gestalt." The same is true of a psionic who wishes to initiate (p. 57). Finding an entire group of psionics to work with is extremely difficult because followers of the psionic path are rare. Because they appear to either operate as charlatans (since they don't believe in magic) or as magicians denying their true nature, these self-proclaimed mentalists remain on the fringe of a fringe culture.

A psionic character cannot take any geas (p. 31) of a "mystical" or "magical" bent, which limits his choices to those such as Condition, Fasting or Meditation, which are considered to offer a means of "clearing the mind" to better focus the use of psychic powers.

While psionic characters can astrally perceive and project, even to the metaplanes, they cannot use any foci. They can use spell defense and dispelling and create wards ("mental shields").

Lastly, psionics cannot conjure nature spirits or elementals, nor can they banish any magical spirit. Psionics use Conjuring to create "thought forms," incorporeal spirits able to materialize in the physical world as an image from the psionic's subconscious mind.

Thought forms are summoned exactly like nature spirits (p. 186, *SR3*), and a psionic can only have one active thought form at a time. A thought form lasts for 24 hours or until all its services are used up, then vanishes. They are not limited by domain and can go anywhere their summoner directs them, up to (Willpower + Charisma + Magic) x 10 meters away.

Magical theorists speculate that thought forms are some kind of spirit of man or hitherto-unknown type of elemental, but no one can say for sure. Psionics can also conjure watcher spirits (p. 100), which leads some to believe thought forms may be a more powerful type of watcher spirit. Thought forms can be banished by other psionics and other magicians. Thought forms can also become free spirits (see *Free Spirits,* p. 113) and often take on aspects of the psyche of the psionic who summoned them.

Thought Form

B	Q	S	C	I	W	E	R
F + 1	F + 2	F − 2	F	F	F	F(A)	F + 1

INIT: F + 11 + 1D6, Astral: F + 20 + 1D6
Attack: (STR)M
Powers: Materialization, Psychokinesis, Search

MIRACLES

Some magicians believe their magic is actually based on the power of their faith. This is similar to the way shamans focus their magic through faith in their totem and their connection with nature. The difference is that most magical traditions separate working magic from the power of a god or gods. Miracle workers believe their abilities are actual miracles, the doings of higher powers, and not "magic" at all. Their spells take the form of prayers and the spirits they summon often appear as figures from their religious beliefs. Nature spirits or elementals appear as angels (or demons), devas, ascended masters, even alien spirit guides. Religious trappings and rituals are used as geasa, fetishes and foci.

Some self-proclaimed miracle workers even believe the practice of magic is evil, at the same time claiming that their powers come from another, higher, source. These deluded individuals denounce the workings of magic while wielding some powerful abilities of their own.

Shadowrun makes no judgments about the value of any individual religious belief. For the purposes of post-Awakening magic, all beliefs are equally significant. It is not the religious dogma itself that matters as much as the individual's belief in that dogma, turning it into an effective magical tool. There are no "better" or "correct" religions, magically speaking.

MADNESS

The experience of Awakening and having to deal with forces mundanes cannot experience or understand may seriously unbalance an individual's mind, leading that person across the fine line from magical insight into madness.

The magical style of an insane magician or adept could be virtually anything imaginable (and might include a few things unimaginable as well). Strange spirits out of a madman's personal delusions can appear, and a mad shaman may follow a totem embodying some strange entity from the depths of a twisted personal mythology. Madness can lead to insight, and those who have gone over the edge are often dangerously powerful. Player characters cannot follow these paths—no sane character can and hope to retain their sanity.

For information on the twisted paths followed by the Awakened who operate on the wrong edge of sanity, see *Magical Threats,* p. 123.

THE AWAKENED CHARACTER

Awakened characters require a different focus on skills, magic, Karma and general limitations than other *Shadowrun* characters. This chapter expands on several points players should keep in mind when creating and improving Awakened characters and provides a general overview of the new magical skills introduced in this book. *The Awakened Character* also describes the fate of characters who suffer magic loss and introduces limitations, known as geasa, that characters can accept on their magic abilities to counter these losses.

CREATING AN AWAKENED CHARACTER

Players can create Awakened characters using either the priority system (p. 54, *SR3*) or the point-based character design system from the *Shadowrun Companion* (p. 13).

Magic places significant demands on player characters' Karma. While other characters save up Karma, spend it to buy skills, or maybe raise an Attribute or two, the Awakened seem to use Karma for everything. They burn Karma to learn new spells and bond foci per the basic *Shadowrun* rules, and this book allows them to spend even more to conjure powerful spirits, cast more potent spells and penetrate the deeper secrets of magic through initiation. The rationale for this is that a character's progress in the magical arts is based on dedication, experience and luck—in other words, Karma. Magicians' reliance on Karma to practice and improve their art means they rarely excel in any field except magic. Those who spend a lot of Karma learning non-magical skills can fall behind the curve pretty quickly, making them less effective members of their teams.

In addition to their high-level Karma use, two other elements impact almost every aspect of a magician's relationship to the world around him.

First, the Awakened represent the smallest minority of the population. Only 1 percent of people in the Sixth World can use magic. A fraction of that percentage are aspected magicians, never get the proper training, or go crazy trying to deal with their gift. Rarity makes the Awakened valuable, but it also makes them feared. They are different with a capital D. A corporation will put up with drek from a wage mage that would get a mundane suit fired—maybe even killed. Because the Awakened are hard to come by, corps (and other groups, including runners) take what they can get. On the flip side, cor-

porations watch their magical assets closely and play them off one another in an attempt to keep them under control because the corporate culture just can't trust mavericks.

Second, the Awakened live in a world mundanes cannot understand and sense things of which mundanes remain blissfully unaware. If a mundane ordered his life according to the rules magicians must live by, he would promptly be tranquilized to the eyeballs and slapped into a padded cell. Even more so than deckers and riggers, magicians live in a world that only other magicians can understand, and they gather together whenever they can.

PRIORITIES

The Magic priority assigned to an Awakened character determines the part magic plays in a character's life. A character must have Priority A in Magic to be a full magician. Characters with a Magic Priority B are aspected magicians or adepts. If you want your character to be able to use a wide variety of magical skills, assign him Magic as Priority A. If you want your character to focus on a specific area of magic, either as an adept or an aspected magician, assign him Magic as Priority B. Note that adepts use magic in a unique, primarily physical way.

RACE

Awakened characters can be of any race, and characters of any race can follow any magical tradition.

Generally speaking, dwarfs and elves make good magicians. The dwarf bonus to Willpower allows them to better resist the Drain of spellcasting, while the elven bonus to Charisma allows them to better resist the Drain of summoning spirits. Dwarf Body and elven Quickness also give them advantages as adepts. Orks and trolls make good adepts because of their higher Physical Attributes, but they can as easily become very skilled (and tough) magicians.

AWAKENED SKILLS

The following descriptions provide a brief overview of the new skills introduced in this book. See the *Skills* chapter of *SR3*, beginning on p. 81, for more information on skills.

Centering (Willpower)

This Active Magical Skill is used by initiates to perform the metamagical technique of centering (see p. 72). Centering Skill is linked to a *creative skill* (see p. 72) that represents the character's art form and can never have a rating higher than that skill. Centering Skill defines how well a character can use the creative skill to focus herself. Only characters with a Magic Attribute of 1 or greater can have this skill.
Default: None
Specializations: None

Divining (Willpower)

This Active Magical Skill is used by initiates to perform the metamagical technique of divining (see p. 74). Divining Skill is linked to a *prediction skill* (see p. 74) that represents the character's method of divination. Divining Skill can never have a rating higher than the prediction skill. Divining defines how

well a character uses the prediction skill to interpret future events. Only characters with a Magic Attribute of 1 or greater can have this skill.
Default: None
Specializations: None

Enchanting (Willpower)

This Active Magical Skill is used by Awakened characters to create magical goods (see *Enchanting,* p. 39). Only characters with a Magic Attribute of 1 or greater can have this skill. The Background Knowledge Skill for Enchanting is Talismongering (see below). Note that power foci do not add dice to the use of this skill.
Default: None
Specializations: Alchemy (the refinement of magical materials) and Artificing (manufacturing foci)

Ritual Sorcery (Specialization of Sorcery)

Ritual Sorcery is a Specialization of the Sorcery Active Magical Skill that describes the use of Sorcery by ritual teams (see p. 36).

Spell Design (Intelligence)

This Academic Knowledge Skill covers the theories and applications of spell formulas and is used to design spells (see p. 47).
Default: Intelligence, other Magical Knowledge Skills
Specializations: Spell Category

Talismongering (Intelligence)

This Knowledge Skill is the Background Skill for Enchanting. Talismongering is used for the analysis, gathering and manufacture of magical materials. It is also used for focus design. See *Enchanting,* p. 39.
Default: Intelligence, other Magical Knowledge Skills
Specialization: Analysis, Gathering, Refining

MAGIC LOSS

Awakened characters can suffer Magic loss in many ways, as described on p. 160, *SR3*. This book describes additional ways that magicians can lose their abilities.

There are two ways of countering Magic loss. The first is initiation (see *Initiation,* p. 57), in which a character devotes a lot of time (and Karma) to maintaining his magic ability or restoring it to its previous level. This is a time-consuming process that requires a great deal of dedication. The second method of countering Magic loss is geasa (see *Geasa,* p. 31), restrictions a character accepts on the use of his magic in order to maintain it.

Permanent Magic Loss

A character whose Magic or Essence drops to 0 or less *permanently* loses all magical abilities. The character is a mundane forever after. The character retains all his Magical Skills and knowledge but is unable to use them.

Characters who lose Magic or Essence and choose against initiation or geasa also lose those points permanently.

Commonly known as "burnouts," these characters often make up for the power they have lost by turning to cyberware, thus accelerating their Magic loss and pushing them further down the slope to burning out.

STIMPATCHES

Overuse of stimpatches may cause an Awakened character Magic loss (see p. 305, *SR3*). To realistically reflect this danger, the gamemaster should track the total stimpatch ratings whenever an Awakened character uses more than one stimpatch in a 24-hour period. At the end of the 24 hours, the character makes a Magic Test against the total of the ratings. If the character achieves no successes, he must then make a Magic loss check.

ASTRAL PROJECTION

For each hour a magician astrally projects, the character loses 1 point of Essence. When Essence reaches 0, the magician dies (p. 173, *SR3*). For magicians with an Essence Rating of less than 1, the amount of time they can safely astrally project is determined by multiplying the remaining Essence times 60 minutes.

> *Uncle Joe is a cyber-mage with Essence .035 and Magic 3 (he has a few grades of initiation). When Joe astrally projects, he can safely stay outside his body for (60 x .035) = 2 minutes. He'd better make any errands into astral space mighty quick.*

CYBERWARE

Awakened characters may possess as much cyberware or other implants as the player wants; the primary consideration against doing so is that any damage to a character (including surgery) reduces the character's Essence and so upsets the delicate balance of body, mind and spirit needed to manipulate mana. Nevertheless, some Awakened characters choose to accept a little cyberware to help them out in their work or day-to-day life. Datajacks and headware memory are especially common among mages, who work with a lot of computer information systems, and some adepts succumb to the lure of the unique combat boosts cyberware offers.

The Awakened and Decking

An Awakened character can learn the Computer Skill and can have a datajack just like any other character. When it comes to interacting with the virtual world of the Matrix, however, Awakened characters generally don't perform as well as mundane characters do.

Plenty of Awakened characters (especially mages) use computers, and some even dabble in a little decking on the side, but very few learn the in-depth programming and design skills needed by a first-rate decker. An Awakened character who does devote the time to becoming a topnotch ice-breaker neglects his magical abilities and will most likely end up on the path to becoming a burnout (see above) when cyberware begins to erode his Magic and he doesn't take the time to undergo initiation.

Regardless of magical tradition or training, no magical abilities work in the Matrix. Virtual reality offers no substance for a character to use magic on. Magicians cannot cast spells, summon spirits, or perform any other magical task while jacked into the Matrix. Adept powers don't work in virtual reality, either. A magician can, however, attempt to astrally project while jacked in. This requires a Willpower (10) Test. If successful, the magician leaves his body jacked in and projects into the astral normally (you cannot project into the Matrix)—a very risky thing to do to his body.

The Awakened and Rigging

As with decking, few Awakened characters become riggers. The high Essence cost of a vehicle control rig (VCR) and the other cyberware needed to be a good rigger quickly erode magical abilities, and the vast majority of a magician's skills or an adept's powers are useless while jacked into a rigger interface.

Magicians cannot target spells through the sensors of a vehicle or a drone, nor can characters use astral perception through a rigger interface. If a magician astrally projects while jacked in (requiring a Willpower (10) Test as described in *The Awakened and Decking*), he loses control of the rigger interface; a dangerous situation regardless of whether the vehicle is stationary or moving.

Some adepts do learn to use centering with Vehicle Skills (see *Centering*, p. 72). These adepts become masters of "vehicle zen" and can often rival the driving and piloting stunts of a rigger, but they do not gain the other benefits of having a VCR, such as a Control Pool or the ability to interface with a vehicle's sensors and systems.

GEASA

Geas (the plural is *geasa*) means "bond" in old Gaelic. Fictionally, a geas is a restriction an Awakened character chooses in order to maintain the level of his magic ability after an event that would otherwise decrease his ability to wield mana, such as a serious injury or invasive surgery (Deadly damage), installing cyberware, being disrupted in astral combat and so on. The game rules define a geas as a restriction a magician accepts as a way of holding on to a Magic Point that would otherwise be lost. A mage who accepted geasa in exchange for cyberware, for example, might have to use incantations, talismans and complex rituals to cast a spell he once tossed off with little more than a thought.

When an Awakened character first suffers Magic loss (p. 160, *SR3*), he can choose to take a geas to offset that loss. A geas allows the character to wield magic at the same effective rating; in other words, he still loses the Magic Point, but accepting a geas allows him to function as if he had not lost that Magic Point. For example, if a character has a Magic Rating of 6 and loses a point, he now has a rating of 5; taking a geas allows the character to continue casting spells and so on as if he still had a Magic Rating of 6.

Geasa can only be taken to offset lost Magic Points; they may not be taken to gain more Magic.

CREATING A GEAS

The following guidelines suggest parameters for creating geasa. These suggestions are followed by a brief list of common geasa.

A geas must be something that affects *all* of a magician's Magical Skills and should not duplicate a limitation the character already possesses.

If the geas consists of a special action, one performance of that action lasts 24 hours. Avoiding an act may also be a geas, and the geas is broken for 24 hours after the character performs the act. The action to avoid must be something ordinary, and it must also be a necessity of the character's life—otherwise, the geas isn't much of a limitation.

If the geas is a condition that must (or must not) exist in order to do magic—the presence or absence of sunlight, moonlight, a season, a physical state and so on—the condition must be consistent with the type of magic performed. Such conditions should generally break the geas about half the time (such as only working by day or night).

Standard Geasa

The following examples of geasa represent the type of restrictions characters can use to offset Magic loss.

Condition Geas: You must specify a personal condition to do magic. You must, for example, be using astral perception, be unwounded, sit in the lotus position, be drunk and so on. When you are not in this condition, the geas is broken.

Domain Geas: You specify a domain in which your magic works (for example, see the domains of nature spirits, p. 184, *SR3*). Most urban types choose the city. In any other domain, the geas is broken.

Exclusive Geas (Adept only): Any adept powers limited by this geas cannot be used at the same time that the character is engaging in any other magical activity, including using other adept powers. If another power is active, the exclusive power cannot be used; if the exclusive geased power is being used, the adept would not be able to use other powers.

Fasting Geas: If the character eats or drinks or accepts any nourishment other than water, this geas is broken for the next 24 hours.

Gesture Geas: This geas requires the character to gesture visibly and freely to make magic. If you are tied up, handcuffed, paralyzed, or otherwise unable to move your hands and arms, the geas is broken. Dancing is a variation of this geas that would require the character to be able to move his legs and body.

Incantation Geas: The character has to speak, chant, or sing in a loud voice to make magic. If you are gagged, lose your voice, or cannot otherwise speak clearly and audibly, the geas is broken.

Shaman's Geas: This geas restricts shamans to performing only that magic that provides a Totem Advantage. For example, a Dog shaman could only cast detection spells and summon field and hearth spirits. Doing any other kind of magic breaks the geas. Only a full shaman can take this geas. It is not available to aspected magicians, non-shamans, pantheists and shamans with totems that offer no Totem Advantages, such as Coyote.

Talisman Geas: The character must use a specific item, called a *talisman*, to perform magic. This can be anything, including a fetish or focus. A minimum of three distinct characteristics must be specified about any talisman, such as "a quartz crystal set in a silver medallion, hung on a golden chain."

If you are not holding or wearing the talisman, the geas is broken. If the talisman is lost, taken away, or destroyed, you must retrieve it or get another one very similar to the original. If you choose a non-magical item as your talisman, you must replace it with the same kind of item and bond it in the same manner as a fetish (see p.180, *SR3*). If you choose a focus as your talisman, you can replace it with any focus of the same type and Force and bond it.

Time Geas: You specify a time when your magic works. If you use magic at another time, the geas is broken. The time can be day or night, or a single season of the year (the rest of the year, the geas is broken). Shamans whose Totem Advantages and/or Disadvantages relate to time, such as Owl shamans, cannot take this geas.

ACCEPTING A GEAS

When a character loses a Magic Point, they must choose whether to accept a geas. If they choose not to take a geas, they may not offset that specific Magic loss with a geas at a later time.

The next time a character loses a Magic Point, they again choose whether to take a geas, but only for that point.

The maximum number of geasa a character can take is equal to his unaugmented Willpower Attribute. If accumulated Magic Loss reduces the character to a Magic Rating of 0 or less, they immediately become a mundane—no geasa can offset that.

Geasa affect only a character's use of Magical Skills.

FULFILLING A GEAS

When a character fulfills a geas, he performs magic as if his Magic Attribute still includes the point offset by the geas. If he has multiple geasa, he must fulfill them *all* to function as if he still possesses those Magic Points. If even one is broken, he temporarily must function without any of the Magic Points offset by geasa.

When a character breaks their geasa, they can still perform magic, but at the reduced Magic Attribute Rating (–1 from their unmodified Magic Attribute for each geas they possess).

Additionally, if the character breaks even a single geas, he must add +1 to the target numbers of all Magical Skill Tests for each geas he possesses, for as long as the geas is broken. This modifier represents the loss of confidence in their abilities suffered by those who lose Magic Points.

Tests for astral combat, assensing and similar actions are not subject to geasa. Because some geasa cannot be performed while astrally projecting, a geas may limit the use of a magician's Magical Skills in astral space.

Fulfilling a geas that requires movement (such as incantation or gesture) does not require an action; the incantations and gestures are part of the action of the Magical Skill Test. The gamemaster may rule, however, that fulfilling a geas takes additional time, depending on the nature of the geas.

Only if a geas is the same as a stricture of a magical group to which a character belongs does breaking a geas also break a stricture.

Rikki Ratboy (Magic 6) gets shot up bad on a run and almost doesn't make it. Though his pals patch up the bullet holes, Rikki still loses a point of Magic. Rikki needs a geas to maintain his edge. He chooses gesture. Later, in a moment of weakness, he gets some cyberware put into his head. Frag! Rikki is down another point of Magic. He decides to take another geas and chooses domain. Being a street boy, his magic will only work in a city.

On his next shadowrun, Rikki ends up in a nasty firefight in a heavily wooded park (forest domain) and suffers a broken right arm. He has also broken his geasa: he's out of his domain and he can't gesture freely. Rikki's Magic is reduced by 2, down to 4, and he suffers a +2 modifier to all magical tests. Even if he can get out of the fraggin' park into the streets, his gesture geas is still broken until he gets his arm patched up enough to wave it around, so those two Magic Points are out of Rikki's reach for now (so to speak).

REMOVING A GEAS

It is possible, but difficult, to get rid of a geas. One of the options for initiating is to drop a geas, replacing the lost Magic Point offset by the geas with the new point gained through initiation (see *Initiation,* p. 57).

The only other way to remove a geas is to deliberately choose to no longer obey the geas. If the character possesses multiple geasa, he must give them all up at once. Giving up geasa means the character may no longer perform magic as if he still possessed the Magic Points offset by the geasa—the lost Magic is truly gone, and the character may never take another geas or initiate from that time on. This choice starts a character on the path to becoming a burnout (see *Permanent Magic Loss,* p. 30).

ADEPTS AND GEASA

Use the following rules for applying geasa to adept characters.

If an adept suffers Magic loss, the gamemaster can choose to apply a geas to 1 point worth of the adept's powers. This offsets the loss of the Magic Point and allows the adept to continue to use those powers, so long as the geas is fulfilled.

A player can voluntarily take a geas on a power of an adept when purchasing that power. Each power can have only one geas, but a single geas can be applied to several powers.

A power limited by a voluntary geas costs 75 percent of the standard cost (round fractions up to the nearest quarter point), with a minimum cost of .25 Power Points. For example, purchasing the astral perception power (standard cost of 2) with a geas costs only 1.5 Power Points (2 x .75 = 1.5). If the power is purchased in levels, the reduction in cost is applied to the *total* cost of the power. For example, if the character purchases the body control power (standard cost of .5 per level) at Level 3 with a geas, he pays 1.25 Power Points (.5 per level x 3 levels = 1.5 total cost; 1.5 x .75 geasa reduction = 1.125, rounded up to 1.25). If, in the gamemaster's opinion, a geas does not adequately limit the use of a power, he may disallow the geas.

As long as the adept fulfills the conditions of the geas, he can use the power. If the geas is broken, the power ceases to function until the geas is no longer broken. For example, if the adept takes a Time geas (only at night) on his astral perception power, the power does not function at all during the day but functions normally after the sun sets each evening.

Breaking one geas does not break all of an adept's geasa, as is the case with magicians. Geasa for adepts affect only the power to which they are applied; this also means, however, that if a single geas was applied to several powers, breaking that geas keeps the adept from using all those powers. In addition, because an adept cannot use a power at a level higher than his Magic Rating, if an adept's Magic is reduced by breaking a geas, non-geased powers may be affected.

An adept may drop an involuntary geas upon initiation (see *Initiation,* p. 57). Adepts may also drop involuntary geasa by choosing to no longer obey the conditions of the geas. Giving up an involuntary geas means the character may no longer use the power(s) associated with that geas—the lost Magic is truly gone, and the character may never take another geas or initiate from that time on. This choice starts a character on the path to becoming a burnout (see p. 30).

Voluntary geasa cannot be removed.

MAGICAL SKILLS

T his section describes ritual sorcery, a new use for the Sorcery Skill that allows a team of magicians to work together to cast a spell. It also offers rules for Enchanting, a new magical skill used to make magical materials and foci (see *Awakened Skills,* p. 30). Finally, this section discusses spell design, a process that allows characters to use magical Knowledge Skills to create new spells.

RITUAL SORCERY

Ritual sorcery is a type of spellcasting that allows multiple magicians to pool their skills and power to cooperate in casting a spell. Ritual spells build gradually, usually taking hours to complete. These spells offer the advantage of being able to affect a target outside visual range.

Ritual Sorcery is a Specialization of Sorcery (see *Awakened Skills,* p. 30).

REQUIREMENTS

Any spell, except for elemental manipulation spells, can be cast as ritual sorcery. Casting a ritual spell is a single Exclusive action.

To perform ritual sorcery, all members of a ritual team must know the spell being cast at the desired Force. The characters must belong to the same magical tradition, though shamans of different totems can be on the same team. The maximum size of a ritual team is the lowest Sorcery Rating of its members. For example, if you have Sorcery 4, only three other characters may join your ritual team.

Shamans using ritual sorcery must be in a shamanic lodge with a rating at least equal to the Force of the spell being cast. Mages must be in a hermetic circle with a rating at least equal to the spell's Force.

Ritual sorcery requires various materials, such as candles, incense, herbs, minerals and so on. The characters must pay the cost of the materials as shown in the Magical Gear Table, p. 169, but players may choose the types of materials they want to use for any given ritual spell. The ritual materials are used up regardless of the outcome of the spell.
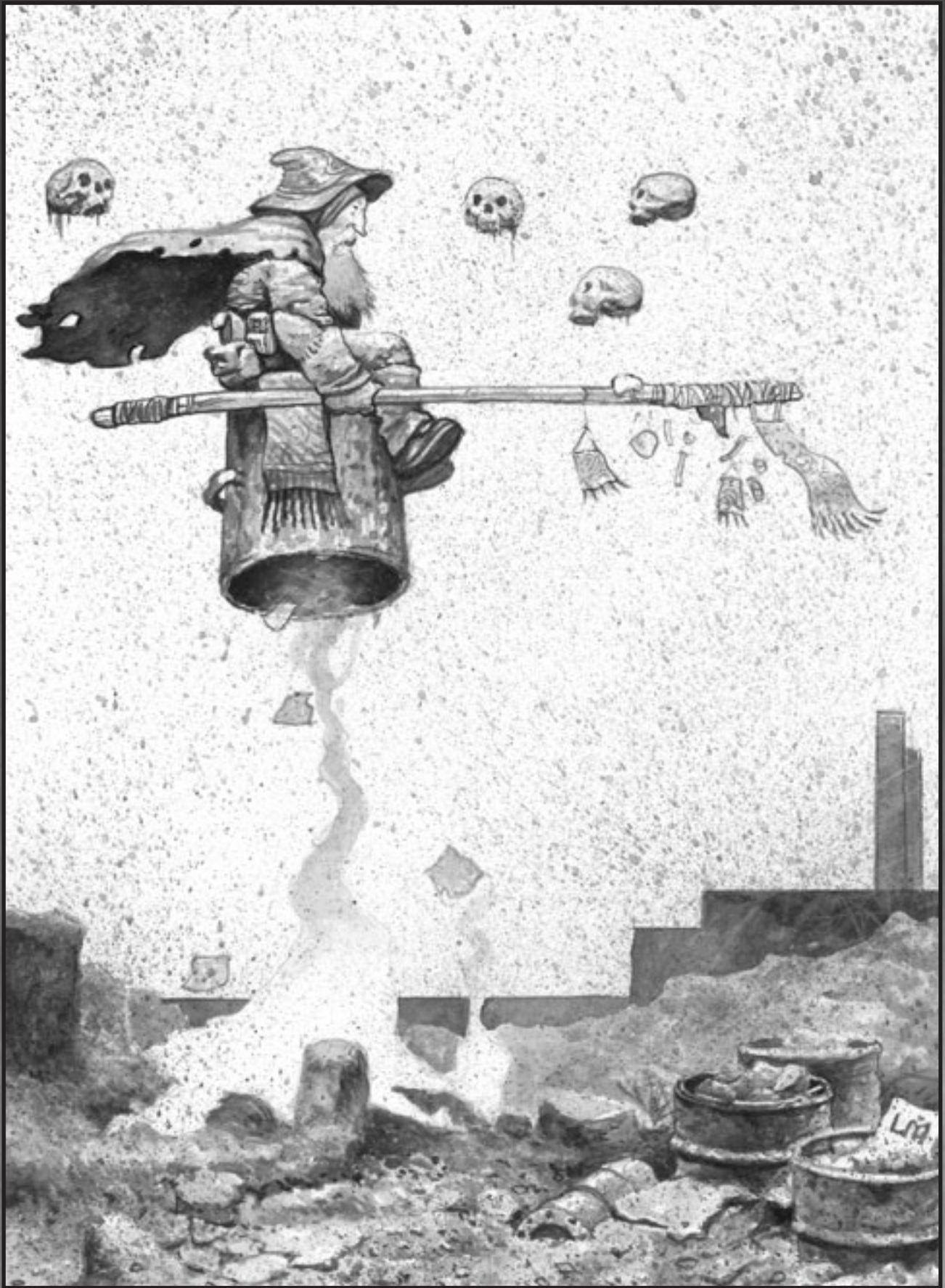
Ritual Concerns

As with any use of Magical Skills, ritual sorcery leaves an astral signature, both on the target and at the site of the casting. Because the spellcasting was a group effort, the astral imprint is that of the ritual team as a whole, not the individual team members. In order to identify the astral signature of an individual team member, a character must make an Assensing Test and achieve a number of successes equal to 5 plus half the number of ritual team members (round up).

Metamagical techniques (see *Initiation and Metamagic,* p. 57) may also be used during ritual sorcery. Shielding and reflecting may be used to protect the target; a reflected spell targets the entire ritual team. Centering may be used by individual team members to resist Drain, but only the leader may use Centering for increased successes. Spells cast through ritual sorcery may also be quickened; the leader pays the Karma costs.

THE RITUAL TEAM

At the beginning of the ritual, the team members combine their Sorcery dice into a pool, called the Ritual Pool. Because the entire ritual is a single action, this pool does not refresh. A single spellcaster can perform ritual sorcery alone, with a Ritual Pool equal to the character's Sorcery (or Ritual Sorcery Specialization).

Once the ritual begins, the members of the team are linked together magically. Everyone in the team must use astral perception, so the entire team is considered dual-natured for the duration of the ritual.

Because a ritual spell is a single Exclusive action, team members cannot use their Sorcery dice for anything else during a ritual without withdrawing from the team. If a member withdraws from the team, reduce the remaining dice in the Ritual Pool by the character's Sorcery. If this exhausts the Ritual Pool, the spell immediately aborts and all team members (including the member who pulled out) must make Drain Resistance Tests. A character who withdraws from a ritual sorcery team must immediately make a Drain Resistance Test.

Foci: A focus adds its dice only once over the course of the spell. For example, a Force 3 focus adds 3 dice over the course of the entire ritual, not at each stage.

Spirits: Only one elemental can provide Aid Sorcery for the entire ritual (see *Aid Sorcery,* p. 187, *SR3*), but the spirit may belong to any of the team members. Add the elemental's Aid Sorcery dice to the Ritual Pool.

Modifiers: Unless otherwise noted, only the ritual leader's modifiers affect the team or the outcome of the spell (see *Ritual Leader,* below).

Ritual Leader

One of the characters on the ritual team is designated as the ritual leader. All tests required for the ritual spell use only that character's modifiers, Spell Pool and Karma Pool. Pool dice do not refresh until the ritual is complete.

Totem Modifiers: Use only the totem modifiers of the shaman ritual leader, not those for the totem of the shamanic lodge or any of the other shamans on the team.

Ritual Spotter

One other character on the ritual team may be designated as a *spotter.* The spotter serves as the astral eyes of the ritual team, observing the target either for targeting purposes or to direct the spell (for those spells that require line of sight to the target) once it has been cast. The spotter does not contribute to the Ritual Pool but must know the spell and is subject to the Drain of the ritual spell. Spotters may astrally project once the ritual has started without withdrawing from the ritual team.

The spotter must stay in astral space observing the target until the sending is complete. If the ritual casting takes longer than the spotter can project, the ritual fails.

Spirits: Spirits may not be used as spotters, except for free spirits and allies (pp. 113, 107) who possess the sorcery power.

CASTING THE SPELL

The steps below outline the procedure for casting and resolving ritual sorcery, followed by an explanation of each step.
1. Beginning the casting
2. Make Targeting Test
3. Make Sending Test
4. Make Sorcery Test
5. Make Spell Resistance Test
6. Determine the effect of the spell
7. Make Drain Resistance Test

BEGINNING THE CASTING

Before a ritual team can cast its spell, it must make certain preparations: choosing the spell and its Force, choosing the ritual team members, appointing the leader and spotter (if any), gathering the necessary materials and preparing the shamanic lodge or hermetic circle. Once all these preparations have been completed, the team members gather and perform the ceremony that allows them to combine their Sorcery dice into the Ritual Pool. The team members drop any sustained spells, spell defense, or shielding; the spotter astrally projects; and the ritual team begins working.

TARGETING TEST

If the team leader can see the target of the spell using the rules for spellcasting (p. 181, *SR3*), the spell is automatically targeted.

The team's spotter can also "spot" the target from astral space. Because the ritual team is considered one being in a dual-natured state of astral perception, it may target any physical or astral target the spotter can see. A spotter may also follow another person or entity to the target, such as a partner going to a meet with the target or a spirit using its search power.

The ritual team must wait through the time it takes to find the target.

Astral Combat: If the spotter is attacked in astral combat, they may defend per melee combat rules, but because they do not have access to their Sorcery dice, they may not cast spells or otherwise use Magical Skills, including spell defense. (Many spotters arrange for a spirit bodyguard or someone not part of the ritual team to accompany them for protection.) If the spotter is killed or driven away from the target, the spell aborts and all team members make Drain Resistance Tests.

Material Link

If the target of a ritual spell cannot be seen directly or observed astrally, the ritual team must create a link to the target using a *material link*. If the target is a living being, the material link is a tissue sample containing its DNA. If the target is Awakened, any foci bonded to the target may be used as a link. If the target is a nonliving object, the team needs an integral piece of its structure. You can target a building using a brick pried from one of its walls, for example, but not a picture that used to hang inside.

The leader allocates dice from the Ritual Pool for a Linking Test. The target number depends on how closely the team can pinpoint the target's location, as shown on the Linking Test Table.

Forming the link takes a number of hours equal to the Force of the spell. Divide the base time by the successes from the Linking Test to determine the actual time it takes to form the link. If the team achieves no successes, the spell aborts and team members make Drain Resistance Tests.

SENDING TEST

The sending part of the ritual builds up the power of the spell and directs it at the target. The leader allocates dice from the Ritual Pool to make a Sending Test. To determine the target number for the test, consult the Sending Target Number Table.

The time required for the sending is a number of hours equal to the spell's Force, divided by the number of successes in the Sending Test. If the team achieved no successes, the spell aborts and all members of the team make Drain Resistance Tests.

Noticing a Sending

At the beginning of the sending, the target makes a Perception Test against a Target Number 10 (8 if the target is Awakened). A single success allows the target to notice the sending; he gets a "creepy feeling" of imminent danger. Any magician or any character who has been the target of ritual sorcery before will recognize the feeling as a sending. Targets capable of astral perception who notice the sending can make an Assensing Test to learn more about the spell and its Force.

During the sending part of the ritual, anyone who observes the target from the astral plane may notice mana building up around the target. The observer makes an Astral Perception Test against a target number equal to 10 minus the Force of the spell, plus the number of hours remaining in the sending. A single success allows the observer to recognize what is happening. The observer can then make an Assensing Test to learn more about the ritual spell and its Force (see *Astral Perception,* p. 171, *SR3*).

SENDING TARGET NUMBER TABLE

Target Type	Target Number
Place	6
Person	6
Object	8
Astral Form	8

Target Modifiers

Target Moving Fast*	+2
Area Spell	−1

* Moving faster than normal movement, as by plane, car, train and so on.

Tracking the Sending

It is possible to track a sending to its source. As soon as the target or an observer notices the sending, a character with astral perception can see a thread of energy in astral space that links the ritual team and the target. To follow this link to the ritual team, a character must use the *Astral Tracking* rules (p. 177, *SR3*).

Once found, the ritual team can be attacked in astral space or, if time and distance allow, physically. The hermetic circle or shamanic lodge acts as a barrier in astral space.

Astral Combat: The ritual team members may defend themselves astrally per the melee combat rules, but they may not astrally project or use Magical Skills. If a team member dies or loses consciousness, reduce the Ritual Pool by that character's Sorcery dice. If this exhausts the Ritual Pool or if the leader loses consciousness, the ritual aborts and all remaining members of the team make Drain Resistance Tests.

In order to defend themselves and the rest of the team, any team members except the ritual leader may withdraw from the ritual by taking an Exclusive Complex action, but doing so removes their Sorcery dice from the Ritual Pool. If this exhausts the Ritual Pool, the ritual is aborted. Ritual team members who withdraw from the ritual must make an immediate Drain Resistance Test (see Drain Resistance Test, below), except they may not use any Ritual Pool dice or their own Sorcery dice for this test. They may use their personal Spell Pool, totem advantages and so on.

SORCERY TEST

At the end of the sending, the spell takes effect.

Make the Sorcery Test. The leader designates the number of dice to be used from the Ritual Pool. Because the link to the target is already established, no modifiers apply to this test except for the leader's injury modifiers and the modifiers for his or her totem, patron loa, or Path of the Wheel.

Area-effect Spell: For an area-effect spell, the base radius is equal to the leader's Magic, and the radius can be adjusted

LINKING TEST TABLE

Target Location	Target Number
City or county known	5
State, province, or country known	7
Continent known	9
Location unknown	11

Target Modifiers

Target is astrally active	−2
Target within astral barrier	+ Barrier's Force
Target hidden by concealment power	+ Concealing Critter's Essence

larger or smaller by subtracting dice from the Ritual Pool per the area-effect spell rules on p. 181 of *SR3.* Area-effect spells will only affect additional targets if they are within line of sight of the ritual leader or spotter.

SPELL RESISTANCE TEST

Make a standard Spell Resistance Test, if required. Allies of the target may provide Spell Defense (p. 183, *SR3*) if they become aware of the sending before it is completed.

SPELL EFFECT

The ritual team's net successes after the Spell Resistance Test determine the spell's effect. See individual spell descriptions for effects.

Detection Spells: When cast using ritual sorcery, detection spells extend to reach the target of the ritual. For example, a ritual Detect Individual spell could locate that individual anywhere in the world. A ritual Clairvoyance spell cast using part of a building would allow the ritual team to see anywhere within the building as if physically present, and so on. If the target of the ritual is gaining the spell's benefits, then the spell has its normal range. For example, casting a ritual Detect Enemies spell on someone to help protect them provides a standard

(Force x Magic) radius, using the leader's Magic to determine the radius.

DRAIN RESISTANCE TEST

The ritual team resists Drain immediately after the Sorcery Test. Each member of the team resists Drain as if they had cast the spell themselves. The leader allocates any remaining Ritual Pool dice to individual team members to aid in resisting Drain. Individuals may also use their personal Spell Pools to resist Drain (except the leader, if she used hers during the ritual).

If team members have extra dice from foci they have not used during the ritual, they may add those dice to the Drain Test as well. Shamans, houngans and Path of the Wheel followers may also apply any appropriate modifiers from their totem, patron loa, or Path to the ritual sorcery Drain Resistance Test.

SUSTAINING RITUAL SORCERY

If the ritual spell requires sustaining, the ritual team can sustain it by allocating any remaining dice from the Ritual Pool to that purpose, which will sustain the spell for a number of hours equal to the Magic of the team leader multiplied by the number of dice allocated. Sustaining a spell in this way requires no further effort on the part of the ritual team; the spell is sus-

tained by the ritual. The leader may continue to direct the spell, if necessary.

Mages can use an elemental to maintain the spell (see *Elemental Services,* p. 187, *SR3*).

The members of the ritual team can sustain the spell themselves by remaining locked into a team, concentrating on the spell. Both of these options, however, leave an astral trail leading back to the elemental or members of the team, as described in *Tracking the Sending.* Team members sustaining a spell in this manner need not remain in the same location with each other, but they may not use other magic while sustaining the spell. If any team member stops sustaining the spell, it ends.

Four shamans gather to work a ritual Control Emotion spell on a corporate polluter who is planning to destroy an area of the wilderness for development. All the shamans have Sorcery 5, and they have a small sample of the corp exec's hair as a material link. The shamans gather at night in the lodge of the team's leader, who follows Eagle.

After lighting the fire pit, the shamans sit in a circle and begin their ritual. They combine their Sorcery dice into a Ritual Pool of 20 dice. The leader also has a Spell Pool of 5 dice. The leader declares the spell, Control Emotion at Force 5. They know their target is somewhere within the city, so the leader allocates four dice from the Ritual Pool and one Spell Pool die to the Linking Test, which has a Target Number of 5. The test results in 2 successes, so the linking takes two and a half hours (Force 5, divided by 2 successes).

The sending begins. The target of the spell is a person, so the Target Number is 6. The leader allocates 6 dice from the Ritual Pool for the Sending Test and generates only 1 success. The Sending requires 5 hours (Force 5, divided by 1 success).

The gamemaster makes a secret Perception Test for the target, rolling his 4 Intelligence dice against a Target Number 10 (the target is not Awakened). The corper scores no successes, so he has no idea of what's coming. The gamemaster decides it is unlikely for any other Awakened characters to see the exec during the rest of the ritual (since he's at home, asleep), so she doesn't bother making additional Perception Tests.

At the end of the sending, the shamans have been working for almost eight hours. It is near dawn and time to complete the spell. The leader allocates 5 dice from the 10 remaining in the Ritual Pool for the Sorcery Test, plus his 4 remaining Spell Pool dice, for a total of 9 dice. Because the leader is an Eagle shaman, no totem modifiers apply to casting a manipulation spell. The target number for Control Emotion is the target's Willpower, which is 4. The test generates 5 successes.

The suit gets a Spell Resistance Test, rolling his Willpower (4) against the spell's Force (5). He achieves only 1 success. Control Emotions has a Threshold equal to half the target's Willpower (or 2, in this case). Because the spell has 4 net successes, it is successful. The spell fills the executive with a deep love of the wilderness. He awakens in the morning from an inspiring dream and immediately begins calling his associates, telling them to halt the

development project in favor of a new site somewhere in the city limits, despite the increase in cost.

The spell complete, each shaman must resist Drain. Control Emotion has a Drain Code of +1M, so each shaman must resist 3M Drain using Willpower. Because the spell's Force does not exceed anyone's Magic, this Drain is only Stun damage. The leader chooses not to allocate any Ritual Pool dice to the Drain Resistance Test. One of the shamans follows Raccoon, so she gets +2 dice from her totem modifiers.

The team leader allocates the remaining 5 dice in the Ritual Pool to sustaining the spell. This gives the spell a duration of (5 times the leader's Magic, which is 6) 30 hours. By the time the spell ends and the exec realizes what he's done, the development project has been seriously delayed, buying the shamans and their shadowrunner allies some additional time to find a more permanent solution.

RITUAL TRACKING

Characters can also use a ritual to find a target, rather than cast a spell. The requirements for conducting ritual tracking are the same as for ritual sorcery, except that the team must have a material link and an astral spotter, and no spell is being cast. A ritual tracking team follows the procedures for Beginning the Casting, Make Targeting Test and Make Drain Resistance Test. The base time for the Linking Test is one hour.

Ritual tracking is usually more effective than ritual sorcery because more dice from the Ritual Pool can be allocated to the Targeting Test. If the targeting is successful and a link is made to the target, a thread of astral energy appears that can be used to find the target. The astral spotter follows this link using the astral tracking rules (p. 177, *SR3*), except that dice from the Ritual Pool may also be added to the Tracking Test. Once found, the team can attack the target if they are astrally present, or the spotter can report the target's physical location so that mundane assets can be directed there.

Ritual tracking may be noticed and tracked back in the same way as ritual sorcery (see *Noticing a Sending* and *Tracking the Sending,* p. 37).

At the end of the ritual tracking, each team member makes a Drain Resistance Test. The target number for this test is the target number for the Targeting Test divided by 2 (round down). The Drain Level is M. Any remaining Ritual Pool dice may be allocated to individual team members for use in this test, as with ritual sorcery.

A ritual tracking team must maintain the ritual link for the entire time it takes an astral spotter to follow the thread to the target, which is an Exclusive action. If a team member withdraws from the ritual and the loss of their Sorcery dice exhausts the Ritual Pool, or if the team is attacked or interrupted in some other way, the astral thread disappears.

ENCHANTING

Enchanting is a skill used by Awakened characters to create magical goods. Enchanting has two Specializations: Alchemy, which is the refinement of magical materials, and Artificing, which is the manufacture of foci. Enchanting is an

Active Magical Skill and is linked to Willpower (p. 82, *SR3*). Only the Awakened can use Enchanting Skill; such characters are referred to as *enchanters* in this section.

Talismongering, which is another name for the Enchanting Background Skill, is a Knowledge Skill that encompasses the analysis and manufacture of magical materials and fetishes. Talismongering is used by both enchanters and mundanes. See *Talismongering* for more information. Characters with Talismongering Skill are referred to as *talismongers* in this section.

Unlike other forms of magic, enchanting causes no Drain. Because the enchanter gathers magical energy very gradually and "grounds" it into the item being enchanted, he or she experiences no adverse effects from his or her efforts. Enchanting takes a good deal of Karma, however, as well as time and money. These requirements keep the supply of magical materials and items well below demand in the marketplace. Enchanting is an art, not a technology.

Enchanting Process: To create and enchant magical goods (everything from fetishes to ritual materials to foci), the necessary raw materials must first be gathered and refined through the use of Talismongering. Refined materials can be used to produce fetishes and ritual materials. They may also be used to produce magical materials called *radicals* through the use of Alchemy (see p. 42). These radicals can then be used to create foci and other enchanted items per the rules for Artificing (see p. 42).

Each step concentrates additional mana in the material, so that alchemical radicals contain more inherent magic than the raw materials gathered to create them. The higher the magic level in materials used for enchanting, the easier it is to use those materials for magical purposes. In other words, radicals, or items containing or created with radicals, are easier to enchant than materials that are simply refined.

ENCHANTING GEAR

Enchanting requires special equipment classified as "tools" (p. 288, *SR3*). Enchanting gear comes in only two forms: kit or shop. There is no "facility" equivalent for enchanting because all tasks must be performed by individuals using specific methods—enchanting cannot be produced on an assembly line. An enchanter interested in enchanting a specific object, however, might need a facility of the appropriate type to build that object from scratch.

An enchanting kit is needed for talismongering and to gather raw materials for enchanting. It can also be used to refine herbal or mineral materials. It costs 10,000 nuyen, and the gear fits inside a large backpack or suitcase.

An enchanting shop is needed for artificing or alchemy, for analyzing materials or items and for refining metal ores. It costs 100,000 nuyen. The equipment will fit into a mid-sized van, but using it requires room to spread out (about 50 square meters). This is especially true if working with metals or performing alchemy, which requires operating furnaces and forges. A shop used for working with these materials needs fuel for the furnace, forge, and so on: electrical current, natural gas, fuel oil, or a plentiful supply of wood or coal. A shop can be used to perform any task for which you would use a kit.

Renting the use of an enchanting shop costs 100 nuyen per day, plus the cost of any materials used.

Enchanting gear alone is sufficient for gathering raw materials or performing talismongering. If a character plans to work in alchemy or artificing, he or she must meet additional requirements: a shaman must carry out these operations in a shamanic lodge, and a mage must have access to an Enchanting library, both with a rating at least equal to the operation being performed.

The Magical Gear Table (p. 169) lists prices for enchanting equipment and suggested costs for enchanting services.

TALISMONGERING

Talismongering does not produce anything inherently magical. Rather, it involves locating raw materials and preparing fetishes and ritual materials. A character need not be Awakened in order to perform talismongering—all it requires is knowledge of plant lore, a little mineralogy and the centuries-old formulas used to make charms, powders, incense, lucky pieces and similar items.

Magicians often find it essential to gather their own raw materials when making a focus entirely from scratch.

Materials for Enchanting: The three general classes of material used in enchanting are herbal, mineral and metal.

Herbal materials are plants, roots, flowers, bark, wood, molds, fungi and so on.

Mineral materials are crystals, precious and semiprecious stones and rocks in general.

Metal materials include ores of iron, gold, copper, tin, aluminum and other pure metals.

Collecting Materials

All tests made to collect materials for enchanting may use the Gathering Specialization of the Talismongering Skill (see *Awakened Skills,* p. 30) .

Because of the resource rush that peaked in the early twenty-first century, it is difficult to find a source of materials that is not so polluted that all the magic is either gone or poisonously twisted. Most of the best spots for collecting materials for enchanting are in the wild Awakened lands in the Native American Nations, and the inhabitants are wary of people sneaking in to take from Mother Earth. This situation makes tribal connections a real bonus for talismongers. The gamemaster determines what areas are suitable for collecting specific types of enchanting materials.

When collecting raw materials, the character must carry out certain ritual procedures that require an enchanting kit. The gamemaster may also require such items as picks, shovels and pails. The use of heavy mining gear, power tools, or anything that pollutes the environment (including explosives) will destroy the magical energy of the materials and render them useless.

A unit of herbal material weighs about 5 kilograms. A unit of mineral or metal material weighs about 10 kilograms.

Collecting one unit of raw materials takes a base time of 10 days. The base time represents how long it takes to find a sufficient amount of material of the right type and quality to use in magic. This involves more than merely scooping up armfuls

of shrubbery; the talismonger must examine every leaf before deciding whether or not it is suitable for magical use. Make a Talismongering (4) Test and divide the base time by the number of successes. If you roll no successes, you waste 10 days and find nothing.

Knowledge Skills related to the material being collected may be used as Complementary Skills for the Talismongering Test; for example, Metallurgy for metal materials, Botany for herbal materials, Geology or Mining for mineral materials, and so on. Every 2 successes counts as 1 success for the Talismongering Test.

Modifiers: Commercially mined or produced materials can be used to make a focus, but the resulting enchanted object does not receive the bonus for the use of virgin materials (see p. 42).

A shaman searching for materials in a domain suitable to his totem adds +2 dice to the Talismongering Test for collecting materials for enchanting. For example, a Raccoon shaman receives this advantage unless he or she is in the desert, a Snake shaman gets the bonus anywhere on land, and so on.

An elemental or spirit of the elements of the appropriate type (usually earth) or a nature spirit of the appropriate domain can assist in finding materials. This task counts as one service from the spirit. Add a number of dice equal to the spirit's Force to the Talismongering Test.

Refining Materials

Refined materials are used to make fetishes and virgin foci or serve as raw material for alchemy.

An enchanting kit is required to refine herbal materials. Minerals meant for fetishes can be refined with a kit. Minerals for foci require an enchanting shop. Refining metals requires an enchanting shop.

The maximum number of units of raw material a character can process at one time is equal to the character's Intelligence.

The base time for refining is 10 days. Make a Talismongering (4) Test, then divide the base time by the number of successes. As with gathering, a relevant Knowledge Skill can be used as a Complementary Skill to speed things up. If the character rolls no successes, the talismonger has wasted 10 days. If the result of the test yields all 1s, the raw materials are ruined.

One or more successes means the raw materials are now refined. One unit of refined material is produced for each unit of raw material used in the process. A unit of refined material weighs half as much as the original raw material: 2.5 kilograms for herbal material and 5 kilograms for metals or minerals.

Making Fetishes

Once a talismonger has obtained refined materials, whether prepared personally or purchased from a trusted dealer, he can use them to make fetishes. One unit of refined materials makes 100 nuyen worth of fetishes. Fetishes are described on p. 180 of *SR3.*

To determine how long making a fetish takes, make a Talismongering (4) Test and divide the number of successes into 24 hours. A failed test means the talismonger has wasted

24 hours. If the result of the test yields all 1s, the refined materials are ruined.

Making Ritual Materials

Refined materials are also suitable for making the ritual materials needed for ritual sorcery, conjuring, building shamanic lodges, drawing hermetic circles and so on. Commonly comprised of herbal or mineral compounds, ritual materials can be made with an enchanting kit.

Use the same ratings and tests for making ritual materials as for making fetishes, except that each unit of refined material makes 500 nuyen worth of ritual materials.

ALCHEMY

The Alchemy Specialization of Enchanting is used to further process refined materials and make alchemical materials called *radicals*. Radicals make it easier for a character to enchant a focus and may reduce the Karma cost of bonding it.

Though someone, somewhere is always trying to reproduce the legendary products of alchemy: the philosopher's stone, the elixir of youth, the universal solvent, gold, and other such things, so far alchemy has only produced radicals, which have proved useful only in enchanting.

Making Radicals

Alchemy requires an enchanting shop. The process of producing radicals takes 28 days (one lunar month), and this time may not be reduced. The process is very demanding and leaves no time for study, other magical work, or anything other than the most ordinary tasks.

A unit of radical material weighs one-hundredth the weight of the raw material: 50 grams for herbs and 100 grams for metals or minerals.

The alchemist must spend the entire 28 days minding the alchemical process, also called the *circulation*. At the end of 28 days, the alchemist makes an Enchanting Test. The target number is the number of units of refined materials being processed. The number of units of radicals produced equals the original number of units of refined materials multiplied by the number of successes. A failed test means the enchanter must continue the process for another 28 days, making another Enchanting Test at the end of that time. A result of all 1s destroys the materials.

Interrupted Work: If the character is called away for an extended period during the circulation, he must make an Enchanting Test with a target number equal to the number of hours the circulation was left unattended. A failed test means the process aborts and the character must start over. Another alchemist can oversee the process temporarily, but the second alchemist's Enchanting must be at least equal to the character's.

Peter Puffer sets up a circulation to produce radical iron. He loads 3 units of refined iron ore into his alchemical furnace and begins. After four weeks of catnaps, skimpy meals and cajoling the cranky equipment through the delicate steps of the circulation, he cracks the sealed vessel containing the material. Peter has Enchanting 5, so he rolls 5 dice. His target number is 3 because he started with 3

units of materials. He rolls 1, 3, 3, 4, 5, achieving four successes. Puffer beams as he pours the molten mass from the vessel into a cooling bath. The 3 original units times 4 successes yields 12 units of radical iron.

Orichalcum: According to legend, the priest-kings of ancient Atlantis discovered orichalcum. Regardless of the truth of that claim, this orange-gold alloy is utterly absurd from any metallurgical point of view; only alchemy can create it. Orichalcum is of tremendous value in making foci and has many other uses.

A single unit of orichalcum weighs only 10 grams.

Creating orichalcum requires a special circulation, carried out as follows. Combine one unit each of the radicals of copper, gold, silver and mercury. The circulation proceeds normally. Make the Enchanting Test against a Target Number 10 minus the alchemist's Magic Attribute. For each success, the alchemist produces one unit of orichalcum. If there are no successes, the circulation must continue for another 28 days, followed by an Enchanting Test. A result of all 1s means the materials are destroyed.

ARTIFICING

The Artificing Specialization is used to make foci (p. 189, *SR3*). Artificing requires an enchanting shop and the item to be enchanted or the materials to make the item. The character begins by designing a focus formula, enchants the item to be used as a focus (the telesma), then bonds the item using Karma.

Focus Formula

A focus formula is similar to a spell formula (see *Spell Formulas,* p. 47), but is specific in type, rating and form. The material basis, or form, of the focus (see p. 43), is part of the formula. Thus, the final formula might be: Force 2 power focus (wooden staff). The same formula can be used to make a focus with mundane materials, virgin materials, alchemical materials, and so on.

Characters can buy an existing formula or design their own. Because the form of the focus is part of the formula, however, most magicians choose to design their own in order to incorporate a specific item, either because it is unique, readily available, or perhaps deceptively ordinary looking.

The base time to design a focus formula is determined by the type of focus, per the Focus Design Table. To create the focus formula, make an Enchanting Test against a target number equal to the desired Force of the focus. Divide the base time by the number of successes. A failed test means the formula is incomplete. The designer must spend the base time puzzling out what went wrong and make the Enchanting Test again.

Once the formula is completed, anyone with Enchanting can use it to make that specific type of focus.

The time spent designing a focus formula may be interrupted without penalty.

Focus formulas are too complex to be memorized. Both hermetic and shamanic formulas exist. Translating a formula from one tradition to the other is equivalent to designing the

formula from scratch but modifies the Enchanting Test target number by –2.

Mundane Characters: Mundane characters with Talismongering Skill may also design focus formulas, though they cannot make foci. If a character uses Talismongering Skill instead of Enchanting to design a focus formula, modify the target number by +2.

Material Basis

The item to be enchanted is the material basis or form of the focus, also called a telesma. Any inanimate object can serve as the telesma: a wooden wand, a jeweled charm, a weapon, a car, an oddly shaped stone and so on. Because the telesma's Object Resistance modifies the target number for the Enchanting Test, the more natural an object, or the more work a character performed to create it, the easier the telesma is to enchant (see the Object Resistance Table, p. 182, *SR3*) and the less Karma it costs to bond.

Telesma come in three basic types: mundane, handmade and virgin.

Mundane telesma are pre-made or commercially manufactured items such as a store-bought sword or charm, a musical instrument and so on.

Handmade telesma are items hand-made by the enchanter using store-bought materials: a hand-sewn wool scarf, a self-made wire-and-bead necklace, a hand-built violin and so on. Making such items requires an appropriate skill (often Build/Repair).

Virgin telesma are created by an enchanter who finds the necessary raw materials and makes the item entirely from scratch (use the *Talismongering* rules, p. 40). For example, a character might create a wool scarf from scratch by shearing the sheep; washing, combing and spinning the wool; weaving the thread into a piece of cloth; then finishing the material by hand to make a scarf. Making virgin telesma requires handicraft skills or the appropriate Build and Repair skill for items such as weapons. Virgin telesma are magically attuned to the maker.

Exotic Materials: Gamemasters may choose to make creating a focus more difficult (or exciting) by introducing the possibility that exotic materials may be required to make the focus or to enchant it. Exotic materials include esoteric or unusual components such as those in the Exotic Materials Table, though gamemasters are encouraged to let their imaginations run wild when choosing such components. Requiring exotic materials offers excellent possibilities for adventure hooks.

To include exotic materials in the creation of a focus, roll 1D6 after the focus formula has been completed. If the result is less than or equal to the Force of the focus, an exotic material is required to make or to enchant the focus. If the desired Force of the focus is 6 or greater, an exotic material is automatically required. In this case, subtract 6 from the desired Force and roll again. If the result is equal to or less than the desired Force – 6, the focus requires a second exotic material. Subtract 6 again, and roll 1D6. If the result is equal to or less than that number, a third exotic material is required. Continue this process until subtracting 6 reduces the Force to 0 or less.

For each exotic material, roll 2D6 and consult the Exotic Materials Table, or simply choose a material from the table or make up your own. If the exotic material is an alchemical radical, which may also be used to enhance the enchanting process, the focus requires the exotic material *in addition to* the standard requirements for that material. In other words, one exotic material cannot do double duty; the exotic material requirement to create or enchant the focus is in addition to anything the enchanter voluntarily decides to put into the process.

Characters who choose not to fulfill the exotic materials requirement(s) for their focus may simply begin again by redesigning the focus formula and hope that they draw easier or fewer exotic material requirements the next time around.

Eli the enchanter decides to make a Force 8 forest spirit focus. Because 8 is higher than 6, the focus automatically requires one exotic material. He subtracts 6 from 8 (the Force of the focus), making his new Target Number 2. Eli now rolls 1D6. On a result of 1 or 2, a second exotic material is required. He rolls a 2. While Eli groans, the gamemaster informs him that his spirit focus will require a unit of leaves from a rare tree found only in the deep jungles of Amazonia, and a lock of hair

FOCUS DESIGN TABLE

Focus Type	Base Time
Expendable Anchoring	10 days
Expendable Spell	10 days
Specific Spell	10 days*
Sustaining	10 days
Centering	20 days
Homunculus	20 days
Spell Defense	20 days
Reusable Anchoring	30 days
Shielding	30 days
Spell Category	30 days
Spirit	30 days
Power	60 days
Weapon	60 days

* Also requires the spell formula. See p. 47.

EXOTIC MATERIALS TABLE

Die Roll	Material
2	A body part from a freshly killed dragon
3	10 units of herbs from a remote corner of another continent
4	One unit of a metal alchemical radical
5	1D6 x 10,000¥ worth of fine gems
6	One liter of blood from a living Awakened critter
7	A lock of hair (or feathers or scales) from an Awakened critter
8	One unit of an herbal alchemical radical
9	1D6 x 10,000¥ worth of precious metals
10	A souvenir from an astral quest
11	10 units of minerals from a remote corner of another continent
12	A sample of bodily fluid or tissue from a live dragon

from a leshy—thus setting up Eli's next adventure.

Alchemical Materials: Adding alchemical radicals (including orichalcum) to the telesma, or using radicals in the creation process, makes the focus easier to enchant and reduces the Karma cost for bonding.

If the enchanter uses a number of units of radicals equal to the item's Force, they receive a modifier to their Enchanting Test target number as shown on the Enchanting Table. If the radicals are all of the same material, they receive the One Material bonus; using two or three different types of radicals provides a Two Materials or Three Materials bonus, respectively.

For example, Eli the enchanter is creating a Force 3 power focus using a small rag doll. He uses three alchemical radicals while making the doll: an herbal radical to paint the face, a mineral radical to make beads for its eyes, and a metal radical as a weight in its torso so that it will sit up independently. He has used a number of units of radicals equal to the Force of the focus and has used three different materials, so he modifies the Enchanting Test target number by –4.

Using radicals to create or enchant a focus also reduces the Karma cost of bonding (see *First Bonding*).

Every unit of orichalcum used to create or enchant a focus modifies the Enchanting Test target number by –1 and reduces the Karma cost for bonding by –1.

Regardless of how radicals are used in the creation of a focus, they are bound to that focus and used up.

Enchanting Test

Once the telesma is acquired or created, the enchantment can begin. The rituals of enchanting take time and concentration, leaving no energy or attention for anything but the most ordinary tasks required to survive. According to the enchanter's tradition, he or she is consumed by the ritual: gathering magical energy into the telesma; taking readings of the positions of the sun and moon; performing chants, dances and litanies; meditating and so on.

To enchant a focus, a mage needs an enchanting library and a shaman needs a shamanic lodge, both of a rating at least equal to the Force of the focus.

The base time for enchanting is 30 days. Make an Enchanting Test against a target number per the Enchantment Table, adding any applicable modifiers. Divide the base time by the number of successes. A failed test means the ritual continues for another 30 days, at which time the enchanter can make

ENCHANTING TABLE

Focus Type	Target Number
Expendable Spell	3
Expendable Anchoring	4
Specific Spell	4
Sustaining	4
Homunculus	5
Reusable Anchoring	6
Shielding	6
Spell Category	6
Spell Defense	6
Spirit	6
Centering	6
Weapon	6
Power	8

Modifiers	
Force of Focus	+ Force
Material Basis	+ Object Resistance (p. 182, *SR3*)
Handmade Telesma	–1
Virgin Telesma	–2
Alchemical Radicals	
One Material	–1
Two Materials	–2
Three Materials	–4
Orichalcum (per unit)	–1

another Enchanting Test. On a result of all ones, the process aborts and the materials are wasted.

Enchanting Multiple Telesma: An enchanter usually can enchant only a single telesma at a time. In the single exception to this rule, an enchanter can process a number of expendable spell foci equal to Intelligence in a batch. Treat all costs in time, tests, materials and so on for this batch as for a single focus. For example, a magician with Intelligence 4 can make four identical expendable spell foci at one time. If the foci are Force 3, all tests, Karma costs and so on are as if for the creation of a single Force 3 focus.

First Bonding

Having successfully created and enchanted a focus, the enchanter must pay Karma to complete the enchantment. If the enchanter lacks the necessary Karma, the enchantment aborts and the focus is useless. The materials are wasted.

The Karma paid to complete the enchantment also bonds the focus, either to its maker or to any other person the enchanter chooses. The person to whom the focus will be bonded must be present for the first bonding. The person being bonded to the focus may pay some or all of the Karma cost, with the enchanter paying the balance.

The enchanter may also make an additional Enchanting Test upon completing the creation of the focus to lower the Karma cost for the first bonding. The target number for this test is the Force of the focus. If the enchanter is performing this test on behalf of the person to whom the focus will be bonded, apply a +2 target number modifier. Every 2 successes scored by the enchanter lower the Karma cost by –1.

Karma costs for first bonding appear in the First Bonding Cost Table, p. 45. The use of virgin telesma, alchemical radicals, orichalcum and the Enchanting Test described above can reduce the Karma cost for bonding to a minimum of the Force of the focus.

Re-bonding a Focus: If a focus is re-bonded at a later time, use the standard bonding costs on p. 190, *SR3*.

Stacked Foci

It is possible to make a focus that has multiple, or "stacked," purposes. For example, a stacked focus might be a spirit 4/spell defense 3 focus.

The target number of the focus formula of a stacked focus is the sum of the Force ratings. The base time is equal to the combined base times of the focus types. The resulting formula is useful only for building a stacked focus.

If using the exotic materials rule (p. 43), the tests for exotic materials are based on the total Force of the focus. Similarly, any benefits from alchemical materials require a number of units equal to the total Force.

The target number for enchanting the focus is equal to the *highest* applicable target number, plus *half* the base target number for any other functions the item has, plus the *average* of the Force ratings involved.

The Karma cost for the first bonding is equal to the highest base cost, multiplied by the total Force for the focus. When re-bonding a stacked focus, the magician must pay the appropriate Karma for each function of the focus but may do so separately. The focus cannot be used until it is completely bonded.

Eli wants to make a stacked power 2/combat spell 3 focus. The target number for the formula design would be 5 (2 + 3), and the base time would be 90 days (60 + 30). This formula can only be used to create a stacked focus—it could not be used to design only a Force 2 power focus or a Force 3 combat spell focus, for example.

When Eli attempts to enchant this stacked focus, his base Target Number will be 8 (the target number for a power focus, which is highest) plus 3 (half the target number for a combat spell focus), or 11. The average of the Force ratings are added to this (2 + 3 = 5, divided by 2 equals 2.5, rounded down to 2) for a final Target Number 13 (11 + 2) for the Enchanting Test.

The base Karma cost for the first bonding of this focus would be 7 (base cost of the power focus, which is highest) times a total Force of 5, or 35.

If a magician was to later steal the focus off Eli's dead body, she could bond it to herself for a Karma cost of 10 (5 x Force) for the power focus and 9 (3 x Force) for the combat spell focus—19 Karma total.

NEW FOCI

With the exception of the spell defense focus, these foci are more sophisticated than those described in *SR3,* requiring the unique abilities of an initiate (p. 57) to create. As with all the advanced options in this book, gamemasters should consider carefully before allowing these foci in a campaign.

Centering Foci

This type of focus provides a number of additional dice for

FIRST BONDING COST TABLE

Focus Type	Karma Cost
Expendable Anchoring Focus	2 x Force
Homunculus	3 x Force
Specific Spell	3 x Force
Sustaining	3 x Force
Spirit	4 x Force
Centering	5 x Force
Reusable Anchoring	5 x Force
Spell Category	5 x Force
Spell Defense	5 x Force
Shielding	6 x Force
Power	7 x Force
Weapon	8 x Force

Modifiers	Reduction in Karma Cost
Virgin Telesma	–2
Alchemical Materials	
One Material	–1
Two Materials	–2
Three Materials	–4
Orichalcum (per unit)	–1
Per 2 successes on Enchanting Test	–1

use with Centering Skill equal to its Force (see *Centering,* p. 72). Users cannot gain more dice from the focus than they have dice in Centering Skill, and the focus must be active for the owner to gain the bonus. Centering foci are often items that complement a specific Centering Skill, such as a musical instrument for a Musical Skill. A centering focus costs (3 x Force) in Karma to bond.

Anchoring Foci

Anchoring foci are magical items similar to sustaining foci (p. 190, *SR3*), with additional flexibility. An anchor maintains a spell just like a sustaining focus, but it can be turned on and off without breaking the spell. Spell anchors can also "store" spells, holding them inactive until the anchor is activated. There are two types of spell anchors: expendable and permanent. Anchors can only be enchanted and used by initiates using the metamagical technique of Anchoring. See p. 70 for more details.

The maximum Force in spells an anchor can hold at one time is equal to its Force. Anchoring foci must be bonded like other foci before they are used. Expendable anchors cost (1 x Force) in Karma to bond. Permanent anchors cost (3 x Force).

Spell Defense Foci

A spell defense focus provides a number of additional spell defense dice to magicians equal to its Force. These dice are allocated per normal spell defense rules (p. 183, *SR3*). Users cannot gain more dice from the focus than they normally have in their Spell Pool. Spell defense foci cost (3 x Force) in Karma to bond.

Shielding Foci

Shielding foci work in exactly the same manner as spell defense foci, except the dice they provide are used for shielding (see p. 79). Shielding foci cost (4 x Force) in Karma to bond.

FOCUS ADDICTION

Gamemasters can use the focus addiction rule to balance games in which foci proliferate and make magicians too powerful.

When a magician relies too heavily on foci, they become a "crutch" that begins to weaken the magician's abilities, just like what happens when a muscle isn't exercised regularly.

Each Combat Turn in which a magician uses a total Force in foci greater than twice his Magic Attribute, make a Magic Test against a target number equal to half the total Force of the

active foci (round down). If the test succeeds, there is no effect. If it fails, the magician must make an immediate check for Magic loss (p. 160, *SR3*).

If a magician who loses Magic by abusing foci chooses to take a geas (p. 31), it must be a talisman geas tied to one of the foci being used. The magician's Magic Point is permanently tied to that focus, and the magician may only cast magic as if they still had that point while the focus is active. This geas may be shed like other geasa upon initiation (p. 57).

Gus the street mage has Magic 6 and a whole truckload of foci: two sustaining foci (Force 4 each), a power focus (4), a spirit focus (2), and a Fireball spell focus (3). He keeps the sustaining foci active all the time. He and his chummers get caught up in some trouble on a run, and Gus activates his spirit focus to deal with a hostile elemental. His total active foci in Force is 10 (4 + 4 + 2)—less than twice his Magic Attribute, which is 12. Later in the turn, Gus wants to throw a really killer fireball, so he powers up his power and spell foci, giving him a total Force of 17 (previous 10 + power focus 4 + spell focus 3). Gus has to make a Magic Test against a Target Number of 8 (17 divided by 2, rounded down). He fails the test and has to check for Magic loss. If Gus loses a point of Magic and doesn't take the talisman geas to offset it, he will be forced to make focus addiction tests more often, thus risking losing even more Magic.

UNIQUE ENCHANTMENTS

A magician can use the Enchanting Skill to create a unique enchantment. Though it can be a focus, an alchemical radical, or even a fetish made with certain raw materials, a unique enchantment need not *do* anything in a direct magical sense. The best use of a unique enchantment is to fulfill a requirement of an adventure. The following suggestions represent only a fraction of the uses for a unique enchantment.

A spirit focus can be designed to conjure a specific free spirit (see *Free Spirits,* p. 113). A unique enchantment used for similar purposes might serve as a trap (to hold a free spirit like a genie in a bottle) or a shrine or statue where the spirit can survive loss of mana. A spirit might even commission an enchanter to build such an item, encoding its true name into the formula it gives the enchanter.

A unique enchantment might require a magician to prepare some alchemical material in order to overcome an ancient magic too powerful for ordinary methods to defeat or even affect.

A dragon who agrees to render the runners a service might request payment in the form of an unusual focus built to the specifications of an ancient formula. Naturally, the formula for this unique enchantment will most likely be hidden in a lost ruin guarded by hordes of monsters.

A unique enchantment may grant its wielders cosmic power in the adventure for which it was designed, but it need not continue to grant that power. The power of the object is *unique!* It may have turned that particular toxic spirit to guacamole at just the right moment, but it need not give the run-

ners continuing access to a "Turn Spirit to Guacamole" focus. Perhaps it only works when the planets are in a particular alignment—which will happen again in just 127 years or so.

Finding, analyzing, or making unique enchantments can add interest and excitement to magically oriented adventures.

ANALYZING MAGICAL ITEMS

Any character with the Talismongering or Enchanting Skill can analyze any magical material or item. Analyzing magical items requires an enchanting shop. Because magicians can get this information simply by assensing the material (see *Astral Perception,* p. 171, *SR3*), the following analysis technique is generally used by mundane talismongers.

The gamemaster makes a secret Talismongering or Enchanting Test using the appropriate target number from the Magical Analysis Table. If the character can assense the material, reduce the target number by 1. Divide the number of successes into 24 hours to determine how long the analysis takes. If the test fails, the character has wasted 24 hours and gains no information about the item. If the result is all 1s, the character destroys the item. (The gamemaster may choose some other outcome to result from the Rule of One, especially if he or she doesn't want the item in question destroyed.)

Successful analysis tells the character what the material is and its rating (if it has one). Successful analysis can also distinguish between refined materials gathered with the correct procedures (see p. 41) and mundane material with no magical qualities. Additional successes can reveal what the material was being used for, such as "this is a combat fetish" or "this is material prepared for conjuring a Force 6 water elemental."

SPELL DESIGN

This section provides guidelines for players and gamemasters who want to design their own spells. In game terms, a spell formula is what a character creates when they want to design a new spell. Spell design is what that character's player performs in order to give that character a new spell.

Limits of Sorcery

Though spells can create many amazing effects, the power of sorcery in the Sixth World does have limits. Some of these limitations may be inherent in the nature of magic; others may simply be conditions magical theorists have yet to find a way around.

Currently, sorcery obeys the following limitations, which form the base-line assumptions according to which all spells in this and other *Shadowrun* products were created. Players and gamemasters may choose to ignore or alter any or all of these assumptions, but doing so may unbalance their game.

Sorcery cannot affect anything to which the user does not have a magical link. In the case of spellcasting, this link is provided by line of sight: the visual image of the target pro-

MAGICAL ANALYSIS TABLE

Magical Analysis	Target Number
Item Not Magical	4
Refined Raw Material	5
Ritual Material or Fetish	6
Alchemical Radical	6
Focus	Force

vides the magical connection between the caster and the target of the spell. For ritual sorcery, a representation of the target—something that is an integral part of its substance—can provide a link. Without this link, sorcery cannot affect a target.

Sorcery cannot alter the fabric of the space/time continuum. Spells cannot directly change distance or the passage of time. Teleportation and time travel are the holy grails of magical R&D departments the world over, but no one has been able to unravel the knotty problem of affecting space or time with magic. Spells can speed up or slow down *processes,* such as healing or chemical reactions, and allow subjects to move quickly, but they cannot directly alter time or space.

Sorcery cannot divine the future with any certainty. Spells are rooted in the same present as their caster and cannot pierce the veil of time to predict the future with any great accuracy. Reliable techniques of long-range precognition do not exist. Spells designed to predict the future only provide clues and hints about *possible* events, and then only over a short span of time. The further into the future one attempts to divine, the more unreliable the results.

Sorcery cannot summon or banish spirits. These abilities are the province of the art of conjuring. Spells can, however, be used to damage spirits or to create barriers that block or contain them.

Magic is not intelligent. Mana only does as it is told when manipulated by Magical Skills such as Sorcery. Magical effects do not make independent decisions.

SPELL FORMULAS

A spell formula is the symbolic theory of a specific spell (p. 180, *SR3*). A spell formula is always the same for a particular spell, but its representation differs according to the magical tradition. A shamanic formula may be an item such as a painting or carving, a set of runes, or a medicine bag. A hermetic formula is a written text or a complex diagram composed of many arcane equations and symbols. The formulas contain the same concepts but express them in different ways.

Inspiration

Before a character can design a spell formula, they need inspiration. They have to know what they want the spell to do and have some idea how it should work.

Characters who want to create a new spell may be inspired by circumstances (they want something to achieve a specific effect), research (they may find a mention of some magical effect in a historical or fictional document that they want to produce), emotion (no existing spell offers the perfect method of revenge against a double-crossing Johnson) and so on.

Characters can reverse-engineer the formula for a spell that already exists (that is, any spell published in a *Shadowrun* product)—though in the world of *Shadowrun,* doing so is illegal. Existing reference works do not publish formulas, but they

do give practical descriptions of the energies involved and their effects. A character with such a description can deduce enough to grasp the concept of a spell's formula.

Astrally observing someone else casting a spell also may provide enough information to reverse-engineer the spell. To figure out a spell from seeing it cast, a character must be astrally perceiving and must concentrate all their attention on observing the spell by taking an Exclusive Simple Action. Make an Astral Perception Test against the Force of the spell. The Spell Design Knowledge Skill is a Complementary Skill for this test. If the spell is Instant in duration (p. 178, *SR3*), apply a +2 modifier to the target number. One success is sufficient to provide the inspiration for figuring out the spell's formula.

Design

Any Awakened or mundane character who possesses the Spell Design Knowledge Skill, or who can default to the Sorcery or Magic Background Skills (adding a +2 modifier to the target number), can design a spell formula. Though theoretical occultists with high ratings in Spell Design but no Magic Attribute are rare, they do exist, much like pure theoreticians in the physical sciences. They can create a working spell formula but cannot personally test their theories.

A shaman must perform spell design work in a shamanic lodge with a Force at least equal to his Spell Design Skill (or the rating of the skill being used). A mage needs a Sorcery library with a Force rating at least equal to his skill. Most mundanes use hermetic techniques to design spells. If the Force rating of the lodge or library is lower than the rating of the skill being used, use the lower rating—a craftsman is only as good as his tools.

A designer cannot create a spell formula with a Force higher than his Spell Design Knowledge Skill (or the default skill) or the rating of his Sorcery library or shamanic lodge, whichever is lower.

Make a Design Test using the appropriate skill, plus any modifiers described below. The target number equals 2 x (the Force of the spell) + any modifiers to the spell's Drain target number (see *Drain Modifiers,* p. 55) – (the designer's Magic Attribute). The base time for designing a spell formula appears in the Spell Design Base Time Table. Divide the successes from the Design Test into the base time. If the test fails, the spell formula doesn't work and the designer must abandon his design after one-half the base time has expired. The time spent designing a spell formula may be interrupted without penalty.

Modifiers: A character designing a spell formula using a library or shamanic lodge that is rated higher than his Spell Design Skill receives 1 extra die for every 2 points the library or lodge is higher than the skill. For example, a shaman with Sorcery Background 5 working in a Rating 7 shamanic lodge adds 1 die to the skill for the Design Test.

SPELL DESIGN BASE TIME TABLE

Drain Level*	Base Time
L	6 days
M	18 days
S	36 days
D	60 days

* For spells with a variable Drain Code, use the highest applicable Drain.

Mages can use an Aid Study service from an elemental aligned with the category of the spell (p. 187, *SR3*). Add the elemental's Force in dice to the mage's skill.

Totem modifiers (both advantages and disadvantages) affect a shaman designing a spell. For example, a Rat shaman receives +2 dice for designing detection and illusion spells but –1 die for designing combat spells.

Translating a Formula: The completed formula is in a form consistent with the designer's magical tradition. To translate an existing formula from one tradition to the other, follow the same procedure, but modify the Design Test target number by +2. This modifier reflects the extra effort required to compensate for the dichotomy between the two magical traditions.

Shetani wants to design his own Powerbolt 5 spell. His Spell Design Skill of 5 and a Rating 8 Sorcery library give him 6 dice for the Design Test. He decides to summon a spirit to help with creating the formula. Because he's designing a combat spell, he summons a Force 4 fire elemental to take advantage of its Aid Study power; this gives him 10 dice total. His target number is twice the spell's Force (2 x 5 = 10) plus Drain Target modifiers (powerbolt has a +1 Drain target modifier) and minus his Magic Rating (6), for a final Target Number 5. Because powerbolt has a variable Drain Code, he uses Drain of Deadly (the highest possible) to determine the base time for designing the spell, which is 60 days. Shetani rolls and gets 2 successes. It takes him 30 days to design the spell.

Using the Formula

Once you have a spell formula, you can use it to learn the spell, sell it, or publish it as "public domain" magic. Buying or selling a spell legally necessitates many forms and contracts that require a valid SIN number. As a result, most shadowrunners deal only with black-market spell formulas.

A spell formula must exist in hard-copy format or be stored via electronic media. Mages have the advantage here because shamanic formulas rarely lend themselves to computer storage. A shaman must usually have the actual formula-object, though the gamemaster can allow a digitized image or a hologram to fulfill this requirement for visual formulas such as paintings or mosaics.

To determine the size of a spell formula in electronic form, consult the Program Size Table on p. 223, *SR3*. Use a multiplier of 2; the Program Rating is equal to the Force of the spell.

Increasing the Force: A character can only learn a spell up to the Force for which the formula was designed. To upgrade a spell formula (increase its Force), calculate the Design Test as for designing a new spell, but apply a –2 modifier to the target number and reduce the base time by half.

DESIGNING NEW SPELLS

Spell design is part art and part mathematics; certain elements of spell design offer the designer plenty of choices, while other elements offer only narrow parameters from which to choose. Because spell design cannot be reduced to pure numbers, these rules offer guidelines that provide a feel for the scale of spells and their effects. The procedure described in this section allows players to design spells that maintain game balance while providing plenty of leeway for creativity.

Each choice a character makes in spell design can affect other elements of the spell. For the most satisfactory results in designing a spell, players and gamemasters should familiarize themselves with all the information in this section. Having all the facts going in will help players avoid being disappointed with the results of their spell or having to redo their work if they encounter a limit that doesn't fit their planned spell. Players should also review the *Limits of Sorcery* section on p. 47 before designing their spells, and the gamemaster should carefully evaluate new spells before they are introduced into the game.

Once a player has designed the spell, the character who is inventing the spell has to design the formula (see *Spell Formulas,* p. 47). If the gamemaster designs the spell, the spell simply becomes available, either publicly or known only to the non-player character who invented it. Player characters may try to learn such spells according to the standard rules.

Steps for Spell Design

To design a spell, perform the following steps in the order given. Each step is explained below.

1. Choose the desired effect and spell category
2. Choose the type
3. Choose the range
4. Choose the target number
5. Choose the duration
6. Choose the Force
7. Choose Attribute for resisting spell
8. Declare whether spell has area effect
9. Choose elemental effects, if appropriate
10. Calculate the Drain Code

Spell Category

A spell must be classified according to one of five categories: combat, detection, health, illusion or manipulation. If a spell heals damage, it is a health spell; if a spell kills someone, it is a combat spell, and so on. Because how a spell does something might belong to a different category than what the spell does, however, this classification can be tricky. For example, if the effect of a spell is to kill the target (slamming a rock into them at the speed of a bullet), but the effect is achieved by a manipulation (picking up and slinging a rock using magic), the spell categories overlap. The gamemaster has the final say on the category of a spell, but how a spell accomplishes its effect usually determines the category.

Spell Type

All spells are one of two types, mana or physical (p. 178, *SR3*).

Mana spells only affect the mind or spirit of a target, or magical energies. Because they do not have to affect physical objects, mana spells generally cause less Drain. A mana illusion spell can fool corp guards in person but has no effect if they are watching via closed-circuit camera from a remote location. Mana spells work against cybermodified living beings because the cyberware was paid for with Essence and so is considered to be integral to the being's organic system.

Metahuman thoughts and feelings cannot be considered cybermodified, no matter how much cyberware a character possesses. A character's brain may be so full of wire that they pick up radio broadcasts, but the mind is pure thought and spirit and thus is on the same "wavelength" as and can be affected by mana spells.

A mana illusion spell can fool a character with cybereyes because the effect is entirely in the character's mind. If a rigger is within view, then a spell can affect him directly and a mana illusion spell is effective.

Physical spells affect the material form of a target and will work on non-living targets. Physical spells have no effect on the astral plane.

A physical spell can target cyberware directly (as in the case of the Increase Cybered Attribute spell).

A rigger using a vehicle or drone's sensors cannot be targeted by a mana illusion spell because the sensors are separate and distinct from the rigger. A spell must be physical to affect sensors directly.

Range

Spells can have a range of either touch or line of sight. The range of the spell affects the Drain Code (see *Drain Code,* p. 54).

Touch: The caster must touch the target in order to cast the spell on it. Touching an unwilling target requires a Melee Combat Test (p. 122, *SR3*), but apply a –1 target modifier to account for the fact that the caster does not actually have to hit the target. For example, if the caster misses but the target counterattacks and hits the caster, the touch requirement is met. The use of a touch spell cannot be combined with an unarmed attack intended to cause damage.

Line of Sight (LOS): The spell can target anything the caster can see or assense out to the limits of the character's range of sight. (See *Spell Targeting,* p. 181, *SR3,* for more information.)

Target Number

The spell's type and other conditions determine the base target number for the Sorcery Test.

General/Combat: For a mana spell, the target number is the Willpower of the target.

- For a physical spell, the target number is the Body of the target (or the Object Resistance of an inanimate object; see p. 182, *SR3*).
- If the spell affects magic, the target number is the Force of the target.
- If the spell specifically affects an inanimate object, the target number is determined from the Object Resistance Table (p. 182, *SR3*). Vehicles add their Body and half their

Armor to the Object Resistance (see p. 150, *SR3*).

Detection: For a detection spell that interacts with the target's mind, the target number is the Willpower of the target.

- For a detection spell that creates a new directional sense (like sight), the Target Number is 6.
- For a detection spell that creates a new area sense, the target number is determined from the Detection Spell Table (p. 192, *SR3*).
- For a detection spell that creates a new non-directional, non-area sense, the Target Number is 4.

Health: For a spell used to counteract the effect of something, such as a disease or toxin, the target number is the Power, Strength, or equivalent value of the effect.

- For a mana health spell affecting body processes, the Target Number is 4.
- For a spell that affects an Attribute beneficially, the target number is the Attribute's rating.
- For a spell that affects an Attribute adversely, the target number is 10 minus the target's Essence.
- For a spell that affects the inner workings of the body, beneficially or adversely, the target number is 10 minus the target's Essence.

Illusion: For a physical-directed illusion spell, the target number is the Intelligence of the target.

- For a mana-directed illusion spell, the target number is the Willpower of the target.
- For an indirect illusion spell, the Target Number is 4.

Manipulation: For a control manipulation spell, the target number is the Willpower of the target.

- For an elemental manipulation spell, the Target Number is 4.
- For a telekinetic or transformation manipulation spell, the Target Number is 4, unless the spell involves the creation of a barrier or requires fine manipulation on the part of the caster, in which case the Target Number is 6.

Duration

Spells have one of three durations, as defined on p. 178 of *SR3.*

Instant spells take effect and end in the same action they are cast. They may have some lasting effects, but the spell itself only lasts an instant. All combat spells are of instant duration, as are most other spells with damaging effects.

Sustained spells last as long as the caster maintains them; their effects end when the spell ends. Any spell involving sensing, searching, analysis, defense, transformation, or other changes in the world or the way the target of the spell perceives the world should be sustained.

Permanent spells must be maintained for a time, then they become permanent. Only a few spells should be permanent in duration. Spells that heal or repair damage, disease, the effects of drugs, poisons and so on are good candidates

PERMANENT SPELL BASE TIME TABLE

Drain Level	Base Time
Light	5 turns
Moderate	10 turns
Serious	15 turns
Deadly	20 turns

because they return the target to its natural state. Minor transformations that purify or create natural compounds from organic sources can also safely become permanent—for example, a spell that creates simple foodstuffs.

Physical cosmetic spells for creating make-up, hairdo, new clothes, and even the superficial appearance of objects can be either sustained or permanent. As a general rule, if the spell provides some sort of game bonus (other than restorative), the effect should not be permanent. The gamemaster has the final say on whether it is possible to create a permanent version of a spell.

The base time for maintaining a permanent spell depends on its Drain Level, as shown on the Permanent Spell Base Time Table. If the spell is not maintained for the entire time required, it does not become permanent and its effect is lost.

The caster can reduce the time required for a spell to become permanent by using successes from the Sorcery Test. These successes do not increase the effect of the spell. Divide the base time by the number of successes allocated to determine how long it takes for the spell to become permanent.

Force

The designer simply chooses the spell's maximum Force. The formula's Force cannot be greater than the designer's Spell Design Knowledge Skill (or the appropriate Knowledge Skill to which the character is defaulting) or the rating of the library or lodge, whichever is lower.

Force often limits the bonuses provided by a spell; as a general rule of spell design, most spells should not provide a bonus greater than the spell's Force.

Resisted Spells

Any spell that affects an unwilling target can be resisted. The target makes a Spell Resistance Test using the targeted Attribute or an appropriate Attribute chosen by the designer (usually Body or Willpower). If the spell requires a voluntary target, any attempt to resist it automatically causes the spell to fail. For detection and illusion spells, unwilling targets (targets who are unaware of the spell) always resist. Inanimate objects (including vehicles) do not make Spell Resistance Tests.

Threshold: Manipulation spells that directly damage or alter the body or mind of a target have a Threshold, which is a number of successes required for the spell to work. The Threshold is generally half the Willpower Attribute for mana spells and half the Body Attribute or Barrier Rating for physical spells (round down). The number of successes the caster has remaining after the Spell Resistance Test are compared to the Threshold. If they equal or exceed the Threshold number, the spell is successful; otherwise, the spell fails.

Ranged-attack Manipulation Spells: Elemental manipulations and some telekinetic manipulations do not directly affect a target; they merely create something that is "thrown" by the caster. These spells are not required to have Thresholds.

Area Effect

Under most circumstances, spells only affect a single target. Certain spells can have an area effect, which means they affect all valid targets within an area of effect. Area-effect spells cannot affect individuals who cannot be seen, even if they are within the area designated for the effect. Magicians also may not selectively ignore valid targets within the area of effect, including themselves. The base area of effect can be centered anywhere within line of sight and has a radius equal to the caster's Magic Attribute in meters. Extended area-effect spells (see p. 56) have a radius of Magic x 10 meters. Spellcasters may reduce the area of a spell by withholding dice (see p. 181, *SR3*).

Health spells may not produce an area effect because they must be focused on a specific organic system.

If an area-effect illusion or manipulation spell is sustained, the affected area may be moved with a Complex Action, as long as it remains within line of sight. Characters who "drop out" of the affected area are no longer affected by the spell; characters who are "enveloped" by the area must make a Spell Resistance Test against the effects of the spell as appropriate.

For detection spells that provide a subject with a new sense, area effect refers to the range of the sense (usually a radius of Magic x Force in meters). Extended area detection spells have a radius of Magic x Force x 10 meters.

Because they do not depend on line of sight, elemental manipulation spells affect all targets within an area of effect (see p. 182, *SR3*).

Elemental Effects

Elemental manipulation spells use the elements of nature to inflict damage. The primary damage they cause is determined by the Damage Code of the spell. They also produce secondary "elemental effects" that may affect the environment or cause further damage.

The gamemaster must determine the appropriate secondary effects for a spell based on the spell and the situation. For example, a Fireball might start fires, cook off ammo, ignite fuel tanks, and set fire to armor and clothing all over the blast zone. An Acid Stream could melt surrounding material into smoking sludge.

If, after applying the primary damage of the spell, anyone is left standing and in some way vulnerable to the secondary effects, roll 2D6 to determine the effect for any non-living targets. If the spell had a Deadly Damage Level, the result must be greater than or equal to the target's Object Resistance Rating (p. 182, *SR3*). If the spell's Damage Level was Serious, add +2 to the

Object Resistance. If the spell causes Moderate damage, add +4 to the Object Resistance. An elemental spell with a Damage Level of Light does not cause secondary effects.

Acid

Primary Damage: Anyone in full-body armor treated to resist toxic materials (such as a firefighter's suit) takes no damage. Acid creates a cloud of thick, choking fumes: add +4 to all target numbers for those in the affected area (double the actual area of the spell to reflect the size of the fume cloud) for the rest of the turn. The affected area is also considered treacherous ground for the rest of the turn.

Secondary Effects: Any-thing hit by an acid effect can be melted into sludge, or at least badly pitted and burned. Vehicle tires flatten. Armor can be reduced by –1 to both Ballistic and Impact values by being melted and burned. If the Acid attack was Deadly, even firearms can be corroded into junk.

Blast

Primary Damage: Blast effects increase their Damage Level against manifested earth elementals and gnomes by one level, striking with the impact of rushing air. Characters struck with a Blast effect are subject to the Knockdown rules associated with melee combat (p. 124, *SR3*), with the Force of the spell substituting for the Strength of the attacker.

Secondary Effects: Broken glass, shattered plaster and so on. Unreinforced walls and structures can be badly damaged by the Blast effect.

Fire

Primary Damage: Fire increases its Damage Level by one level against water elementals and undines.

Secondary Effects: Fire can ignite flammable materials. Highly flammable materials (gasoline, dry wood, paper, explosives and ammunition) add –1 to their Object Resistance. If clothing ignites, the wearer takes damage at the end of every turn until the flames are extinguished. The damage is 6M at the end of the first Combat Turn he is on fire. Increase the Power of the damage by +2 per turn thereafter.

Treat exploding ammunition, grenades and so on as a weapon hit; armor does not reduce the damage. Combat Pool may be used to help resist the damage as the singed target tries to hurl the exploding material away.

Vehicle fuel may explode. Add +2 to the vehicle's Object Resistance unless the fuel is exposed to open air.

Ice

Primary Damage: Ice increases its Damage Level against fire and water elementals and salamanders and undines by one level. Anyone in heated armor or clothes takes no damage. The area

affected by ice is treacherous ground until the end of the turn.

Secondary Effects: Any moving vehicles must immediately make a Crash Test. They may also stall. Liquids may freeze solid. Normal plants wither and die instantly.

Light

Primary Damage: The brightness of the light causes the target(s) to suffer a flare effect penalty (see *Vision Modifiers,* p. 112, *SR3*) for one Combat Turn after the attack. Creatures with an allergy or vulnerability to sunlight may take additional damage from the attack.

Secondary Effects: The light beam can ignite flammable materials, and the intense brightness may overload optical scanners.

Lightning

Primary Damage: Heat and impact are the effects of lightning. A character in insulated armor or clothing is unaffected. A character who is not grounded (levitating, for example) may also escape the spell effects. Lightning increases its Damage Level by one level against air elementals and sylphs, ionizing and dispersing them. Characters struck by lightning are subject to Knockdown, as if struck in melee combat (p. 124, *SR3*).

Secondary Effects: Lightning can short out electrical equipment. Modify the equipment's Object Resistance by –1 against these effects. It can destroy metal firearms and touch off their ammo. Vehicle engines may short out, and their fuel may ignite. Add +2 to the vehicle's Object Resistance unless the fuel is exposed to open air.

Metal

Primary Damage: Creatures with an allergy or vulnerability to iron take additional damage.

Secondary Effects: The metallic shrapnel can shred unprotected targets and may reduce the value of armor by 1 point. The fragments may confuse some types of sensors and scanning devices.

Sand

Primary Damage: Sand produces tearing, abrasive damage. It increases its Damage Level by 1 against air elementals and sylphs by smothering them.

Secondary Effects: The fine grit may jam and damage machinery or weapons that are not fully sealed against the environment.

Smoke

Primary Damage: Smoke does Stun damage, but continual inhalation can eventually overflow the Condition Monitor and cause Physical damage when targets pass out.

Secondary Effects: The thick smoke limits vision, imposing a +4 modifier on visibility for the rest of the turn.

DRAIN CODE EXAMPLES

For each of the following spells that appeared in *SR3,* we show how we arrived at the Drain Code using the spell design rules. Use these examples as a point of reference when creating your own spells.

Combat Spells

Manabolt is a mana spell that does physical damage at LOS range. No other modifiers apply, so its Drain Code is equal to the spell's Damage Level.

Powerbolt is the same as Manabolt, except it's a physical spell, adding +1 to the Drain Power and giving it a Drain Code of +1 (Damage Level).

Stunball is a mana spell. It inflicts Stun damage (–1 Drain Power) and is an area spell (+1 Drain Level), giving it a Drain Code of –1 (Damage Level +1).

Detection Spells

Detect Life is the most basic detection spell, a mana spell that detects the presence or absence of life within range of the sense (base Drain Level of Light). It's a detection spell (–1 Drain Power) and senses in all directions (area spell, +1 Drain Level). It is also sustained (+1 Drain Power) and, like most detection spells, has a range of Touch (–1 Drain Level). All of the modifiers cancel each other out, leaving a final Drain Code of (L).

Analyze Device is a physical spell (+1 Drain Power) because it can analyze non-living objects (base Serious Drain Level). It receives the detection spell (–1 Drain Power), sustained spell (+1 Drain Power) and range of Touch (–1 Drain Level) modifiers. This gives the spell a Drain Code of +1 (M).

Clairvoyance provides improved sight (base Serious Drain Level). It is a detection spell (–1 Drain Power), sustained (+1 Drain Power) and range of Touch (–1 Drain Level). This provides a final Drain Code of (M).

Mind Probe provides a new sense (telepathy, base Deadly Drain Level). It receives the detection spell, sustained spell, and range of Touch modifiers, for a final Drain Code of (S).

Health Spells

With the exception of harmful spells, the health spells in *SR3* are all assumed to have a range of Touch and require voluntary targets, unless stated otherwise.

Heal is a mana spell and heals damage, so its Drain is equal to the Damage Level healed. The modifiers for having a range of Touch and for requiring a voluntary target are automatic for health spells. Heal also does not require a modifier for being permanent because it restores the target to normal health. **Treat** uses the same modifiers as Heal, except it has the Restricted Target modifier (–1 Drain Power, works only on subjects damaged in the past hour).

Hibernate is a bit tricky because there is no base Drain listed for it. Looking at the base Drain for manipulation spells, Hibernate could be considered a minor physical change, giving it a base Drain of Moderate. It requires a voluntary target (no modifier for health spells) and is sustained (+1 Drain Power) for a final Drain Code of +1 (M).

Increase Attribute is a mana spell that increases an Attribute, giving it a base Drain Level of Moderate. It requires a voluntary target (no modifier), is sustained (+1 Drain Power) and has Touch range (no modifier for a health spell), for a final Drain Code of +1 (M). **Increase Cybered Attribute** is a physical spell (+1 Drain Power) because it affects Attributes enhanced by cyberware, so its Drain Code is +2 (M).

Resist Pain has a Drain Level equal to the Damage Level affected. Because Resist Pain affects only symptoms (–2 Drain Power), its Drain Code is –2 (Damage Level).

Illusion Spells

Entertainment is an obvious, single-sense directed illusion (base Light Drain Level). It is sustained (+1 Drain Power) and an area spell (+1 Drain Level), but it is an illusion spell (–1 Drain Power) and requires voluntary targets (–1 Drain Level) for a Drain Code of (L). **Trid Entertainment** is a physical spell, increasing the Drain Code to +1 (L).

Invisibility, an indirect illusion, is a major single-sense change (base Drain Level M). It is sustained (+1 Drain Power), but it is also an illusion (–1 Drain Power), so the modifiers cancel out for a final Drain Code of (M). **Improved Invisibility** is a physical spell, increasing the Drain Code to +1 (M).

Mask is a multi-sense, minor change indirect illusion (base Drain Level M). It is sustained (+1 Drain Power), but also an illusion spell (–1 Drain Power), for a final Drain Code of (M). **Physical Mask** is a physical spell (+1 Drain Power), and so would have a Drain Code of +1 (M).

Phantasm is a single-sense, severe change indirect illusion (base Drain Level S). It is sustained (+1 Drain Power), an illusion (–1 Drain Power) and area effect (+1 Drain Level) for a final Drain of (D). **Trid Phantasm,** the physical version (+1 Drain Power), is +1 (D).

Manipulation Spells

Manipulations are perhaps the most complex category of spells.

Control Thoughts causes a major mental change (base Drain Level S). It is a mana spell (no modifier) and sustained (+1 Drain Power). Because it causes a change, it has a Threshold, equal to half the target's Willpower. No other modifiers apply, so the spell has a Drain Code of +1 (S).

Flamethrower causes damage, so it has a base Drain equal to the spell's Damage Level. It is a physical spell, like all elemental manipulations (+1 Drain Power). It also has the elemental effect modifier (+1 Drain Level). This makes the spell's Drain Code +1 (Damage Level +1). **Fireball** is simply an area spell version of Flamethrower, increasing the Drain Code to +1 (Damage Level +2).

Astral Barrier creates a major environmental change (base Drain Level M). It is a sustained spell (+1 Drain Power) and an area spell (+1 Drain Level) for a Drain Code of +1 (S). **Barrier** is a physical spell, for a Drain Code of +2 (S).

Petrify causes a major physical change (base Drain Level S). It is a physical spell (+1 Drain Power) and sustained (+1 Drain Power), but only affects living flesh (Restricted Target, –1 Drain Power) for a Drain Code of +1 (S). Because this spell also forces a major change on the body, it has a Threshold of half the Body Attribute.

Water

Primary Damage: Water causes Stun damage. All those affected are subject to Knockdown, as if struck in melee combat (p. 124, *SR3*). Water increases its Damage Level by one level against fire elementals and salamanders. Exposed electrical wiring is shorted out on contact. Affected areas are treated as treacherous ground for the rest of the turn.

Secondary Effects: Water may short out any electrical or electronic gear such as laser sights, smartgun adapters, and vehicle engines, but not cyberware.

Drain Code

The Drain Code varies according to the specifics of each spell. The Drain Code has two parts: the Drain Power and the Drain Level.

The base Drain Power, which is the target number of the caster's Drain Resistance Test, is equal to one-half the Force of the spell, rounded down. This number can be modified by the type of spell. See the Drain Modifiers Table, p. 56.

Drain Level is based on the nature of the spell and may be modified by the type of spell. If the modifiers increase the Drain Level to Deadly, any additional Drain Level modifiers increase the Drain Power by +2. Modifiers cannot reduce the Drain Level below Light.

For examples of calculating the Drain Code using spells that appeared in *SR3,* see p. 53.

COMBAT SPELL DRAIN TABLE

Damage Level	Base Drain Level
L	L
M	M
S	S
D	D

Drain Modifiers
Power: Physical Spell, Restricted Target, Stun Damage
Level: Area Spell, Touch Range, Very Restricted Target

Combat Spells: The base Drain Level of a combat spell varies according to the base Damage Level chosen for the spell when it is cast. If the spell has a fixed level of damage (for example, the Slay spell), use that as its base Drain Level. For example, a combat spell that inflicts Moderate damage has a base Drain Level of Moderate.

Detection Spells: The base Drain Level for a detection spell depends on what is being detected and how much information the spell provides. Detection spells can detect the presence or absence of a quality; for example, Detect Life determines the presence of living beings. Detection spells can also analyze the target, providing the spellcaster with more information; for example, Detect Enemies reveals the hostile intentions of a living being. The more information the spell provides, the higher its Drain Level.

Mana detection spells can only detect and analyze living or magical subjects. Only a physical detection spell can detect non-living subjects.

The *subject* of a detection spell is the character upon whom the spell is cast; they receive the benefits that the spell provides (for example, a new sense). The subject must be a willing recipient of the spell or it does not work.

The *target* is whomever the subject is attempting to detect using their new sense. Anyone who is not voluntarily the target of a detection spell may resist the spell normally.

The sense provided to the subject is normally directional; much like sight, it can only be used in one direction (on one target) at a time. Detection spells with the Area Sense modifier (p. 56) provide a sense that reaches out in all directions at once. The range of the sense (whether directional or area) is Force x Magic meters. The Extended Sense modifier (p. 56) extends this range to (Magic x Force x 10) meters.

Bonuses provided by a detection spell may not exceed the Force of the spell.

DETECTION SPELL DRAIN TABLE

Spell Type	Base Drain Level
Detect living or magical target	L
Analyze living or magical target	M
Detect non-living target	M
Analyze non-living target	S
Improve an existing sense	S
Provide a new sense (sonar, telepathy, etc.)	D
Borrow a sense	D

Drain Modifiers
Power: Detection Spell, Physical Spell, Restricted Target, Sustained Spell
Level: Area Sense, Caster Only, Extended Sense, Touch Range, Very Restricted Target, Voluntary Target

Health Spells: Most health spells are curative; they heal damage, cure disease and neutralize toxins. Curative spells have a variable Drain Level, equal to the Damage Level of the malady the spell is curing.

Health spells that cause afflictions base their Drain on what they do to the target. For example, a spell that causes a Serious disease has a Serious Drain Level.

Spells affecting Attributes, either negatively or positively, have a base Drain Level of Moderate. Every 2 successes increases or decreases the affected Attribute by one, to the Force of the spell.

The Drain Code for health spells includes the Touch Range and Voluntary Target modifiers (see p. 56). For health spells that can be cast at LOS Range, apply a +1 Drain Level modifier (see *LOS Range,* p. 56). Harmful health spells add a +1 Drain Level modifier and may be resisted (see *Harmful,* p. 56).

A permanent health spell does not apply the +1 Drain Level modifier for a permanent spell if it restores the target to normal health. In all other cases, the modifier applies.

HEALTH SPELL DRAIN TABLE

Spell Type	Base Drain Level
Heal or cure malady	Damage Level
Cause affliction	Damage Level
Affects Attribute	M

Drain Modifiers
Power: Physical Spell, Restricted Target, Sustained Spell, Symptoms Only
Level: Affects Initiative, Caster Only, Harmful, LOS Range, Permanent Spell, Very Restricted Target

Illusion Spells: Directed illusions are cast on targets, affecting their mind or senses. Only physical directed illusions will affect technological sensing devices. The base Drain Level for directed illusion spells is based on the senses affected by the illusion and its overall believability.

Indirect illusions are cast on a subject person or area. Anyone who views that person or area is a target of the spell. The base Drain Level for indirect illusion spells is based on how drastic a change they attempt to make.

Illusions cannot cause permanent damage directly to a target, though they may cause a target to act in a way that is damaging.

DIRECTED ILLUSION SPELL DRAIN TABLE

Type of Illusion	Base Drain Level
Obvious single-sense illusion	L
Obvious multi-sense illlusion	M
Realistic single-sense illusion	M
Realistic multi-sense illusion	S

INDIRECT ILLUSION SPELL DRAIN TABLE

Spell Effect	Base Drain Level
Minor single-sense change	L
Major single-sense change	M
Severe single-sense change	S
Multi-sense change	+1 Level

Drain Modifiers
Power: Illusion Spell, Physical Spell, Restricted Target, Sustained Spell
Level: Area Spell, Extended Area, Touch Range, Very Restricted Target, Voluntary Target

Manipulation Spells: The base Drain Level for a manipulation spell depends on the overall change the spell creates. The base Drain Level for damaging manipulations is derived from the base Damage Level of the spell, just as for combat spells. Apply the modifier for Elemental Effects (p. 56) to elemental manipulation spells and some transformation manipulations.

MANIPULATION SPELL DRAIN TABLE

Spell Effect	Base Drain Level
Minor mental change (heighten emotion, suggestion)	M
Major mental change (mind control, alter memories)	S
Minor physical change (appearance, motion)	M
Major physical change (shape or form)	S
Minor environmental change (light, humidity, temperature)	L
Major environmental change (create matter)	M
Massive environmental change (control weather, gravity)	S

Drain Modifiers
Power: Physical Spell, Restricted Target, Stun Damage, Sustained Spell
Level: Affects Initiative, Area Spell, Caster Only, Elemental Effects, Extended Area, Permanent Spell, Touch Range, Very Restricted Target, Voluntary Target

Drain Modifiers

Drain modifiers can affect either the Drain Power or the Drain Level (see *Drain Code,* p. 54). Each modifier is explained in the Drain Modifiers Table notes.

Table Key: The following abbreviations are used to indicate the spell categories for which a modifier may be used.
C = combat spell
D = detection spell
H = health spell
I = illusion spell
M = manipulation spell

Drain Modifiers Table Notes

Detection Spell (–1 Drain Power)
This modifier applies to all detection spells because they are relatively easy to cast and can only be cast on willing subjects.

Illusion Spell (–1 Drain Power)
This modifier applies to all illusion spells because they are relatively easy to cast.

Physical Spell (+1 Drain Power)
Any physical spell in any category requires this modifier. If there is any question as to whether a spell is physical or mana, apply the physical modifier (for example, spells that affect Reaction).

Restricted Target (–1 Drain Power)
The spell only affects a limited category of targets; for example, a single species (such as Slay Elves), or a physical

DRAIN MODIFIERS TABLE

Drain Power	Modifiers
Detection Spell (D)	–1 Drain Target
Illusion Spell (I)	–1 Drain Target
Physical Spell (C, D, H, I, M)	+1 Drain Target
Restricted Target (C, D, H, I, M)	–1 Drain Target
Stun Damage (C, M)	–1 Drain Target
Sustained Spell (D, H, I, M)	+1 Drain Target
Symptoms Only (H)	–2 Drain Target

Drain Level Modifiers	
Affects Initiative (H, M)	+1 Drain Level
Area Sense (D)	+1 Drain Level
Area Spell (C, I, M)	+1 Drain Level
Caster Only* (D, H, M)	–3 Drain Levels
Elemental Effects (M)	+1 Drain Level
Extended Area (I, M)	+1 Drain Level
Extended Sense (D)	+1 Drain Level
Harmful (H)	+1 Drain Level
LOS Range (H)	+1 Drain Level
Permanent Spell (H, M)	+1 Drain Level
Touch Range (C, D, I, M)	–1 Drain Level
Very Restricted Target (C, D, H, I, M)	–1 Drain Level
Voluntary Target (D, I, M)	–1 Drain Level

* The Caster Only modifier includes the Touch Required, Voluntary Subject and Very Restricted Target modifiers.

spell that only affects non-living thing. This modifier is not cumulative with the Very Restricted Target modifier.

Stun Damage (–1 Drain Power)
Damaging spells that inflict Stun damage usethis modifier.

Sustained Spell (+1 Drain Power)
Spells with a sustained duration require this modifier.

Symptoms Only (–2 Drain Power)
Any health spell that treats or causes symptoms receives this modifier, such as Resist Pain or Detox. The spell cannot affect Attribute ratings, heal damage and so on.

Affects Initiative (+1 Drain Level)
This modifier is used when Initiative is affected by a spell, either by affecting Reaction or Initiative dice. This modifier is cumulative with each increase.

Area Sense (+1 Drain Level)
Area sense spells are detection spells that provide a sense that reaches out in all directions at once to a range of (Force x Magic) meters.

Area Spell (+1 Drain Level)
Area spells affect all targets within the radius of the spell's effect, equal to the caster's Magic Attribute in meters (p. 181, *SR3*).

Caster Only (–3 Drain Levels)
A spell that affects only its caster receives this modifier, which includes the Touch Range, Very Restricted Target and Voluntary Subject modifiers.

Elemental Effects (+1 Drain Level)
Elemental manipulation spells must have this modifier. An elemental manipulation spell can have more than one elemental effect, but this modifier applies for each effect and is cumulative.

Extended Area (+1 Drain Level)
This modifier increases the radius of an area spell ten times (to Magic Attribute x 10 meters). It can only be applied once, and can only be applied to spells that already have the Area Spell modifier (the modifiers are cumulative).

Extended Sense (+1 Drain Level)
When applied to an area-sense detection spell, this modifier increases the range of the sense to (Force x Magic x 10 meters).

Harmful (+1 Drain Level)
A health spell that causes harm must apply this modifier. The spell can be cast on unwilling targets and is resisted normally.

LOS Range (+1 Drain Level)
This modifier applies only to health spells, all of which have a range of Touch.

Permanent Spell (+1 Drain Level)
Spells with a permanent duration must apply this modifier. This modifier does not apply to spells that restore their subject to a normal state of health.

Touch Range (–1 Drain Level)
The spell has a range of Touch (p. 178, *SR3*). All health spells have a range of Touch, so do not use this modifier.

Very Restricted Target (–1 Drain Level)
The spell affects only a very specific type of target. For example, a combat spell that can only damage vehicles is Very Restricted. The only way to develop a Very Restricted spell that affects living things is to designate it against an individual.

Voluntary Target (–1 Drain Level)
The spell only works on a voluntary target. The target must not resist or the spell automatically fails. Unconscious targets are considered voluntary targets for health spells. For all other spells, voluntary targets must be aware the spell is being cast. The caster must still make a Sorcery Test against the standard target number, but the target does not make a Resistance Test, and so all the successes apply to the spell's effect.

INITIATION AND METAMAGIC

A fter the Awakening, students of the Art began to explore, experiment and learn. As new arts are discovered and refined, so are new layers of magic uncovered. As magical students become more deeply immersed in their studies, they earn access to greater knowledge. Over time, stages in this learning process were categorized, and the advancement to understanding of the higher mysteries is now known as initiation. Those who study and elevate themselves, known as initiates, become stronger in their magic and learn new techniques, known as metamagic (see p. 69). Frequently, initiates band together with other like-minded souls and form magical groups (p. 61), which offer certain advantages and make the process of initiation easier.

INITIATION

Initiation sharpens the natural Awakened sensitivity to magic and purifies the spirit. It allows a character to find his or her capacity to wield greater magical abilities, called metamagic, and provides access to the metaplanes of astral space (see p. 91). Only Awakened characters (full magicians, aspected magicians and adepts) are capable of initiating.

A character can initiate on his own or as a member of a magical group (see *Magical Groups,* p. 61). Most magical groups assemble for the primary purpose of making initiation easier (cost less Karma) for every member, but because they are hard to find, selective in their membership and require members to abide by their rules, some characters prefer to initiate on their own.

The process of initiation creates a unique link to the forces of magic. During the initiation process (and on certain other occasions), this magical link takes on a presence or form known as a spirit avatar (see *Avatars,* p. 68). To shamans, the avatar usually appears as their totem. Those who tie their religion and their magic together say initiation brings them close to their god or gods. Each initiate group and self-initiated Awakened character has its own avatar.

Except for the time and effort required to undergo ordeals (p. 58) or learn new metamagical techniques, the gamemaster may choose the duration and activities of the initiation process. Use the character's chosen path (see *The Paths of Magic,* p. 14) and its standards as a guideline. Characters may have to diligently study, practice and perform rituals, or they may merely need to prove themselves worthy. At some point

in the process the avatar should play a role (see *Using an Avatar*, p. 69). The gamemaster has the final say in determining when characters can initiate, but a certain amount of time should elapse between the character acquiring the required Karma and initiating another grade.

GRADES OF INITIATION

Initiation is measured in *grades*, beginning with Grade 1 and increasing. At the end of a character's first initiation, they are a Grade 1 initiate. When they complete their second, they are a Grade 2 initiate, and so on. The numerical system is for tracking initiation levels in game terms: shamans don't put much stock in linear measures of magical process, and most hermetics use unique titles for each grade.

ADVANTAGES OF INITIATION

Becoming an initiate gives an Awakened character access to a number of benefits and abilities.

Upon a character's first initiation, full magicians receive access to the metaplanes of astral space (see *Metaplanes*, p. 91). In addition, an initiate can choose one of the following three advantages during each initiation. The first option is to raise the initiate's Magic Attribute and learn a metamagical technique. The second option is to raise the initiate's Magic Attribute and alter the initiate's astral signature. The third option is to shed a geas. Only one of these options may be chosen when a character initiates.

Magic Increase

Initiation increases the initiate's Magic Attribute. For each grade of initiation, the character gains 1 point of Magic (but see *Shedding Geasa*, below). Each additional Magic Point grants adepts an additional Power Point for purchasing new powers. A character's Magic Attribute can increase above 6 in this manner.

Astral Abilities

Initiates receive a bonus to their Astral Reaction equal to their grade. They also gain access to a new pool, called the Astral Pool, which contains a number of dice equal to the initiate's grade. Astral Pool dice can be used for any test made while on the astral plane or metaplanes, except for Magical Skill Tests. They can be used to augment Astral Combat Tests (even when Sorcery is used) and Astral Perception Tests. Dice in the Astral Pool refresh the same way as other dice pools (p. 43, *SR3*).

Shedding Geasa

Each time a character undergoes initiation (increases his grade), he can get rid of a geas (p. 33). If the character sheds a geas, he does not gain a new Magic Point for that grade but eliminates a geas on one of his existing Magic Points (in other words, the character regains the Magic Point the geas was offsetting). A character can shed only one geas per grade.

Altering Astral Signature

Each time a character undergoes initiation, he can also attempt to alter his astral signature (p. 172, *SR3*). If the character decides to alter his signature, he cannot remove a geas and cannot learn a new metamagical technique for that grade, but he does gain a point of Magic.

To alter his astral signature, a character must unlearn his style of using magic and then relearn a new one. Make a Magic Test against Target Number 6 plus the new grade. No dice other than Karma can be added to this test. A minimum of 2 successes means the character has altered his signature. People who recognized the character's old signature can no longer identify the character by his signature.

If an attempt to alter his astral signature fails, the character continues to use his existing signature, but may make the Magic Test described above at each new initiation until he succeeds. For each unsuccessful attempt to change the astral signature, increase the target number for future attempts by +1. Failure to change a character's signature only reinforces his old magical ways.

Because Bandi's astral signature is well-known to Lone Star, the UCAS feds, at least six megacorp security agencies and the Mafia and Yakuza, she decides it's time to alter it. Upon initiating to Grade 3, she rolls her Magic 8 against a Target Number 9 (6 plus Grade 3). She rolls only 1 success and so fails to alter her signature. She can try again when she next initiates, with a +1 target number modifier.

COST OF INITIATION

Initiation costs Karma. To determine the basic Karma cost of an initiation, add 5 to the desired grade and apply the appropriate cost multiplier from the Initiation Cost Table (round down).

Eli, an owl shaman, is ready to initiate. A loner, he decides to initiate on his own rather than with a group. To achieve his first grade, Eli must pay (5 + 1, the desired grade) x 3, or 18 Karma. If he undergoes an ordeal, this cost is reduced to 15 Karma. Some time later, Eli, now a Grade 1 initiate, wants to advance to Grade 2. This time the base cost is 5 + 2, or 7. Still working solo, Eli must pay 7 x 3, or 21 Karma, for his initiation. If he accepts another ordeal, he pays 7 x 2.5, or 17 Karma.

If Eli initiated as a member of a group, he would pay only 12 Karma for his Grade 1 initiation (5 + 1 = 6, 6 x 2 = 12), or 9 (6 x 1.5) if he underwent an ordeal. His Grade 2 initiation would cost 14 Karma, or 10 with an ordeal.

INITIATION COST TABLE

Type	Cost
Self-initiation	Base Cost x 3
with ordeal	Base Cost x 2.5
Group initiation	Base Cost x 2
with ordeal	Base Cost x 1.5

(Base Cost = 5 + desired grade)

INITIATION ORDEALS

Initiation often involves an *ordeal*, something that tests the candidate, such as a trial by combat or a series of tricky meditations. Undergoing an ordeal reduces the multiplier for the Karma cost of initiation

by 0.5. The Karma cost reduction represents the character's dedicated effort toward breaking through to a new level of understanding. Without an ordeal, the character must invest time and effort in undergoing a variety of smaller tasks and rituals, which can actually be more taxing.

An ordeal can only be repeated with the gamemaster's permission, and certain ordeals, such as oath, can *never* be repeated.

At some point during the ordeal, the character should interact with the avatar (see p. 68). This scene provides an opportunity for intense roleplaying and adds flavor to the initiation process. Perhaps the avatar gives pointers during an astral quest, argues points of the character's thesis, or tempts a character undergoing asceticism.

The character must choose an ordeal before undergoing initiation. He cannot "get an ordeal out of the way" ahead of time, with the exception of a deed (see below). If the character passes the ordeal, he gains a new grade. If the character fails the ordeal, he must try again until he succeeds.

Karma Use: If a character fails an ordeal, he does not need to repay the initiation Karma cost when attempting the ordeal again.

Astral Quest

To perform the astral quest ordeal, the character must project onto the metaplanes (see *Metaplanes,* p. 91). Shamans journey to the metaplane of their totem, mages must fulfill a quest on *each* of the four elemental metaplanes, wujen (see p. 17) must quest to the metaplanes of all five stems, and so on. Characters unable to astrally project cannot undertake an astral quest unless they gain access to the Astral Gateway power of a free spirit (p. 116). If so, normal astral quest rules apply.

The rating of the astral quest is twice the desired grade of initiation. If a character fails the quest, he must strengthen himself through ritual and meditation before trying again. Make a Willpower Test against a target number equal to the desired grade. Divide the base time of 10 days by the successes to determine the amount of time your character must spend preparing to re-attempt the quest. There is no penalty for interrupting this process, but preparing for an astral quest is very demanding work and leaves no time for any activities other than the most ordinary tasks.

A mage who fails on one elemental metaplane need only repeat the quest on that plane.

Asceticism

An asceticism ordeal involves physically challenging activities such as rigorous fasting, strenuous exercises, ritual combat, or even self-inflicted torture.

The character undergoing this ordeal must permanently give up 1 point from a physical Attribute. This is a reduction to the Attribute's unaugmented rating; augmented ratings (from cyberware, spells, or adept powers) can never be sacrificed as part of this ordeal. In addition, the character's Racial Modified Limit (see p. 244, *SR3*) for the Attribute also decreases by 1 point, reducing the potential maximum value of the Attribute. The character cannot sacrifice a point from an Attribute that has a Rating of 1.

If this ordeal is taken multiple times, the character must reduce a different physical Attribute before he can reduce a previously reduced Attribute again.

Deed

A deed ordeal requires a character to perform some task with a goal appropriate to his Path, his magical group (if he belongs to one), his totem (if he's a shaman), or his moral code (if his character has one). Successfully accomplishing the goal makes it a deed.

The gamemaster and the player should agree on a deed ordeal in advance. Alternatively, the gamemaster can decide that a run just completed fits the bill. As a general guideline, a run can qualify as a deed if the Karma award is comparable to the Karma cost of the grade the character seeks. The deed must be personally relevant and appropriate to the character—it is not acceptable to declare a run a deed ordeal simply because it has a high Karma award.

If the gamemaster approves the run as a deed, the player simply turns down the Karma award for the run and the ordeal is accomplished. A character can carry out a deed before he is ready to initiate to another grade, essentially "saving" a deed and using it as an ordeal for his next initiation. A deed must be used for the character's next initiation, however, and cannot be saved beyond that grade.

Some runs that may qualify as deeds include:
· Overcoming some kind of magical threat (see *Magical Threats,* p. 123).
· Overcoming or dealing with a free spirit (see *Free Spirits,* p. 113).
· Experiencing powerful magic, being in the presence of great spirits, going on an astral quest for some greater end (other than as an ordeal) or some other experience that widens the character's knowledge of magic.
· Living up to a magical or ethical code under difficult circumstances.

Familiar

This ordeal requires the character to summon an ally spirit (see *Ally Spirits,* p. 107). It is only available to magicians able to summon ally spirits. The ally spirit must cost a minimum amount of Karma equal to the Karma cost of the initiation with an ordeal. The ally conjured for this ordeal does not cost a Magic Point. If, however, the ally is banished, goes free, or is destroyed at any time in the future, the character must make an immediate check for Magic loss (p. 160, *SR3*).

Geas

To fulfill this ordeal, the character takes a geas of his choice and accepts a limitation on the Magic Point he gains from the new grade. Choose from the standard geasa (p. 31) or create a new one with the gamemaster's approval. Adepts may take this ordeal by applying a geas to the Power Point gained from the initiation. This geas does not reduce the cost of any powers purchased with that Power Point, but otherwise it works normally. A geas taken as an ordeal cannot be removed.

Meditation

The character must spend time in daily meditation, trying to bring his physical being under the control of his astral self. The character must pass three Attribute Tests:

- A Charisma Test against a target number equal to Strength.
- An Intelligence Test against a target number equal to Quickness.
- A Willpower Test against a target number equal to Body.

Each test has a base time of (desired grade x 4) in days. Divide the base time for each test by the number of successes. Unless all three tests are successful, the character must begin the meditative cycle over again. The meditation ordeal is very demanding and leaves no time for any activities other than the most ordinary tasks, and environmental distractions must be kept to a minimum. Apply +2 to the target numbers of all the meditative tests if the character's lifestyle is Squatter or Street (p. 240, *SR3*). Do not apply this penalty if the character is living in the wilderness during this ordeal and possesses a Wilderness Survival Skill of rating 4 or greater.

Oath

The oath ordeal, in which the character swears an oath to obey a magical group's rules and strictures, is available only to members of such groups (see *Magical Groups,* below). Even if a character swears several oaths in his career, only the first qualifies as an ordeal.

Thesis

This ordeal requires a character to create a formula containing all his magical knowledge. Hermetic theses are usually written texts. Shamanic theses are usually works of art, expressing the spiritual insights of the shaman. Adepts can produce either type of thesis, depending on the adept's way (p. 21). A thesis must exist as a physical item (in hard-copy form, in the case of a text).

A thesis is created in the same way as a spell formula (see *Spell Formulas,* p. 47) with a Rating of 6, using the character's highest Active Magical Skill and a base time of 30 days. The author must guard the thesis carefully because anyone who obtains a copy can use it as a material link to target the author with ritual sorcery (p. 34). For this reason, initiates are reluctant to make more than one copy of their thesis. If all copies of the thesis are destroyed, however, the author immediately loses a Magic Point, so most initiates risk making more than one copy.

Some magical groups require this ordeal. The thesis is usually the second ordeal for the group because most groups require the oath ordeal for the first initiation. Members must file a copy of their thesis with the group because it acts as a link for ritual sorcery—for good and ill.

MAGICAL GROUPS

Magical groups form because even the Awakened are social animals. What makes orders, covens, lodges, temples and circles—and magical groups by any other name—magical is their commitment to furthering their art, and a magical link. A drinking society that caters to magicians and their shoptalk is not necessarily a magical group.

One of the primary advantages of membership in a magical group is that initiation through a group costs less Karma (see *Initiation,* p. 57). Some people still prefer to initiate on their own, however, rather than dealing with the rules and restrictions of a group.

Magical Link: To be considered a true magical group and to be effective as an initiating group (see below), a magical group must have a *magical link*. This is a connection to the forces of magic, a connection to a spirit avatar (see *Avatars,* p. 69).

Magic Loss: If a character loses membership in any group to which he has sworn an oath, he must check for Magic loss (p. 160, *SR3*).

PURPOSE

There are several general purposes that motivate magical groups.

An *initiatory group* pursues magical knowledge and the development of the individual members. Such a group may also have a social, political, or religious agenda, but its main reason for being is to promote the magical arts and to share the experiences and resources of members. Initiatory groups range from open organizations that welcome all seekers of knowledge to secret organizations that are contemptuous of outsiders and tolerate no challenges to their model of reality. Magical knowledge and grade usually determine formal or informal ranking within the group.

A *dedicated group* has a specific religious or moral bias, with its magic linked to its spiritual code. This type of group uses magic to refine its pursuit of its specific belief and to teach or demonstrate that belief to the rest of the world. Dedicated groups can range from organizations devoted to helping and protecting humanity to fanatical organizations that want to use magic to force their views on others. Magical ability is usually the main factor in formal or informal rank within the group, but "correct" behavior can count for more than grade or skill.

A *conspiratorial group* is dedicated to a specific goal, usually involving power and wealth, and ruthlessly uses its magic and other resources to obtain that goal. For them, magic is a tool and a weapon. Such a group is usually secret and tends to seek control over its members, using strictures such as oath, link and obedience (see *Strictures,* below). Skill and grade are minor considerations in ranking. Politics and dedication to "the cause" count most. Conspiratorial groups range from zealous freedom fighters trying to save the masses from tyranny (whether "the masses" want salvation or not) to masked plotters who meet in secret as they conspire to enslave the world.

These three classes represent gross oversimplifications. Some groups might combine all these qualities, but defining the basic nature of the group is vital to deciding what strictures and customs it requires.

STRICTURES

Groups have *strictures*, which are rules tied to the group's magic. Some strictures define what individual members must or cannot do. A member who breaks a stricture may anger the avatar, which could interfere with the group's magical link unless they expel the guilty member.

When a member violates a stricture, the gamemaster makes a note of it. When the member applies for initiation, any such violations may cause problems. Breaking a stricture sets up "bad vibes" in the member's aura that are visible to fellow group members. There is no way for a character petitioning for initiation to conceal that he or she has broken a stricture, but the effect of breaking the stricture may not be grave enough to disrupt the group's magical link.

To overcome the stigma of breaking a stricture when a character attempts to initiate again, make a Magic Test. The target number is twice the initiate grade the character is trying to attain, and he must roll a number of successes at least equal to the number of strictures he has broken.

If the character passes the test, his lapses have not been severe enough to be dangerous. Wipe out the tally of broken rules; the initiation gives the character a clean slate.

If the character fails the test, the group must expel him or lose their magical link. Most groups will expel an offending member without a second thought. Other groups, however, may be inclined to examine whether the member "did the wrong thing for the right reason." Such a group may decide to let an erring member remain in exchange for some appropriate quest or deed. This is an opportunity for some good plot complications or new roleplaying ideas.

If the group loses its magical link, they must restore it before initiate members can benefit from group membership to reduce the Karma cost of initiation. See *Starting a Group,* below.

A *group stricture* is a taboo that can only be broken by the group. Strictures about membership, for example, can be violated only if the group accepts someone who does not fit the rule. If a group violates one of these strictures or decides to change their strictures, they lose their magical link; the group is no longer the same and must forge a new magical link.

Rikki Ratboy is an initiate in a group of Rat shamans, with the strictures of secrecy and exclusive ritual. On his last couple of runs, Rikki threatened a chummer with a curse from the group, breaking the secrecy stricture. He also helped a shaman he knows use ritual sorcery twice. That is three violations.

When Rikki is ready to take his next initiation with the group, his fellow shamans check out his aura and discover he's broken some strictures. Rikki has Magic 7 and wants to initiate to Grade 3, so he rolls 7 dice, with a Target Number 6 (double the desired grade). He needs 3 successes to wipe out his three violations. He blows it.

Rikki points out that he'd have been killed if his curse threat had not made the other guy back off. As for the ritual work, it was part of a run that netted him 500,000 nuyen, and he's wondering if his fellows wouldn't like to add a 20 percent cut to the group's credit balance. The group sees merit in this argument, but they don't have the time or Karma to spend rebuilding their magical link right now. Despite Rikki's persuasive efforts to buy himself out of trouble, he's out of the group.

INDIVIDUAL STRICTURES

Individual strictures govern the actions of individual members of a group. Most groups have three or four such strictures.

Attendance

The group has regular meetings for group rituals, and attendance is mandatory. Most groups with an attendance stricture schedule meetings every one to three months, often on dates corresponding with a phase of the moon, the beginning of a season, or some other significant time.

Being out of touch is no excuse for breaking this stricture. It is the member's responsibility to inform the group where they can leave word of the meeting schedules.

Belief

All members must adhere to a specific moral or philosophical belief. Any activity that violates the belief breaks the stricture. The gamemaster is the final judge of whether a specific action, or lack of action, violates a belief, but keep in mind that in the real world, whole libraries have been written in arguments over doctrine or dogma.

Deed

All members must periodically perform an action for the benefit of the group or to show loyalty. Any type of deed may be required, such as astral quest to gain magical knowledge for the group or a shadowrun to bring back telesma, exotic materials, or magical research. This is ideal for "exploratory" groups.

Exclusive Membership

Members of the group may not be members of any other magical group. If a member joins another group—that is, undergoes an initiation in that group—the stricture is broken. If a member of an exclusive group joins another exclusive group, he has committed a violation against *both* groups.

Exclusive Ritual

Members of the group may perform ritual sorcery (p. 34) only with other members of the group. If they perform ritual sorcery with anyone else, it violates the stricture.

Fraternity

Members of the group are expected to do whatever they can to assist other members upon request. Refusing to provide assistance within the member's ability is a violation of the fraternity stricture.

Geasa

Members of this group must take a geas if they lose a point of Magic. Many groups view Magic loss as excessively debilitating and see those who refuse to take geasa as undedicated louts who will eventually walk the path of the burnout (see *Permanent Magic Loss,* p. 30).

Obedience

This stricture requires members to accept group commands. Most such groups have rank systems, with members expected to follow orders from those of higher rank. Rank is usually a function of grade, or at least the number of grades taken as an initiate of that group. Failure to obey a superior in the group violates this stricture.

Sacrifice

Members must spend much of their free time working on group-related matters. To represent this, reduce all Karma Awards to a member of this group by −1. A member can choose not to give up the Karma Points from an award, but this counts as a violation of the stricture.

Secrecy

A secret group never admits its existence in public. Members never admit to membership. A secret group may decide to approach an individual and reveal its existence for some reason, but public exposure of the group is limited. If a member admits to being a member to an outsider, or tells them about the group, the stricture is broken.

GROUP STRICTURES

Only the group as a whole can break a group stricture. If the group makes an exception to one of its group strictures, it automatically loses its magical link. A magical group may choose to have no group strictures at all.

Limited Membership

The group can only admit individuals of a particular gender, race, religion and so on. This counts as one stricture even if it includes several limitations. For example, a Dianic coven is limited only to women who practice Wicca (i.e., witchcraft) as a religion.

Material Link

All members must give the group a material link (p. 37). This can be a small cell sample (a few drops of blood or a lock of hair) or a thesis (p. 61). Depending on the philosophy of the group, some groups return the link to a member who leaves the group; others keep it as a threat of ritual sorcery against former members who step out of line.

Oath

All members must, in their first initiation with the group, accept the oath ordeal (p. 61). If the initiate has never undergone this ordeal, it counts for reduced Karma cost on that initiation. If the initiate has previously sworn an oath, this oath does not count as an ordeal but still binds the initiate, as specified in the rules.

CUSTOMS

In addition to strictures, most magical groups have general rules and customs. Breaking too many of these can also get a member booted out of the group. Breaking a stricture leaves traces in the offender's aura. Violating a custom, on the other hand, is not magically visible.

Customs can be sensible or dogmatic, bigoted or enlightened. Groups with a particular political, religious, or social

agenda are likely to have customs relating to that agenda. A group of shamans with a Mother Earth religious bent, for example, is likely to have customs supportive of conservation or may even practice eco-activism. A group of magicians backed by a local chapter of the Humanis Policlub will have some nasty customs relating to metahumans. A group composed of top corporate wage mages will emphasize loyalty to the corp.

Adding customs gives a group color and provides concrete details for roleplaying. Customs can also prevent a magical group from turning into a random set of numbers players juggle just to get cheap initiations.

GROUP RESOURCES

Besides providing benefits for initiations, groups usually make other resources available to members. Resources are rated the same way as lifestyles (p. 240, *SR3*) and are supported by membership dues and occasional one-time donations to obtain specific group resources.

If the group has a patron (see *Patrons,* below), the patron usually picks up the tab for resources, which will make dues low or nonexistent. In return for a patron's support, group members usually owe the patron services.

Members pay a fair share of the cost of maintaining resources, with dues generally equaling the member's share of the cost of maintaining the group's "lifestyle." For example, if a group with 10 members decides to maintain High Resources, dues are 10 percent of 10,000 nuyen per month, or 1,000 nuyen per month.

Luxury Resources

The group has a magnificent headquarters, possibly a spacious estate, with a residence, a ritual building, herb gardens, and so on. It also has other sites for magical use by members or can provide living accommodations (at Middle level but with some perks such as vehicles). The group possesses superb magical facilities, equivalent to those of a major corporation or university (2D6 + 6 rating for libraries and lodges). Members can obtain ritual materials at a 50 percent discount.

High Resources

The group has a major headquarters and either has several lesser offices and temple space elsewhere or can provide living accommodations for members at Middle lifestyle (but no car, entertainment budget and so on). It has excellent facilities (1D6 + 6 rating for libraries and lodges) and provides ritual materials to members at a 25 percent discount.

Middle Resources

The group owns or rents a nice space and possesses a decent set of working tools (1D6 + 3 rating for libraries and lodges). Ritual materials are available to group members at a 10 percent discount.

Low Resources

The group rents headquarters space and can afford some simple working tools (1D3 + 3 rating for libraries and lodges).

Squatter Resources

A group at this level has a cheap headquarters set up somewhere, probably in an abandoned area of the Barrens. At the very least this provides a private place for ritual work. Members must provide their own gear.

Street Resources

A group at this level maintains no material resources. Whenever the group needs to pay for something, the members must chip in.

PATRONS

A patron is an individual or organization that provides material backing in return for a group's magical assistance. Some patrons are more demanding than others.

Many corporations support magical groups and provide them with luxury resources. In return, the corp gets the full-time services of the membership. Strictures and customs of such groups are based on loyalty to the corp.

Most governments support one or more magical groups. In some cases, this is in return for the good the members do for their people, as in the case of NAN-supported shamanic lodges. Rumors also exist of government-backed magical groups involved in intelligence and other covert operations. The Paladins, the powerful secret police of Tir Tairngire, are known to sponsor a magical group. The UCAS government is rumored to support at least one group of mages who are all FBI agents. The CIA most likely has house magicians, too.

Several policlubs are reputed to maintain magical groups. Even clubs that oppose the use of magic may secretly do so, on the theory of fighting fire with fire.

FINDING A GROUP

To join a group, the character must first find one. Unless a character comes into contact with a group during a game, this requires following leads, visiting contacts and doing other legwork. These same rules apply to both Awakened and mundane characters, and also when someone is looking for a magical group for reasons other than to join.

It takes a base time of 60 days to find a magical group. The gamemaster should make an Etiquette (Magical) Test. The Target Number is 12 minus the character's Magic (for an Awakened character, power tends to be drawn to power; a mundane character does not receive this modifier). Reduce the target number by 1 for every one of the character's contacts who is Awakened, a talismonger, or a fixer who deals with the Awakened on a regular basis.

Divide the base time by the number of successes. If there are no successes, the character wastes 60 days for no results. There is no penalty for interrupting the search for a magical group.

The gamemaster can create a new group or use one of the pre-generated groups in this chapter (p. 67). If a character is searching for a magical group in order to join, it should be possible for an Awakened character to join the group that he finds. In other words, don't build a female-only coven of shamans if the character searching is a male mage.

These rules assume a character is looking for a group at random. If the character knows the name of a group, or at least one member personally, he can probably find it just by asking. At worst, cut the base time for the search down to 30 days if the character knows what to look for. Some groups may even come to the character with an invitation to join.

JOINING A GROUP

Joining a magical group costs 3 Karma and the first month's dues, so the character must have that much on hand. Another member or members can put up the Karma or the money, particularly if the group is eager to have the character join. The Karma represents time spent preparing for membership, learning group rituals and other preliminaries.

When the character has arranged both the Karma and the cash, the group checks to determine whether his "vibes" blend well enough with the group's to fit with its magical link. Make a Success Test using the character's highest Magical Skill or his Magic Attribute against a target number equal to the group's current membership. If the character is already an initiate, reduce the target number by his grade. A single success admits the character to the group. If the test fails, the group cannot accept the applicant at the moment, and he or she should try again in 1D6 months, reducing the target number by half on the second application. If the second test fails, the group simply cannot admit the character.

Magical groups also scrutinize how an applicant has dealt with Magic loss. Most groups view those who have not taken geasa to compensate for Magic loss as not really dedicated to excelling in the Art. If a character has failed to take a geas when a Magic Point was lost, apply +2 to the target number of the Success Test to join the group for each lost (non-geased) Magic Point. A few, rare groups view the use of geasa as a weakness. Nearly all groups, however, refuse to admit a magician who has started on the path of the burnout (see p. 31).

Magical groups with very large memberships usually break the group up into smaller subgroups, often called circles, lodges, ranks, or orders. If one part of a large group can't accommodate a character, then perhaps another can.

FOUNDING A GROUP

Founding a magical group requires two or more Awakened members, each paying the 3 Karma to join. Once a month, the group makes a test in an attempt to establish a magical link. They roll a number of dice equal to the number of members in the group. Individually or as a group, members can "buy" additional dice for each test at a cost of 3 Karma per die. The target number for the Magical Link Test is 12, with the following modifiers:

For each additional tradition the group admits	+2
Per stricture the group adopts	−1
Any member previously initiated in a magical group	−2
Per month of dedicated work* by all members	−1

* The character may perform no other tasks except for the assorted rituals and meditations needed to attempt to establish a magical link, and anything required for basic survival.

Neddy, a mage, and Sings-To-Clouds, a shaman, decide to start a magical group. Each pays 3 Karma to join, and they decide to adopt two strictures: secrecy and oath. Previous to this, Neddy was an initiate of a hermetic order until an unfortunate misunderstanding took place. When the first month's Magical Link Test comes along, they roll 2 dice (two members). The Base Target Number 12 is modified as follows:

+2 for admitting both shamans and mages
–2 for the two strictures taken
–2 for Neddy's previous initiation in magical link group

The modified Target Number is 10. The dice come up 5 and 3. No link this month.

The two magicians confer and decide to spend the next month hunkered down, working on their rituals in Neddy's hideout. When test time rolls around, each spends another 3 Karma for an extra die, so they have 4 dice in all. Because they spent one month of exclusive work on the link, the Target Number drops to 9. The dice come up 8, 7, 4, 4. Drek!

This time, the magicians go their separate ways for a month, with Neddy pulling a run with Serena, an adept. He and Serena work so well together that Neddy convinces Sings-To-Clouds that Serena should join their new group. She agrees but is short on Karma. Neddy sighs and puts up the 3 Karma for her.

Unfortunately, Serena is an adept, meaning the group has to admit another magical tradition, increasing the target number another +2. They decide to adopt another stricture (fraternity, in this case) to reduce the target number, and the three of them spend an extra month working on the group, for an additional –1, getting the Target Number down to 10 again.

With three group members, they roll 3 dice for the Magical Link Test. This time they get lucky, rolling 10, 3, 5. A spirit appears, looking vaguely like the Cheshire Cat, and asking them riddles. The group has made a magical link and contacted a spirit avatar. They can now initiate members at the reduced Karma cost for groups.

CREATING A GROUP

Though players may found their own group, a gamemaster will probably have to create one or more groups for story purposes.

Magical groups usually come into being to accomplish specific goals. For the purposes of his campaign, the gamemaster will probably want to create one or two well-thought-out groups that will want to help the characters, threaten the characters, or allow a character to join. In each case, the gamemaster must ask why the group would want to help, harm, or associate with the player characters.

Helpful groups may share some goal the runners support (whether they know it or not). For example, if the run is directed against a corporate plan to "maximize a natural resource" (read: strip mine-and pollute the hell out of an area), then a shamanic group dedicated to protecting Mother Earth would wish to help the runners, even if the team's employer is a rival

MAGICAL GROUP GENERATION TABLES

MEMBERSHIP SIZE

Die Roll (2D6)	Number of Members
2–3	2–4 (1D3 + 1)
4–5	2–7 (1D6 + 1)
6–8	8–13 (1D6 + 7)
9–11	12–22 (2D6 + 10)
12	10–60 (2D6 x 5)

MEMBERSHIP RESTRICTIONS

Die Roll (2D6)	Restrictions
2	No restrictions
3–4	Biological limitation: A member must be a specific race or gender
5–6	Religious/moral limitation: A member must subscribe to a specific religion or moral code. This would include members of political activist groups.
7–8	Magical tradition: This group is limited to a specific magical tradition. It can be broad as in hermetic or specific as in Snake shaman only.
9–10	Social limitation: Members must maintain a specific lifestyle, whether based on a specific culture or work for a given corp, for example.
11–12	Two limitations: Gamemaster's choice

STRICTURES TABLE

Stricture	Initiatory	Dedicated	Conspiratorial
Attendance	1–2	1–4	1–3
Belief	1	Always	1–5
Deed	1–3	1–4	1–4
Exclusive Membership	1–2	1–5	1–4
Exclusive Ritual	1–3	1–5	1–5
Fraternity	1–4	1–4	1–5
Geasa	1–5	1–3	1–3
Limited Membership	1	1–5	1–2
Material Link	1–2	1–5	1–5
Oath	1–2	1–5	Always
Obedience	1	1–4	1–5
Sacrifice	1–5	1–4	1–4
Secrecy	1–2	1–3	1–5

Type of Group

RESOURCE TABLE

Die Roll (2D6)	Group Resource	Patron (1D6)
2	Street	None
3–4	Squatter	None
5–6	Low	1
7–8	Middle	1
9–11	High	1–2
12	Luxury	1–4

* The cost (or dues) for an individual to maintain the group's resource level is equal to the resources level in nuyen divided by the total number of members.

corporation trying to block the plan for its own reasons and the runners are only in it for the nuyen.

Hostile groups are usually that way because the runners are interfering with some plan of theirs or their patron. Such groups need not necessarily be "evil." For example, a group of corporate mages would try to defend their employers' interests against the shadowrunners who are ripping them off. Or the runners might be pawns in some nasty corp plot, up against a magical group opposing the real reason for the run (which, of course, the runners don't even suspect).

If the gamemaster is creating a group for a player character to join, the ideal situation is for the gamemaster and the player to build the group together. The player can outline the desired group, with the gamemaster reserving the right to add strictures, invent customs that might not be exactly to the player's liking, and so on. It is primarily a cooperative venture, but the gamemaster is free to add anything that might lead to interesting subplots or dramatic tension.

To create a magical group, the gamemaster may simply make choices he or she feels is appropriate for the purpose the group serves in the campaign and the players' style of play. The gamemaster may also choose some elements and roll randomly for others. If the gamemaster wishes to create a group completely at random, use the Magical Group Generation Tables. Roll 2D6 on the Membership Size and Membership Restrictions tables. To generate strictures, the gamemaster should first choose a type of group. Roll D6 to determine the maximum number of strictures for the group. Choose that many strictures, then roll D6 for each stricture; if the result falls within the range of numbers for the stricture in the group type, the group has that stricture. To determine resources, roll 2D6 for the level of resources; if the result is Low to Luxury, roll 1D6 and consult the Patron column.

PRE-GENERATED MAGICAL GROUPS

The following descriptions of existing magical groups may be useful to gamemasters who prefer to work with a pre-developed idea before generating magical groups of their own.

Bear Doctor Society
Type: Initiatory
Members: 8
Strictures: Belief (see *Customs,* below), Fraternity, Limited Membership (Salish Bear shamans), Oath
Resources/Dues: High. Members pay half normal dues; community pays the balance. Current dues are 625¥ per month. The society maintains a Bear Lodge 8, as well as a twenty-bed hospital with living quarters for members.
Patron: Salish tribe
Customs: The Bear Doctor Society is a tribal group of shamans devoted to the healing magic at which Bear excels. This particular group is located on Council Island in Seattle, but similar organizations flourish all over NAN territory. Most members are trained doctors or otherwise skilled in the life sciences. The society keeps up with modern medical practice as well as traditional tribal healing methods. Salish patients receive treatment free

of charge, as do any patients who cannot pay. The society is devoted to protecting life and forbids needless killing. The requirements of Bear are viewed as moral obligations.

Children of the Dragon
Type: Dedicated
Members: 20
Strictures: Attendance, Belief (in the Great Dragon Spirit), Limited Membership (worshipers of the Great Dragon Spirit only), Exclusive Ritual, Fraternity, Oath, Obedience, Sacrifice
Resources/Dues: Luxury. Members pay dues of 100¥ per month, with the balance paid by the followers of the group. The Children have an extensive headquarters on Prince Edward Island, equipped with a Rating 9 shamanic lodge and a hermetic library with Rating 8 in all skill areas. Ritual supplies and other gear are supplied by the group for group workings.
Customs: The Children of the Dragon are a religious sect worshipping a spirit they call the Great Dragon. They maintain that Dunkelzahn, the dragon elected president of the UCAS and assassinated shortly thereafter, was the Great Dragon Spirit incarnate and that he came to teach the people of the world a lesson in hope and harmony before sacrificing himself to protect all of

humanity, ascending back to the higher planes whence he came. The followers of the group preach a doctrine of peace, brotherhood and working toward harmony for all people.

The inner circle of the sect is made up of magicians, led by David Dragonson, the leader of the Children. Dragonson and the other magicians work to further the group's goals, to expand their knowledge of the Dragon Spirit and the depths of the metaplanes, and to collect relics of their inspiration, Dunkelzahn.

Hermetic Order of the Auric Aurora
Type: Initiatory
Members: 25 (broken into three ranks, known as circles)
Strictures: Fraternity, Limited Membership (mages only), Oath, Sacrifice, Secrecy
Resources/Dues: Middle. Dues currently 200¥ per month. Rating 8 hermetic libraries in all skills. Enchanting shop on premises. The Order operates out of its leader's home, a sizable storefront near Pacific University. The basement serves as ritual space for the group. The ground floor is a small lore store, where members receive a 25 percent discount.
Customs: Established in Seattle in the early 1990s, this group is devoted to magical research and the development of its members. Though dedicated to the scholarly study of magic, the Order also uses its resources to oppose the use of magic to cause harm. Rumor has it that mages from the Order helped a team of runners to break up a "wiz-kid" gang trying to enforce a magical protection racket in a Redmond neighborhood on the fringe of the Barrens.

The Order prefers a quiet, scholarly approach to magic and frowns on violent shadowrunning. Healing and magical assistance to the needy are the principal pursuits of the members, along with study and initiation. Though the Order has no formal stricture mandating an ethical code, the group maintains a high standard of ethics.

Illuminates of the New Dawn
Type: Conspiratorial
Members: 500 worldwide
Strictures: Belief (magocratic progressivism), Limited Membership (mages only), Fraternity, Link, Oath
Resources/Dues: Luxury. Dues are currently 200¥ per month, which is enough to sustain the group with money left over for the group's various "special projects."
Customs: The Illuminates of the New Dawn (IOND) is the largest public magical group in the Sixth World. They are based out of the Federal District of Columbia in the UCAS, where their Grand Lodge is located. The organization is made up of circles that operate in cities and territories around the world. Smaller circles answer to higher-level circles in larger cities, which ultimately answer to the Inner Circle in DeeCee. Each individual circle contains no more than a dozen members; some areas support more than one circle.

Though they seek advancement in the Art, the Illuminates are also political animals, devoted to a belief in the superiority of magic and magicians as a solution to many of the world's ills. The High Magus of the IOND, Rozilyn Hernandez, ran for president of the UCAS in 2057 but was defeated by Dunkelzahn. The IOND continues to support programs of covert magical research, acquiring magical lore and artifacts (through legal and illegal means), and political activism.

Mitsuhama Research Unit 13
Type: Dedicated/Conspiratorial (protect and promote MCT interests)
Members: 10
Strictures: Exclusive Ritual, Limited Membership (MCT mages only), Link, Oath, Obedience (to corporate superiors as well as to superiors within the Unit)
Resources/Dues: Luxury. No dues.
Patron: Mitsuhama Computer Technology
Customs: Funded heavily by MCT and composed of wage mages loyal to the company, Research Unit 13 is a typical corporate magical group. It is part of MCT's internal security operation and serves as a "SWAT team" when magic is used against the company.

Unit 13 also carries out spot checks of site security, using control manipulations and mind probe spells to "validate" employee attitudes, and maintains astral observation of important or suspect members of R&D teams.

Members are expected to be loyal to MCT. Success is the only measure of status. Failure is not acceptable. Unit 13 will use any means necessary to achieve a desired result. When members come up for initiation, they are expected to offer lavish "gifts" to their superiors. The going rate is cash or goods worth 1,000 nuyen times the superior's initiate grade.

Sisterhood of Ariadne
Type: Dedicated (Wicca)
Members: 13
Strictures: Attendance (monthly full moon rituals), Belief (Wicca, protect the Earth, uphold rights of women, no harmful magic except to protect self or the Earth), Fraternity (Sorority), Limited Membership (female Wiccans only), Secrecy
Resources/Dues: Middle. Dues are 450¥ per month. The coven has a small house in Snohomish, with enough privacy to do ritual work outdoors. The group buys magical supplies in bulk for the membership. The house has a decent hermetic library (Sorcery 8, Conjuring 4), and the coven owns a shamanic lodge (Rating 5).
Customs: The Sisterhood is a coven of witches, women who practice Wicca. Wicca (as practiced by the Sisterhood) is a religion oriented toward the worship of the Earth, or Nature. The Sisterhood is somewhat militant, believing that patriarchy (male rule of society) is responsible for most of the planet's ills. They believe matriarchy, rule by women, is a more natural and harmonious state. Male visitors are absolutely forbidden at rituals. The Sisterhood opposes ecological pollution and exploitation of the Earth and uses magic to prevent it if gentler means fail.

Though open to both magical traditions, the group tends toward shamanism (only three members are mages). The Sisterhood is loosely affiliated with eco-activist policlubs, including those suspected of "eco-terrorist" activities. Members often provide magical assistance on runs against corps attempting to pollute or exploit resources.

AVATARS

An avatar is a spirit guide, an embodiment of the magical link between an initiate or initiate group and the higher forces of magic. There is some debate as to whether avatars even truly exist. They are more nebulous than spirits and as removed as totems and idols from the affairs of metahumanity.

Each avatar is different, conforming to the outlook and path(s) of the initiate(s) for whom it acts as a patron. Shamans frequently consider their avatar and their totem as one and the same, while a few see the avatar as a messenger or servitor of their idol or god. Mages have been known to see avatars as anything from embodiments of elemental forces to ancient guardians of mystic wisdom.

Avatars rarely take on a defined form. Most commonly, they communicate with those undergoing initiation through visions and dreams, asking puzzling questions and leaving cryptic messages. They follow a trainee's path toward the higher mysteries and have been known to provide insight and answers to nudge trainees along. They frequently make appearances during metaplanar quests, where they can be a hindrance or a boon.

Avatars have been known to appear on both the astral and physical planes from time to time, apparently able to take whatever form they choose. They rarely stay long, lingering only to ask a pointed question or provide an answer for a difficult mystery.

USING AN AVATAR

In game terms, avatars are powerful free spirits (see *Free Spirits,* p. 113). Their interaction with characters should be limited and brief. Using Magical Skills against one or attacking one is usually futile; those who have dared such actions have reported being transported to metaplanes from which they could not escape, or of even temporarily losing their magical abilities. The avatar, of course, removes itself instantly to the metaplanes if in danger.

Each initiate group and self-initiated character has an avatar that acts as their patron to the metaplanes and higher mysteries. Each of these avatars is uniqu, and should feature characteristics appropriate to the initiate(s). The primary agenda of these avatars is unknown, but they clearly strive to serve as a sort of mentor and gateman. They watch closely to see if a character strays from their personal paths and beliefs or otherwise threatens to destabilize their magical link. Likewise, they steer initiates away from mysteries that are not theirs to investigate.

Group members rarely speak of their avatar to each other, much less to outsiders. This taboo partly arises from those who scorn avatars as superstitions and partly from fear of reprisal from others in the group or the avatar itself. Some believe that avatars are truly free spirits, and so have true names and wish to reveal as little as possible. Theoretically, a magician who gained control of a spirit avatar or disrupted it in some way could wreak havoc upon a group's or initiate's magical link. In any case, knowledge of the avatar is often a group's or initiate's most sacred piece of knowledge.

Avatars are primarily included for roleplaying opportunities. They can be the devil on the character's shoulder or the watchdog spirit warning of impending doom. Gamemasters should take care to use them wisely. They should never be something that the player characters can exploit.

METAMAGIC

Metamagic controls how magic is used. Initiates can learn the following metamagical techniques.

Anchoring attaches spells to specialized foci and delays their activation until a certain event occurs.

Centering assists in channeling magical energy. It can reduce Drain, overcome penalties while using Magical Skills and improve magical effects.

Cleansing clears away astral pollution known as *background count.*

Divining reads omens and signs to provide insight into future events.

Invoking summons powerful spirits known as *great form* spirits.

Masking disguises the aura and penetrates such disguises used by others.

Possessing allows an initiate's astral form to enter and control another living being.

Quickening makes the effect of a sustained spell permanent without the use of a sustaining focus.

Reflecting provides a form of spell defense that can turn hostile magic back on its source.

Shielding provides a more powerful form of spell defense to counter hostile magic.

LEARNING METAMAGIC

All initiates are capable of learning metamagical techniques. For each grade, a character can attempt to learn one metamagical technique, provided he meets the requirements to use it. A conjurer or an adept cannot, for example, learn Quickening or Shielding because they require active use of Sorcery, something those characters cannot do. Adepts can only learn the techniques of Centering, Divining and Masking.

A character must also find a source from whom to learn the metamagical technique. They can learn the technique in three ways: from another initiate who knows it, through an astral quest, or by bargaining with a free spirit.

Each method of learning requires a test. If the character fails the test, they cannot learn that technique without first gaining a new grade. Upon achieving a new grade, the character may make the test again (this is in addition to whatever technique the character intends to learn at this grade of initiation). If the character fails again, they must wait until they initiate for their next grade; if they fail on the third try, they may not try again. If the result of any of these tests is all 1s, the character may not ever learn that technique.

From Another Initiate

Most group-initiated characters choose this route. Many magical groups teach metamagical techniques in a specific order; members of the group must learn them in that order. Other groups have a more "freeform" system of teaching metamagical techniques but may still teach some before others. Self-initiated characters can, of course, learn metamagical

techniques in whatever order they wish, depending on whom they can find to teach them.

To learn from an initiate, the teaching initiate must already know the technique and must be of an equal or higher grade than the initiate being taught. The learning character must succeed in a Magic Test with a Target Number of 8 minus the teacher's grade. Divide the base time of 14 days by the number of successes to determine how long it takes to learn the technique.

Magical groups generally teach metamagic to their members free of charge. Initiates willing to teach students outside their magical group generally charge their grade x 1,000 nuyen per day to teach a technique.

By Astral Quest

For an astral quest to learn a metamagical technique (see *Astral Quests,* p. 92), shamans travel to the home metaplane of their totem while mages must travel to a random hermetic metaplane. The Quest Rating is equal to the number of metamagical techniques the character knows (minimum Target Number of 2). The quest takes a number of days equal to the Quest Rating to complete. The character must succeed in the quest to learn the technique.

From a Free Spirit

The third option for learning metamagic is bargaining with a free spirit (see *Free Spirits,* p. 113). A free spirit with the Aura Masking or Possession powers may teach them as metamagical techniques in the same manner as an initiate, using Spirit Energy in place of grade. A free spirit with the Sorcery power can teach the techniques of Quickening, Reflecting and Shielding. A free spirit with Divination can teach Divining. Any free spirit can teach Invoking, but they usually charge extra (double) Karma for it. Free spirits usually bargain for Karma in exchange for instruction, with a minimum Karma cost equal to their Spirit Energy.

ANCHORING

Anchoring allows an initiate to place a "live" spell inside an anchoring focus and set certain conditions, called *triggers,* by which the spell may be set off. Anchoring is quite useful for creating a range of magical tools, traps and weapons but has a number of drawbacks, including high Karma cost, astral vulnerability and Drain backlash.

The technique of anchoring is used to create and use anchoring foci (p. 45). Only an initiate who knows this technique can create an anchoring focus or link a spell to it, though any character (even a mundane) can use an already prepared anchor if they know how to trigger it. For more information on the creation of foci, see *Enchanting,* p. 39.

Choosing the Spell and Triggers

Before bonding an anchoring focus, the owner first decides what spell to attach to it. This can be any spell the owner is capable of casting, up to a maximum Force equal to the Force of the anchor. Only one spell may be linked to an anchoring focus at a time.

The owner of an anchoring focus can always trigger or turn off an anchored spell as a Simple Action while in physical contact with it. However, the owner must also specify any additional trigger conditions that will trigger or stop the spell. These triggers can be an action or key word from anyone touching the focus. Anyone who touches the anchor and performs the trigger activates the spell (for good or ill). All such triggers require the person to be in physical contact with the anchoring focus.

If the owner wants a more specific trigger, or one that will work at a distance, a detection spell can be linked to the anchor along with the other spell. This requires an anchor with a Force at least equal to the total Force of both spells. The detection spell works solely to tell the anchor when to turn the spell on or off; it does not provide information to the owner or the holder of the anchor. It has a standard range (Force x Magic) from the anchor. For example, an initiate could take a Force 6 spell anchor and link a Force 4 Barrier spell to it, along with a Force 2 Detect Bullet spell. The Barrier spell is set to activate whenever the detection spell senses an incoming shot, then deactivate when the danger is no longer present.

Bonding the Anchor

Before using an anchor (either expendable or reusable), the character must bond it like any other focus (p. 190, *SR3*). The owner specifies the spell and trigger(s) that will be anchored in the focus when it is bonded. Only that spell and trigger(s) may be linked to the anchor; the choices can be changed by re-bonding the focus. A bonded anchoring focus contains its owner's astral signature and an astral link to its owner, like any other focus. See *Anchoring Foci* (p. 45) for bonding costs.

Linking the Spell

To "charge" the bonded anchoring focus, the owner must link the spell and trigger(s) to the focus. This requires the owner to cast the spell and then make a Linking Test to link it to the focus. This entire process is considered a single Exclusive magical activity; the character may not use Exclusive-limited spells during this time, and Sorcery and Spell Pool do not refresh until the entire process is over. Spell Pool, totem modifiers, foci and the Aid Sorcery power of elementals may be used.

Spellcasting: The initiate casts the spell being linked to the focus at this time, per standard spellcasting rules. You do not actually make the test at this time—you merely note the number of dice to be rolled for the Sorcery Test. When the anchor is activated later, that is the number of dice used for the anchor's "spellcasting." The Drain Test is also made later.

If a detection spell is being used as a trigger, that spell must also be cast at this time. The detection spell is cast immediately after the anchored spell but is considered part of the same spellcasting action, so Sorcery and Spell Pool do not refresh. Again, note the number of dice rolled; use this to determine if the detection spell later detects anything that would trigger the spell. Again, the Drain Test is made later.

Linking Test: To link the spell and triggers, the initiate takes a Complex Action and makes a Sorcery Test against a target number equal to the Force of the spell. Only Sorcery and

Spell Pool dice that were not used for spellcasting may be used. If the test is successful, the spell is linked to the anchor. If it fails, the caster must immediately try again, using any remaining Spell Pool/Sorcery dice, at +2 to the target number. If he fails again, the spell is not linked and he must immediately resist Drain for the spell, as well as Drain for the Linking Test (described below). A result of all 1s on this test destroys the spell anchor.

Drain: Once the spell is linked, the initiate takes Drain for both the Linking Test and any detection spells used as triggers, using Willpower and any allocated Sorcery or Spell Pool dice. If a detection spell trigger was included, use its Drain Code, but add half the anchor's Force (round down) to the Drain Power and +2 Drain Levels. If no detection spell trigger was used, the Drain Power is the anchor's Force divided by 2 (round down), with a Drain Level of (M).

Note that the initiate does not take Drain for the anchored spell at this time; instead, he suffers Drain when the anchor is triggered.

Using an Anchoring Focus

Once the spell is linked to the anchor, the anchor is active and can be triggered as described above. The owner of an anchor can "override" any trigger while touching the anchor, turning the spell on and off at will. Other users must use the anchor's trigger to activate or deactivate the spell.

When an anchoring focus is triggered, it "casts" its spell using the number of dice determined when the spell was linked. Consider the anchor to be the "spellcaster" for the purposes of targeting. Unless the anchor has a linked detection spell, it can only target itself or the holder of the anchor. If the anchor has a linked detection spell as a trigger, it can aim its linked spell at any valid target it can detect within range. An activated anchoring focus is present in astral space, so it can target both physical and astral beings (see *Spell Targeting,* p. 181, *SR3*).

Whenever the anchor is triggered, the owner must make a Drain Test for the spell that is "cast." This occurs no matter where the initiate is or what he is doing. If the initiate is no longer alive, then the bonding is broken and the focus is useless. If an anchor is deactivated or destroyed before the spell is triggered, the owner must still take Drain.

Effects of Anchored Spells

Anchors are normally used for sustained spells, as are sustaining foci. The spell, once cast, is sustained by the anchor until it is turned off. Instant and permanent spells can be anchored as well, but the spell goes off only when the anchor is triggered. Permanent spells are sustained until they become permanent, then the anchor deactivates and the spell must be re-linked (if it's a reusable anchor). So an anchored Manaball will be cast once when the anchor is triggered but will not activate again until the spell is re-linked to the anchor.

Expendable anchors are triggered once and then burn out. As soon as the anchor is deactivated, it is used up. Expendable anchors are used for one-shot effects, such as alchemical elixirs containing health or manipulation spells, which trigger when they are consumed, or combat or manipulation spells that acti-

vate when the anchor is shaken, lit on fire and so on, creating magical "bombs." Expendable anchors leave behind no connection to their owner except an astral signature (p. 172, *SR3*).

Reusable anchors are more durable items that can be used over and over, such as a ring linked to an Invisibility spell that can be turned on and off, a hood that casts a Mask spell, or a sword with a Flame Aura spell that allows it to burst into flames. Reusable anchors last until destroyed in astral combat or by some other damage. All spells, including sustained spells, linked to reusable anchors must be re-linked after each use.

Anchored Spells and Astral Space

An anchor with a linked spell is considered active, even though the spell itself is not active until triggered. This means the anchor is dual-natured and vulnerable to astral attack. Astral perception can easily detect the anchor's magical aura and determine the spell(s) linked to it.

An active anchor can be attacked in astral combat (the spell itself may not be). If defeated, any instant linked spells are triggered; non-instant spells are lost. If "killed," it loses its enchantment permanently. A sustained spell cast by an anchor can also be dispelled (see *Dispelling,* p. 184, *SR3*). If the anchor is reusable, the dispelled spell must be re-linked before it can be triggered again. The focus itself must be destroyed to permanently disable the spell.

Using Anchoring

Anchoring can be used to create a wide range of different magical items for a variety of uses. The Karma cost, uncertainty of when the caster will suffer Drain and the fact that anchoring foci can be used as a material link for ritual sorcery (see p. 37) generally keep anchored spells fairly rare. Anchored spells offered for purchase are generally *very* expensive. See *Magical Gear,* p. 169, for prices on spell anchors.

Players and gamemasters can use the following examples as a basis for creating their own anchors.

Executive Protection: A piece of jewelry (such as a ring or lapel pin) that is a Force 10 anchoring focus, with a Force 5 Bullet Armor spell and Force 5 Detect Bullet spell. The detection spell rolls its dice to detect any bullets moving toward the wearer and triggers the armor if it detects any, dropping the armor spell when the danger is past. The anchor is reusable and costs 30 Karma (Force 10 x 3 for a reusable anchor). Such items are found in the possession of corporate execs, syndicate bosses and other big noises who can afford serious magical protection.

Healing Elixir: A potion (Force 4 expendable anchor) with a Force 4 Treat spell. The spell triggers when the elixir is consumed, rolling its dice to heal the drinker and sustaining itself until the healing becomes permanent. It costs 4 Karma (Force 4 x 1 for an expendable anchor) to create. A ring or other talisman may also be linked with a Heal spell; the item casts the spell at a command from the wearer and sustains it until the effect becomes permanent. The spell must then be re-linked to the item. Such an item costs 12 Karma (Force 4 x 3 for a reusable anchor) to create.

Magic Bomb: A Force 8 expendable anchor with a linked Force 5 spell such as Fireball. The trigger is a Force 3 detection

spell such as Detect Orks, Detect Elves, or even Detect Individual for a specific hit. When a valid target comes within range and is detected (using the detection spell's dice), the spell goes off in a radius centered on the anchor. Such an item costs 8 Karma (Force 8 x 1 for an expendable anchor) to create.

CENTERING

For centuries, magicians studied skills like singing, dancing, playing musical instruments, speaking ancient languages, and so on. Since the Awakening, initiates have discovered the reason behind the practice. The mental and physical discipline of performing such skills helps *center* them, putting them in harmony with the center of their being, the well from which all magical power springs.

Singing: The character sings as she performs magic. Singing can range from chant to nova-hot rock. Magical lore speaks of bards who can make magic with their music, and shamans of many cultures and tribes (like the Navajo or the Finns) are notable singers.

Playing Musical Instruments: The character plays an instrument to center himself. In the past, magicians have used drums, harps, pipes, horns and violins. In the Sixth World, they also use electric guitars, ultra-synths, and even synthlink rigs if they decide to get the cyber. The use of drumming is well-known in various shamanic traditions. Asian magicians often favor chimes and bamboo flutes.

Arcane Languages: The character speaks incantations in an ancient language. Mages often use Latin, Greek and

Centering can reduce Drain or reduce penalties affecting magical target numbers. It can also focus concentration for greater success with Magical Skills.

Centering Skill

To use the technique of centering, an initiate must use two skills: Centering Skill and another skill that represents the initiate's method of centering, referred to here as the *creative* skill. Centering Skill is an Active Magical Skill (p. 85, *SR3*) that is linked to Willpower. Centering Skill represents a character's ability to use the creative skill to center. Centering Skill can never be raised higher than the rating of the creative skill.

The creative skill can be Active or Knowledge, though it is usually an artistic or intellectual ability. It may even be one the initiate already possesses. Only one skill may be considered the character's creative skill. The following examples are generally applicable.

Dancing: The character dances as he performs magic. Dancing is more common among shamans, but it is not exclusive to that tradition. When using dancing for centering, an initiate usually chooses a dance style from his or her culture or magical tradition.

Hebrew. There are also purely magical languages, such as Enochian, first documented in the sixteenth century by the Elizabethan mage Dr. John Dee. Many traditions use the ancient language of their originating culture. Magicians in northern Europe chant runes, the alphabet in which the epic *eddas* of their ancestors are written. Some modern initiates use combinations of different languages or even create their own for performing magic.

Meditation: The character composes his mind in meditation. This may be a form of moving meditation, like Chinese *tai chi* or martial arts *katas*, or one performed at rest, such as yoga or Japanese *zazen*.

Some players may want to invent a new creative skill. The Awakening made magicians understand the value of the old ways, but it also set off a wave of experimentation to find new and better ways of performing magic. For purposes of the game, however, creative skills should not be particularly useful in non-magical areas.

For example, consider the possibilities of shooting a gun as a Centering Skill. A case could be made for using that or other Combat Skills, based on the Zenlike qualities of marksmanship. This would, however, give the character the advantage of being able to attack an opponent while preparing to

cast a devastating spell, and get bonuses for doing it. Generally speaking, the meditative aspects of arts such as Zen archery should be considered a separate Meditation Skill rather than combined with the practical aspects of a Combat Skill.

The potential for such crossover between skills is less problematic if an initiate's creative skill also helps them earn a living, as in the case of a rocker-mage who uses music to center.

Shamans traditionally use performance skills such as dancing, singing or playing an instrument. Mages tend to choose more intellectual skills such as chanting or arcane languages. These are, however, stereotypes, and characters should make individual choices based on what they are interested in or comfortable playing.

A creative skill can *never* be chip-based. The initiate must know the skill personally and learn it the old-fashioned way.

Using Centering

An initiate can center when using any Magical Skill except for astral projection.

The initiate must be able to perform the creative skill freely. They cannot use dance to center if tied up or unable to walk, for example, or use singing or spoken words if gagged.

The Centering Skill is used for any Centering Tests required. Centering requires a Free Action. The character gains only one of the benefits of centering (increased success, resist Drain, or reduce penalties) during any phase. The centering Free Action must be taken in the same phase as the operation the centering is intended to augment. Make a Centering Test before making any other tests to perform magic.

Exclusive Actions: Centering can be used for magical actions that are considered Exclusive because the centering helps the character perform that activity.

Geasa: Use of an appropriate creative skill can also fulfill a geas. If an initiate has the incantation geas and centers by singing, chanting, or speaking spells in an ancient language, the geas is fulfilled as well.

Centering for Success

When centering to improve the success of a Magical Skill Test, the initiate must use astral perception (p. 171, *SR3*). This leaves the initiate vulnerable to attack from astral space. The initiate declares the skill use (Sorcery, Conjuring, and so on) in the standard fashion and then declares the use of a Centering Test to enhance it. The target number for the Centering Test is the same as that for the Magical Skill Test. Any modifiers to the Magical Skill Test also apply to the Centering Test. Every 2 successes generated on the Centering Test count as an additional success on the Magical Skill Test. If the Magical Skill Test yields no successes, the initiate cannot use any of the successes generated in the Centering Test.

> Talon is throwing a Fireball spell and wants to get some extra bang out of it. His base target number for the spell is 4. He is Lightly wounded (+1) for a total Target Number of 5. He speaks the spell in Latin (Latin 5) as he gathers the ball of fire in his hands. Talon rolls his Centering Skill of 5 for the Centering Test against the Target Number of 5,

> scoring 3 successes. He then makes his Sorcery Test, generating 4 successes. Two successes from the Centering Test increase the successes on the Spell Success Test to 5 (the extra success has no effect). If Talon blew his Sorcery Test and got no successes, the 3 successes from his Centering Test would not have applied and the spell would have failed.

Centering Against Drain

Centering against Drain allows an initiate to attempt to reduce, in advance, the Drain of using magic. The target number for the Centering Test is the Drain Power of the magic intended. Every 2 successes from this test count as 1 success in the Drain Resistance Test. If the Drain Resistance Test generates no successes, the player cannot apply any successes from the Centering Test.

> Man-of-Many-Names uses singing as his creative skill while summoning a Force 8 nature spirit. He has Centering 5, Charisma 8 and Magic 8. The Drain for the summoning is 8M Stun (p. 187, SR3). The player rolls Many-Names' 5 Centering dice against a Target Number of 8.
> The player rolls 2 successes, which he may now apply as a single success to resist Drain after the conjuring. He must still make a Drain Resistance Test against the full Drain Code of 8M. If that test does not result in at least 1 success, he loses the successes generated from the Centering Test.

Centering Against Penalties

Centering can also counteract penalties affecting an initiate's Magical Skill Tests, such as modifiers for partial cover, injury, atmospheric conditions and so on. Use the same target number for the Centering Test as for the Magical Skill Test, adding all applicable modifiers and subtracting the initiate's grade.

Every 2 successes cancel out 1 point of modifiers to the Magical Skill Test target number; centering cannot reduce the base target number. Casting a Manabolt spell at a target with Willpower 5 has a minimum Target Number of 5, for example, no matter how many centering successes the initiate scores.

> Beaumains, a Grade 4 initiate, is tossing a Powerbolt spell. The target has Body 4 and partial cover (+2), and the lighting is poor (+2). Beaumains also has Light Stun damage from a previous spellcasting (+1). These modifiers add up to a Target Number of 9. While his teammates keep the target pinned down with rifle fire, Beaumains centers himself, wailing out chords on his portable Kashawa Pow-R-Key synthesizer (Keyboards 6). Rolling his 5 dice in Centering against a Target Number of 5 (the actual target number of 9, minus his grade), he scores 2 successes. He now makes a Sorcery Test against a Target Number of 8 (9 – 1) to see if he fries the unfortunate goon.

Adept Centering

Unlike magicians, adepts do not use centering for Magical Skills. Instead, adepts use centering to improve their perfor-

mance with Athletics and Stealth and can learn to apply centering to other types of skills as well.

An adept who learns centering begins with the ability to apply it to Athletics and Stealth. As the adept continues to initiate, centering can be applied to other skills. An adept initiate who learns centering at Grade 1 can learn to apply it to an additional skill area at Grade 2, another at Grade 3 and so on. Learning to apply centering to a new skill is the only metamagical technique the adept may learn for that grade.

The additional skill areas for which adepts may learn centering are: Build and Repair, Melee Combat, Ranged Combat, Knowledge, Language, Social, Technical and Vehicle. Centering may also be applied to Special Skills. Each skill or area of Special Skill (like Musical Skills) is considered a separate technique. Though adepts can learn to apply centering to Sorcery, they can still only use Sorcery for astral combat.

Adepts can use centering for success and centering against penalties for any skill area they have learned to center in. The gamemaster has the final say on whether a particular penalty can be overcome through the use of centering. Because they apply their centering to mundane skills, adepts do not require astral perception to use centering for success. When using centering for successes on Open Tests the adept simply adds half his Centering skill dice (round up) to the Skill Test.

Adepts can center against any Drain caused by any use of their powers (such as Attribute Boost). In this case, make the Centering against Drain Test normally.

Johnny Zen is an adept and a Grade 2 initiate. At Grade 1, he learned centering (Zen meditation), which he can apply to his Physical Skills (Athletics and Stealth). At Grade 2, he decided to learn to apply his Centering Skill to Ranged Combat, improving his ability with his trademark bow. Johnny can now center against penalties applied against his Ranged Combat Skills or center to improve the quality of his shots.

While lining up a shot across an unlit corporate compound in the dead of night, Johnny meditates, seeking a perfect state of peace and calm. He is at Medium Range for his bow, a Base Target Number of 5. There is only partial light (+2) and Johnny took a Light wound getting into the compound (+1) for a total Target Number of 8. He rolls his 5 Centering dice (Meditation Skill 5) against a Target Number of 6 (8 – his grade), scoring 2 successes. He uses them to ignore the penalty from his wound and then spends a couple of actions taking careful aim.

CLEANSING

Cleansing is used to clear away temporary background count (see *Background Count,* p. 83). For cleansing to be effective, the cause of the background count must first be removed. For example, attempting to cleanse the background count from a poisoned river will have no effect until the waters are cleaned of the physical pollution. Cleansing cannot affect lasting, long-term background counts such as those found in sites like the Great Pyramids or Auschwitz. The gamemaster has final say on whether a particular background count can be cleansed.

Cleansing background count also erases any other astral traces and signatures associated with the background count. If a character wishes to assense an area for information, it must be done before any cleansing is performed.

An initiate may only affect a background count that is less than or equal to their grade. Make a Sorcery Test against a target number of (background count level x 2). The background count is reduced by 1 for every 2 successes. The initiate then must resist (background count level)D Drain using Willpower. Cleansing takes a number of Complex Actions equal to twice the background count level and requires the initiate to use astral perception or projection.

After completing his study of a murder site, Dr. O'Malley, Lone Star forensic magician, works to clear away the aura of violence that hangs over the area. O'Malley is a Grade 2 initiate with Sorcery 6. The crime caused a background count of 2. He rolls 6 dice against a Target Number 4, gaining 4 successes. He has completely eliminated the background count and erased the eerie feeling particularly sensitive people might get in that area (along with any remaining astral traces of the crime).

DIVINING

Divining allows an initiate to gain insight into future events concerning a specific subject. To do so, the initiate must assense the subject of the divination or possess some kind of magical link to the subject, which may be anything suitable as a material link for ritual sorcery (p. 34).

The initiate must also have two skills: Divining Skill and another skill that represents the character's method of divination, referred to here as the prediction skill. Divining Skill (see p. 30) is an Active Magical Skill linked to Willpower. It represents the character's ability to use the prediction skill to foretell the future. Divining Skill can never have a rating higher than the prediction skill.

The prediction skill can be Active or Knowledge, though it typically is an intellectual ability and may be a skill the character already possesses. Only one skill may be considered the character's prediction skill. A few of the more popular prediction skills are listed here.

Astrology: The diviner reads information from the positions of the stars and their influence on people determined at the time of their birth. The diviner must know the birth date of the subject and have access to the necessary charts and formulas to use this skill properly.

Dowsing: The diviner uses a pendulum or similar instrument over a map or symbolic representation of the subject. The movement of the pendulum provides information, generally in the form of simple yes/no answers.

Omens: The diviner gains information from natural phenomena like the flight of birds, the movement of light on water, the growth patterns of plants and similar things. This skill generally only works in an outdoor or wilderness setting, though some applications of it can work within a city.

Dreaming: The diviner must sleep or go into a trance and dreams or sees visions about the subject of the divination.

Information is often couched in dream-symbolism and metaphor.

Sortilage: The diviner uses some system of randomly drawn symbols to gain information, such as the Norse Futhark runes, the Chinese *I Ching*, Tarot cards, or similar tools (each is considered a separate skill). The combination of the different symbols provides clues about the subject of the divination.

DIVINATION TABLE	
Divination question is:	**Target Number**
Very vague (What does the next month hold for me?)	4
Vague (Are my old enemies catching up to me?)	5
General (Will I get hurt if I go on this next shadowrun?)	6
Specific (Will Mr. Johnson take a bribe from Yakashima?)	8
Very specific (Is Mr. Johnson picking up his bribe this evening?)	10

The Divination Test

Once the initiate has a link to the subject of the divination, he asks a question about a future event and makes a Divination Test. The gamemaster rolls dice equal to the initiate's Divining Skill against a target number based on the complexity of the question asked, as shown on the Divination Table. Divination is only useful in answering questions about events.

The number of successes indicates how useful the answer is, to be adjusted at the gamemaster's discretion. No successes means the answer isn't useful. A roll of all 1s results in completely misleading information. One or two successes result in a cryptic answer containing an underlying truth. With three or four successes, the answer is mildly helpful. Five or more successes achieve approximately the level of detail the diviner wanted. Regardless of the number of successes achieved, however, the gamemaster should make the answer as specific or vague as suits the story, allowing the player characters to extrapolate what they think the answer might mean.

An initiate can perform a number of Divination Tests per week equal to his grade. Further Divination Tests on the same subject increase their target number by +2 per attempt until the gamemaster judges that something significant about the subject or the situation has changed.

Divination can be used by gamemasters to provide cryptic clues about plots in the game. The gamemaster can enhance the flavor of this power by having characters with divination experience "visions" and "omens" at unexpected, and perhaps inappropriate, times. Gamemasters should try to keep divining from becoming a "quick fix" solution for the players by providing them with occasional misleading or contradictory information.

INVOKING

Invoking allows initiates to summon particularly power-ful spirits known as great form spirits (p. 106). Only initiates able to conjure spirits can use this technique, and some spirits (such as watchers, allies and ancestor spirits) have no great form.

The initiate must declare his intention to summon a great form spirit before making the initial Conjuring Test. The initiate must also state what great form bonuses (see p. 107) will apply to the spirit before making the test.

The summoning of the spirit takes place as normal. Once the spirit appears, the initiate makes an additional Conjuring Test and an additional Drain Resistance Test. These additional tests require no actions on the part of the summoner because they take place instantly as part of the summoning. The additional Conjuring Test is made against the spirit's Force x 2, minus the initiate's grade. If it is successful, the spirit grows into its great form. If it fails, the spirit becomes uncontrolled (but remains in its normal form).

The second Drain Resistance Test is made as if the spirit were of a Force equal to (Force x 2) minus the initiate's grade. The spirit's normal Force determines whether the Drain is phys-

ical (see p. 187, *SR3*). Any successes scored on a Centering Test to summon the spirit also apply to this test; the character may not make a new Centering Test at this time. If the Drain kills or knocks out the summoner, the great form spirit becomes uncontrolled.

MASKING

Masking hides the true nature of an initiate's aura, presenting a less powerful astral presence to astral observers (see *Astral Perception,* p. 171, *SR3*). Initiates using this ability can change their aura to that of a mundane, or at least a non-initiate. Masking can also hide a character's dual nature so that they look magical but not astrally present. Masking can also hide emotions (hatred, love, jealousy and so forth) that are reflected within an aura so that another mage cannot assense the emotional state of the masking magician. Other initiates may penetrate this disguise. Initiates may also penetrate the masking of creatures able to hide their true auras, such as certain free spirits.

For ease of play, gamemasters may wish to use the following guidelines.

• An initiate's aura is always masked unless he deliberately shows his "true colors."

• An initiate must deliberately try to assense a masked aura if studying a crowd. If only two initiates are present, the gamemaster can make a secret roll to see if they "notice" each other.

When an initiate assenses a masked aura, the gamemaster makes a secret Magic Test, with a target number equal to the Magic, Force, or Essence of the target, as appropriate. A number of successes equal to the target's grade minus the viewer's grade is needed to succeed. If the target's grade is less than or equal to the viewer's, it only requires 1 success to see through the masking.

For example, a Grade 2 initiate with Magic 7 is assensing the aura of a Grade 4 initiate with Magic 6. The viewer rolls 7 dice against Target Number 6 and needs 2 successes (target Grade 4 – viewer Grade 2 = 2) to see through the subject's masking.

If the test succeeds, the subject's true aura is visible and may be assensed normally. The results of success may differ for creatures possessing the power of aura masking (see *Powers of Free Spirits,* p. 116).

If the initial test to penetrate a masking fails, the initiate may try only once more, adding +2 to the target number for additional attempts. If this test also fails, the initiate simply cannot pierce the masking.

There is no discernible difference between a masked aura and the real thing, unless the Masking Test is successful.

Masking an Astral Form

Masking may be used by dual-natured characters to make their astral forms appear as mere auras. In this way, an astrally perceiving, dual-natured character who is masking himself will not appear to be astrally perceiving at all, except to those who can pierce the masking. The masking character's astral form is still present, just camouflaged, so it will interact with other astral forms (barriers, projecting magicians and so on) normally.

Characters who are astrally projecting can mask their astral forms to appear as mere auras, but any astrally perceiving or projecting character who gives the aura more than a quick look will see through the effect because there is no visible physical body to match the aura.

Deliberate Masking

The standard rules for masking assume no special effort on the part of the initiate. If the character makes a deliberate attempt to mask his aura, roll a number of dice equal to twice the character's grade against a target number equal to his Magic. Every 2 successes counter 1 success a viewer may generate to penetrate the mask. If, for example, the masking initiate rolls 4 successes, a viewing initiate must roll at least 3 successes to penetrate the mask.

Deliberate masking is an Exclusive Simple Action, which means an initiate cannot perform any other magical activities while maintaining it. An initiate can drop deliberate masking at any time as a Free Action.

Masking Foci and Spells

The masking described above covers the initiate and a number of Force Points of foci and/or sustained or quickened spells on the initiate's person equal to his grade. For example, a Grade 4 initiate can mask up to 4 points of foci or spells without any extra effort. Beyond that, however, the presence of foci or spells can be seen on the astral plane.

To hide additional foci and spells, the character must make a deliberate masking attempt, as described in *Deliberate Masking*. The target number equals the total Force in foci and spells. If the test is successful, the character's foci and spells are masked along with his aura, and the successes from the test offset a viewer's ability to penetrate the mask.

POSSESSING

This technique allows an astrally projecting initiate to take control of another being's body for a period of time. Only astrally active beings (including dual critters) can be targeted by this power.

Taking Control

To use possession, a character must fight the target in astral combat, inflicting only Stun damage. If the character wins, his astral form enters the target's body and assumes control over it. The Stun damage the target takes in this combat is not applied until the initiate leaves the host. The character can only stay within the body for a number of hours equal to his grade. A character can also possess any willing host, but they must be astrally active. Non-sentient beings are never willing hosts, but unconscious dual beings cannot resist. A character cannot possess a being that has no physical body or that has a body created through use of the Materialization power, such as a spirit. To possess a body, the character must be at that body's location along with the astral form of the body.

Astral Projection: A character cannot possess the body of a magician who is astrally projecting because at that point the body is not dual-natured. A character can possess the body of

an astrally projecting magician if he beats them in astral combat *and* their body is within line of sight; the character must possess the body immediately after defeating the magician.

Riggers and Deckers: Characters who are rigging and decking may be possessed if they are also astrally active and defeated in astral combat; once possessed, they are immediately dumped from their icon or vehicle. The possessing initiate may attempt to rig or deck, if so inclined.

In the Saddle

While in control of a host body, the character is a dual being. He can use all the host's physical abilities and any innate magical abilities (including adept or physical critter powers). If the host has geasa on his powers, the character must fulfill the geasa to use the powers. A possessing character has no access to the victim's skills, spells, or memories. Use the host's normal Physical Attributes, and the possessing character's Mental Attributes. A character can use magic while in possession of another body, but all Drain inflicts Physical damage on the possessing character's astral form, *not* the host body. In addition, if the subject was unwilling or unconscious, add +2 to all target numbers while possessing the body to represent the victim's subconscious resistance.

Any damage taken during possession is applied to the host body. However, any mana-based magic (including mana spells and mana critter powers) used on the possessed body affects the possessing initiate.

The astral form of the host is not "pushed out" when the body is possessed; it is completely enveloped by the astral form of the possessing initiate. If the possessing initiate is capable of masking (see p. 76), they can attempt to deliberately mask the astral form of the being they are possessing in the same manner as masking foci and spells; treat the host as a focus with a Force equal to their Essence.

An initiate possessing a character can travel through astral barriers created by the initiate, as the initiate's astral presence is the dominant astral presence in the body. However, a possessed character cannot be "ridden" through any barriers created by the possessed character. The astral barrier will recognize only the dominant astral form.

Dismounting

An initiate can be driven out of a possessed body in several ways. First, if the host is killed or knocked out, the possessor is disrupted (p. 176, *SR3*). The possessing initiate can also be driven out through the use of banishing or astral combat. If successfully banished (using an Opposed Magic Test) the initiate is disrupted. Astral combat may kill or disrupt a possessing initiate according to the standard rules. If the possessing initiate attempts to stay in the body longer than a number of hours equal to their grade, they are disrupted.

When the initiate's astral form departs (willingly or not), the host immediately suffers the Stun damage taken during the astral combat at the beginning of the possession. If the host was willing, they must now resist Drain, with Drain Power equal to the possessing initiate's Magic plus his grad, and a Drain Level of Deadly. This Drain is Stun damage and is resisted with Willpower. This damage is cumulative with any damage (Stun or Physical) taken by the host's body during the possession. The possessed party will remember nothing that occurred during the time they were possessed.

QUICKENING

Quickening can make any sustained spell permanent without need for a sustaining focus. The spell continues operating without any attention from the caster until it is dispelled (p. 184, *SR3*).

To quicken a spell, the character must cast the spell and then sustain it for a period of time and pay Karma. In addition, they must use astral perception to keep the spell "in view" while sustaining it. Feeding Karma into the spell to make it permanent requires close astral observation.

The character casts the sustained spell in the standard way and makes a Drain Resistance Test. Centering may be used to offset the Drain.

To determine the base time for quickening a spell, use the Permanent Spell Base Time Table on p. 178, *SR3*. Make a Sorcery Test to reduce the time, adding dice equal to the initiate's grade. The target number is the total number of dice used to cast the spell. This includes dice from the Spell Pool, totem advantages, elemental aid, foci, or any other bonus. Divide the base time by the number of successes and round down. The minimum time is 1 Combat Turn. If there are no successes, the initiate must sustain the spell for double the base time. A result of all 1s ends the spell.

Quickening is considered an Exclusive activity, so no other magical actions may be taken while performing this technique. This means that Exclusive-limited spells may not be quickened.

At the end of the last turn required, the initiate pays Karma equal to the spell's Force. The spell is now quickened and self-sustaining. The character may pay additional Karma (up to twice the spell's actual Force) to make the spell more difficult to dispel. The spell's Force for purposes of dispelling is equal to the total Karma spent to quicken it.

After spending the Karma, make a second Drain Resistance Test against the spell's Drain Code. Successes from a Centering Test against Drain made when first casting the spell may instead be applied to this Drain Resistance Test. The character may not make a new Centering Test at this time. The character may end the attempt to quicken a spell if the time requirement seems too long but must make the second Drain Resistance Test regardless.

Rikki Ratboy, in a nastier-than-usual mood after being pitched out of the Armadillo, is hunkered down on a roof across the street from the bar. He begins to mutter, and the red-eyed, long-whiskered mask of Gray Brother appears over his scrawny features as the words of power hiss and squeal from his lips. He grunts triumphantly as a greenish cloud swirls into existence in the middle of the bar, visible to his astral sight, if not to the wired-up drekheads boozing it up down there.

As the Stench spell spreads its indescribable foulness through the room, the clientele exit en masse via doors, win-

dows and a rather thinly plastered section of wall. Rikki can't help but grin, but he keeps his concentration centered on the astral, delicately manipulating the spell. As sweat beads on his forehead, he speaks the locking spell. Weary, but giggling at his revenge, the little Rat shaman scuttles into the shadows, leaving a perpetual stink bomb swirling in the Armadillo. Nobody frags with little Rikki, chummer. Nobody.

Rikki is a Grade 3 initiate with Sorcery 7. He casts a Force 1 Stench spell (p. 143), using 7 dice; 5 Sorcery dice and 2 Spell Pool dice (setting the rest aside to help resist Drain). After he casts the spell (and resists 2S Drain), he makes a test to see how long he must sustain the spell to make it permanent. His target number is 7 (the number of dice used on the Sorcery Test). The base time is 15 turns because the spell has Serious Drain.

Rikki rolls 10 dice: his Sorcery 7, plus his initiate Grade of 3. He scores 2 successes. He must sustain the spell for (15/2 = 7.5) 7 Combat Turns. At the end of that time, he pays 1 Karma (for a Force 1 spell), and the spell becomes permanent. He makes another Drain Resistance Test against 2S Drain at this point.

Tattoo Magic

Some groups, such as the Yakuza and certain tribes, use tattoos and/or ritual scarification to quicken certain spells to the wearer of the mark. Quickening a spell in this manner has the bonus effect of making the spell harder to dispel. This variation of quickening must be learned as a separate metamagical technique and requires Enchanting Skill (see p. 30) and the Tattooing Skill.

The inks used to draw a magical tattoo must be prepared with Enchanting Skill. One unit of herbal or mineral radicals is required for every 2 Force Points of the spell being quickened. These radicals must be mixed with the ink using a special alchemical process, requiring an Enchanting (Alchemy) Test against a target number equal to the number of units being used (minimum Target Number 2) and with a base time of 10 days.

Once the inks are prepared, the artist can begin work. The size of the tattoo (as measured in square centimeters) must be at least the quickened spell's Force, squared, times 100. Tattoos designed to quicken higher-Force spells can easily cover much of the subject's body. The spell's Force rating squared is also the base time in days to complete the tattoo. The artist makes a Tattooing (4) Test and divides the base time by the number of successes. No successes means the artist must spend twice the base time to complete the work. A result of all 1s ruins the tattoo and may scar the wearer.

Once the tattoo is prepared, the spell is cast and quickened as above. Spells quickened in this manner have an effective Force for purposes of dispelling equal to twice the Karma spent to quicken them.

REFLECTING

Reflecting allows an initiate to reflect a spell back at the caster.

This ability functions similar to spell defense (p. 183, *SR3*). The initiate allocates Sorcery and Spell Pool dice to reflecting, with the same limitations as spell defense. When a character protected by reflecting dice is targeted by a spell, the initiate can choose to use reflecting dice against the spell. Reflecting dice are rolled against a target number equal to the Force of the spell and counter the successes as spell defense does. However, if the successes against the spell's Force exceed the successes rolled by the caster, the spell rebounds and attacks the caster at the same Force. The reflecting initiate's net successes are used as spellcasting dice, and a Spellcasting Test is made for the reflected spell. Extra successes increase the spell's effect as normal (stage damage and so on).

Against an area spell, reflecting will only protect those characters who have reflecting dice allocated to protect them. Other characters in the area will still be affected, even if the spell is reflected (because only part of the spell's energy is being reflected). If an area spell is reflected back at the caster, it affects the caster only, not targets in an area around him. Area elemental manipulations are an exception to these rules; if any target of such a spell successfully reflects it, the entire spell is reflected back at the caster and will "detonate" around an area with the caster at ground zero.

A magician hit by a reflected spell may use spell defense or shielding dice to resist the effects. This may cause spellcasters to exhaust their defense dice resisting their own spells, leaving them open to attack. A reflected spell can be reflected *again* by the original caster if he is also an initiate and knows this technique. Spells cast through ritual sorcery can be reflected (with enough dice), in which case the spell affects all members of the casting ritual circle equally (see *Ritual Sorcery,* p. 34).

Talon is attacked by a wage mage and has 6 dice allocated for reflecting. The wage mage throws a Force 4

Manabolt using 3 Sorcery dice, plus 3 Spell Pool dice. The wage mage rolls 6 dice with a Target Number of 6 (Talon's Willpower) and gets 2 successes. Talon rolls his 6 defense dice with a Target Number of 4 (the spell's Force), getting 4 successes. The Manabolt rebounds against the wage mage with a Force of 4. Talon rolls two dice against a Target Number of 5 (the wage mage's Willpower). The wage mage uses his own Spell Defense dice in an attempt to deflect the spell.

SHIELDING

Shielding is an initiated version of spell defense (p. 183, SR3). Whereas spell defense allows a magician to counter an incoming spell, shielding provides a magical layer of spell protection over subjects the initiate wishes to protect. This protection extends to the initiate's line of sight. An initiate can shield a total number of subjects equal to his or her grade. Initiates can use shielding and spell defense simultaneously, but the dice must be allocated separately, and only one technique can be used to protect a person at a time.

The initiate allocates Sorcery and Spell Pool dice to shielding. Each protected subject gains that many additional dice for all Spell Resistance Tests made until the initiate's next Action, when the dice may be re-allocated, if desired. This works against all spells, including elemental manipulation spells. Additionally, the shielding increases the target number of any spell against that subject by +1 per die allocated, up to a maximum equal to the initiate's grade. Initiates can "stack" their shielding to give extra protection to an individual or group.

Cullen Trey wishes to protect himself and his mundane chummer Jack Skater from a hostile shaman. Trey is a Grade 3 initiate with Sorcery 7 and Spell Pool 6. He allocates 2 Sorcery and 2 Spell Pool dice to shielding, with himself and Skater as subjects (he can protect up to three subjects at once). Both Trey and Skater add 4 dice to all their Spell Resistance Tests until Trey's next Action, and the target number for all spells cast at them is increased by +3 (it would be +4 for the number of dice, but the limit is Trey's grade, which is 3).

THE PLANES

Magicians have identified three "realms" of existence: the physical world, the astral plane and the metaplanes. The physical world is the world in which we live, with all its physical laws. The astral plane mirrors the physical plane, existing in the same space but "sideways." The astral plane seems to be fueled by life force, emotion and spirit and operates under a different set of "physical" laws. Beyond both of these lie the unfathomable reaches of the metaplanes, home to spirits, which magicians explore to discover more about magic and themselves.

This chapter contains information on the landscape of astral space, including the astral form of the Earth itself and the impressions left by strong emotional or magical events, called *background count* (see p. 83). It also discusses various methods of astral security (p. 88) and details the exact effects of astral barriers (p. 83). This chapter also describes the realm known as the metaplanes and how magicians visit there via astral quests (p. 92).

ASTRAL TERRAIN

The "terrain" of the astral plane is made up of several components. Astral forms (such as spirits, projecting magicians, dual beings and so on) are solid and bright, especially the astral form of Mother Earth herself. The intangible "shadows" and auras of physical objects and beings are also visible but are immaterial. Mana, which permeates the astral plane (as well as the other realms), is invisible yet everywhere.

PASSING THROUGH EARTH

Mother Earth is a dual being, having a simultaneous existence on both the physical and astral planes. Astral earth is as solid as normal earth, so long as it is connected to the Earth itself. Earthen mounds and similar structures are as solid and tangible on the astral as they are physically. Materials of the Earth worked by humans, or separated from the living Earth, do not retain this property; cut stone, concrete, adobe bricks and similar materials do not have astral forms. Only natural rock and soil are part of the Earth.

While astral forms are solid to each other and cannot pass through each other, the size of the Earth's astral form makes it an exception to this rule. Astral forms *can* pass

through the (relatively) diffuse astral form of natural Earth, but the going is slow and difficult, not unlike digging through physical earth.

Passing through natural Earth requires a base time of 30 minutes per meter. The astral form makes a Charisma (4) Test and divides the base time by the number of successes to determine how long it actually takes. Earth elementals and gnomes can provide aid in this movement as a service/favor; they add their Force in dice to the Charisma Test. Passing through large amounts of Earth can often take longer than a magician can safely sustain astral projection. If there are no successes, the character cannot pass through the Earth. The character may make a number of additional attempts equal to his Charisma, at +2 to the target number for each new attempt.

A character can give up trying to pass through the Earth at any time and return to where he began using normal movement. A traveler does not leave any kind of "passage" through the Earth, so anyone wishing to follow an astral form passing through the Earth or return back to the surface must make the same Charisma Test to "push" through the Earth.

Orion the street mage wants to check out a secret underground corporate facility. Unfortunately, the facility's one entrance is heavily guarded by watcher spirits, so Orion decides to try and get in the back way by passing through the earth surrounding the facility. The gamemaster knows the facility is buried 12 meters underground, so it will take Orion a base time of 6 hours to pass through that much earth. Orion's player rolls the mage's 5 Charisma dice against Target Number 4 and gets 3 successes, so it will take Orion 2 hours to pass through the earth and reach the facility. He hopes the interior walls of the place aren't too heavily warded. Once Orion is inside, his only ways out are the main entrance or back the way he came, making another Charisma Test.

GETTING LOST

Passing through objects limits an astral form's line of sight. An astral form inside an opaque object cannot see at all. While a character is traveling through a solid object that requires more than a single Action to pass through, the gamemaster rolls a secret Intelligence (4) Test to see if the character goes the wrong direction. Add +1 to the target number for every half hour spent moving blind. If the test fails, the character goes the wrong way and doesn't notice it until he fails to emerge from the object where and when he planned. On a result of all 1s, an astral traveler becomes completely lost. A character's only option in this case is to attempt to find his way back to his physical body (p. 173, *SR3*). Spirits must return to their home metaplane.

This rule only affects characters moving through very large objects (more than a few meters thick) and does not include large objects with open spaces, such as buildings. Earth elementals and gnomes may also "guide" astral travelers as a service/favor; they never get lost.

As Orion passes through the Earth toward the corporate complex, the gamemaster makes an Intelligence Test using Orion's 5 Intelligence dice against a Target Number 8 (4 + 2 hours travel). They come up 1, 1, 2, 3 and 5. No successes. The gamemaster decides Orion is going the wrong way. After struggling through the ground for nearly three hours without finding the complex, Orion starts to get nervous and decides to abort his attempt. He now must head back toward the surface, hoping he doesn't get lost again.

ASTRAL VISIBILITY

The astral plane is constantly lit by the glowing aura of the Earth, as well as other living things. The light level on the physical plane has no effect on astral visibility because of this diffuse light level. However, astral travel through semi-opaque things like water, fog, smoke, or fire can limit visibility and add modifiers to tests for astral combat, searches, assensing and other activities. These modifiers appear on the Astral Perception Modifiers Table. If a character is specifically looking for the "shadow" representation of a mundane physical object on the astral plane, the search is modified because the uniform gray color of the astral plane makes finding physical items in this manner difficult.

The glare from the auras of living creatures, which are bright and vivid on the astral plane, can be distracting to an astral traveler and impede astral visibility when grouped tightly or gathered in large quantities. For example, trying to find another astral form among the teeming auras of an outdoor concert crowd or a large school of fish would be difficult, suffering a +2 modifier. Finding a single aura in a dense forest or packed subway train would be even more difficult, requiring a +4 modifier.

Being underwater generally imposes no penalty to astral visibility because the ambient light level of the astral plane is not affected, regardless of the character's depth. However, shallow water (50 meters or less) is generally bursting with barely visible and microscopic life forms and should be treated as a crowded biomass area. Polluted water is comparatively lifeless but will likely still impose a slight penalty from background count.

ASTRAL PERCEPTION MODIFIERS TABLE

Condition	Modifier
Light fog/smoke	+1
Thick fog/smoke	+2
Open flame	+2
Intense flame (e.g., inside a blast furnace)	+3
Looking for mundane physical object	+2
Background count (see p. 83)	+Level
Crowded biomass	+2
(e.g., a busy dance floor, water 50 meters deep or less)	
Packed biomass (e.g., thick jungle, packed subway train)	+4

ASTRAL BARRIERS

As stated on p. 174, *SR3,* all astral barriers are dual-natured. Their astral form appears as a hazy, solid wall, which blocks all astral forms and astral line of sight. Dual-natured beings and items (such as active foci) cannot pass the barrier without defeating it in astral combat.

The physical component of a barrier can be anything from painted runes on the floor to an actual wall. The physical component does not have to correspond with the astral form's shape. However, even if the physical component of the barrier is only a chalk outline on the floor or a ring of standing stones, there is an invisible "wall" of mana on the physical plane corresponding with the barrier's shape on the astral plane.

Because this wall of mana exists on the physical plane, any magical effect that attempts to pass the barrier comes into conflict with it. Spells cast at a target on the far side of the barrier have a target number modifier equal to the barrier's Force. The barrier's Force is also added to the target numbers for any Dispelling Tests whose target is across the barrier. In most other situations, the barrier will stop magical effects completely. Ranged critter powers, spell defense, shielding and any other use of a Magical Skill will not work through a barrier. Critter powers with a range of self and adept powers are not affected by barriers on the physical plane, unless stated otherwise.

Mundane Characters/Items: If a mundane character or item with a critter power or a spell sustained on it passes through an astral barrier on the physical plane, the character or item passes through, but the spell or power is stopped by the barrier and ceases to function.

Quickened Spells: If a non-astrally projecting character possessing a quickened spell or an item with a spell quickened on it passes through an astral barrier on the physical plane, make an Opposed Test between the total Karma spent to quicken the spell and the barrier's Force. If the quickened spell wins, it passes through, but the character who created the barrier knows a spell has passed the barrier. If the barrier wins or the result is a tie, the quickened spell is destroyed.

PRESSING THROUGH A BARRIER

Under certain circumstances, a dual-natured item or person may be forced into conflict with an astral barrier through physical momentum. This could be an active focus carried through an active hermetic circle by a sprinting character, for example, or a dual being caught in an elevator that passes through a ward. In these situations, determining who wins the conflict through several passes of standard astral combat is not feasible; a more immediate solution is required. Try the following quick-and-dirty method for handling such situations.

For foci, make a test using the Force of the focus being pressed through the barrier against a target number equal to the barrier's Force. If the successes equal or exceed half the barrier's Force (round down), the focus passes through unharmed. If at least 1 success is achieved but fewer than half the barrier's Force, the focus is forcefully deactivated. If no successes are achieved, then the focus is forcefully deactivated *and* the barrier may attempt to destroy the focus's enchant-ment; the barrier must achieve one success in a Force Test against twice the focus's Force (see p. 176, *SR3*).

For an astrally perceiving character, make a Charisma Test against a target number equal to the barrier's Force. If the successes equal or exceed half the barrier's Force (round down), the character passes through unharmed. If at least 1 success is achieved but fewer than half the barrier's Force, the character is forced to either drop astral perception or astrally project (if the character is capable of doing so). If the character projects, their astral form will still be outside the barrier while their physical body passes through. If no successes are achieved, the character is disrupted (p. 176, *SR3*).

For a dual being, use the rules for an astrally perceiving character. If the being is not capable of astral projection, they will be forced through the barrier and must resist (barrier Force x 2)D Stun damage with Willpower. If the being has a Magic rating and takes Deadly Stun damage, they must check for Magic loss.

Even if the barrier is breached, it is not considered to have been defeated. If it is attacked in astral combat immediately afterwards, it is still at its full Force.

Whenever something is pressed through a barrier in this manner, there is a slightly visible discharge of mana on the physical plane and a bright flash on the astral. Physical characters may notice this effect if they succeed in a Perception (10) Test.

Regardless of the outcome, the creator of the barrier is aware that something passed or attempted to pass through it. If a focus was forced through a barrier, the person to whom the focus is bonded is also aware of the conflict.

BACKGROUND COUNT

In magic, background count refers to the presence of powerful magical and emotional influences that can affect the flow of mana and the astral plane.

The nature of events in an area can leave lasting emotional impressions on that area, positive or negative. Physically, a magician might walk down a dusty road, glance at a small wood-and-brick building and see nothing much. But if he assenses the scene, he runs away screaming—he has looked upon the barracks of Auschwitz. Chartres Cathedral may be as confusing to the senses as Auschwitz, but the astral impressions there are intensely beautiful.

Theorists speculate that background count is caused by the mana in an area being "charged" or "tainted" in certain ways. Whatever the cause, the effect is the same: the manipulation of mana with Magical Skills becomes more difficult. Background count can be generated in many ways, including the following:

• Extreme emotion, whether positive or negative. This can be intense love or passion, devoted religious worship, deep sadness, excitement, rage and so on. The emotions common during acts of violence also generate this effect.
• The lack of or destruction of nature, whether intentional or by circumstance. This includes environmental pollution, natural death or homicide, imprisonment, and even mind-numbing monotony and banality.

BACKGROUND COUNT LEVELS TABLE

Level 1: Any place where background count was briefly or recently generated: the site of a heated argument or passionate affair, a magician's convention or a bar frequented by the Awakened, an alienating corporate office environment, a hospital, any site where violence was committed or a heroic action taken within the past hour.

Level 2: Any place where background count was generated by a large number of people or over a length of time: a rock concert or riot, a sports game or revival meeting, a maximum-security prison or enchanter's workshop, a ward for terminal patients or cyberware clinic, a corporate research facility or large factory.

Level 3: Any site where significant background count was produced in the recent past (up to 100 years ago): major battlefields, slashed-and-burned forests, burned-out residential areas, organlegger "chop shops," most cathedrals, monasteries, lamaseries, shrines, and so on.

Level 4: Any place where a significant background count was created and the conditions that created it still exist: a battlefield that has seen heavy fighting and is still in use, a dragon's lair, a heavily polluted area such as a slag heap or strip mine, sites long and repeatedly associated with strong emotions, such as Arlington National Cemetery, Stonehenge, scenes of sudden mass death such as transportation disasters or terrorist massacres like the Chicago Shattergraves.

Level 5: Any site whose background count was generated by an event historical in scope: any place within 5 kilometers of a nuclear blast site such as Hiroshima or Nagasaki, any genocidal death camps or gulags such as Auschwitz or the Native American "Re-education Centers," any lethally toxic areas or radioactive waste storage sites.

• Strong or prolonged magical activity, including ritual sorcery, extremely high-Force spells or conjurings, enchanting, initiation ordeals, sacrifice and more.

Background counts are generally rated from 1 to 5, though higher background counts can exist (see *Mana Warps,* p. 85). The gamemaster determines the intensity of the background count; the Background Count Levels Table offers some guidelines. Generally speaking, "negative" sources (violence and so on) generate higher background counts than positive sources, and more quickly, though gamemasters may have their own views of what conditions can create a background count. If a site fits into several categories, only the highest background count applies. The background count of an area may change based on events and impressions.

Most background counts last only a few hours or days at the most. The more potent the event, however, the more durable the traces. Once the source of the background count is gone, the impression will fade over time, disappearing in the

space of a few hours or several days or weeks, at the gamemaster's discretion and depending on the intensity of the original impression. Such background counts can also be cleared away by the metamagical technique of cleansing (see *Metamagic,* p. 69).

Background count simultaneously affects the mana on both the physical and astral planes in a certain area. A character who assenses an area with background count will notice it immediately, as it creates a visible effect on the astral, similar to a shimmering or fog. These astral impressions leave an emotional "taste," from which an observer can perceive general information about what happened. These impressions do not give any detailed visions or "instant replays" but merely fill the observer with emotions. An astral detective, for instance, might determine that a murder took place in a room within the past few hours but would not be able to tell who was killed, who did it, how the crime was committed, and so on.

Awakened characters who are not astrally active can still sense a background count upon entering an area. The gamemaster should resolve a secret Magic Test for the character against a target number of 12 minus the level of the background count. For example, an area with Background Count 3 has a Target Number of 9 to detect the background count. One success is sufficient for the character to sense the background count and its approximate level.

The level of background count is applied as a modifier to the target number for all Magical Skill tests (Sorcery, Conjuring, or Enchanting), whether performed on the astral or physical planes. The modifier is also applied to any astral tests made in the area: combat, perception, analysis, and so on. For example, a character casting a spell or assensing an area with a Level 5 background count suffers a +5 modifier.

In addition, characters resisting Drain in an area with background count suffer a +1 Drain target number modifier for every 2 points of background count. For example, a magician taking Drain in an area with a Background Count of 1 suffers no modifier, but if the Background Count is 2 or 3, the Drain target number is +1.

POWER SITES

In some places, background count helps magic rather than hinders it. These places are known as *power sites* and *manalines.* Somehow, the mana in such places has been charged in such a way that it is more potent and easier to manipulate. The background count in power-site locations and manalines does not interfere with wielding magic; instead, the mana seems to be concentrated.

Most power sites are quite small and typically include places such as hidden caves, grottoes, towers, mountains, beaches, wells, crossroads and cliffs. No one knows how power sites come into existence or why, whether they reflect a past event or represent some sort of natural effect. Because human habitation tends to even out the mana level in an area,

power sites are usually isolated. When they discover them, magicians, spirits and other Awakened creatures fiercely guard power sites to keep them from being despoiled or destroyed.

Manalines appear as mystic lines of energy, ribbons of magical power that crisscross a region. They are fairly rare, though they appear in all parts of the world. Often they connect power sites, acting as a sort of mana pipeline. They are known by many names: ley lines in Europe, feng-lung in China, songlines and dream paths, for example. Like other power sites, manalines are well-guarded by magicians. It is rumored that some initiates have developed metamagical techniques for manipulating manalines.

Power sites and manalines wax and wane over time. Manalines have also been known to drift, changing direction or even fading out or spontaneously appearing.

Using Power Sites/Manalines: Power sites and manalines have ratings from 1 to 5. Any magicians working in the area of a power site or manaline may add dice equal to the site's/line's rating to Magical Skill and Astral Tests each turn, dividing the dice as desired (similar to the use of a power focus). Power sites do not reduce Drain. Multiple magicians can tap a power site at the same time.

If a character uses Talismongering Skill to gather materials for enchanting (see p. 39) from an area containing a power site/manaline, they add a number of dice equal to the site's rating to their Gathering Test.

ASPECTED POWER

Most background count affects all astral and magical tests in an area equally. In certain places, however, background count is "aspected" for or against certain types of activities, limiting or aiding only those activities and having no effect on other activities. For example, the background count of a religious revival might not affect (or might serve as a power site for) worshipers performing magic at the revival, but it affects non-believers as normal background count and enemies of the religion at an even higher level. Toxic background counts are power sites for toxic shamans (p. 124) but impose normal background count penalties on the magical abilities of others. The gamemaster chooses the aspect of any particular background count and its effects.

Some areas may be aspected against specific magical activities or skills. For example, the Mojave Desert is aspected against Conjuring, making any use of Conjuring Skill there more difficult—much to the satisfaction of the spirits there.

Gamemasters can use aspected background count as a means of balancing the effects of magic in their games, enhancing the magical abilities of the player characters or their opposition as appropriate. The effects of background count can also be used to teach the characters (or players) a lesson about responsibility or to inject humor into a situation.

MANA WARPS

Beyond level 5 background count, the mana flow becomes corrupt and astral space is dangerously polluted and contaminated, a situation known as a *mana warp.* Mana warps rarely occur through normal uses of magic or even as a result of human endeavors. Something truly unnatural must occur for the background count to rise above 5.

One example of mana warp is the Cermak Blast in Chicago. In this case, a nuclear weapon was detonated within an insect spirit hive in the final stages of investing approximately a thousand new spirits (see *Insect Shamans,* p. 127). In addition, insect shamans were performing ritual magic to create a barrier to keep out intruders while the investiture took place. The tacnuke detonated inside the barrier. The interaction of these forces created a background count of 7 at ground zero. Mana warps may also occur in places where sacrificial metamagic is used over extended periods of time (see *Blood Magic,* p. 133). Strain-III FAB (p. 90) can also cause a warp in an area by completely draining the area of magical energy.

Using magic within a mana warp is difficult because the background count creates "interference" that effectively inhibits magic. Each level of mana warp reduces a character's Magic Rating (Essence for critters, Force for spirits) while they are within the warped area according to the Warp Effects Table (p. 86). This reduction affects a character's Spell Pool, whether they will take physical Drain from certain high-Force spellcastings or summonings (see *Drain,* p. 162, *SR3*), and other factors. An adept whose Magic is reduced in this way cannot simultaneously use more Power Points worth of powers than their effective Magic Rating. A character whose Magic Attribute is reduced to 0 cannot use magic at all within the warp area. Critters reduced to an effective Essence 0 cannot use critter powers. Spirits reduced to an effective Force 0 cannot exist within the mana warp and are disrupted.

Assuming a character can use magic within a mana warp, doing so is both difficult and draining because the mana itself is so corrupt. A character who wishes to use astral perception or projection must first succeed in a Willpower Test with a target number equal to the background count; otherwise, the action is too unpleasant to perform. Any action that causes Drain is more devastating within a mana warp; apply the Drain Code modifiers from the Warp Effects Table to all Drain Tests. As with normal background count, mana warps also increase the target numbers for all Magical Skill and Astral Tests made in the area by the background count rating.

Mana warps are hard to handle on the astral plane. Any astrally active character must resolve a Damage Resistance Test (using Willpower and Astral Pool if an initiate) at the end of each Combat Turn in which they remain astrally active. The character resists Physical damage according to the Warp Effects Table (p. 86).

Dual beings and spirits must also make astral Damage Resistance Tests. Because such beings find mana warps to be painful and will do whatever they can to leave the warp area, dual beings within a warp must succeed in a Willpower (6) Test or become extremely violent and crazed. Spirits who are summoned or called into a mana warp will attempt to escape their summoner's control; make an Opposed Test between the spirit's Force and the summoner's Magic Rating (both unmodified by the warp). If the spirit wins the test, it will return to its metaplane.

WARP EFFECTS TABLE

Background Count	Magic Reduction	Astral Damage per Combat Turn	Magical/Astral TN Modifier	Drain Power Modifier	Drain Level Modifier
6	–2	6L	+6	+3	+1 level
7	–4	7M	+7	+3	+1 level
8	–6	8S	+8	+4	+2 levels
9	–9	10D	+9	+4	+2 levels
10	–12	14D	+10	+5	+3 levels

Gamemasters can inflict a Mental Flaw (p. 22, *SR Companion*) on any Awakened character who spends a significant amount of time astrally active within a mana warp. The Flaw should be equal in cost to the number of hours spent in the astral plane while in the warp. Gamemasters may also inflict such Flaws on characters who are disrupted or take severe Drain damage within a mana warp, at the gamemaster's discretion.

Eli, Suri and Bandi are unfortunate enough to be caught in combat in a mana warp area where the Background Count is 7. While in the area, their Magic Ratings are each effectively reduced by 4.

Eli decides to cast a spell. He has a Magic Rating of 8 (reduced to 4), Willpower 6 and Intelligence 5, so his Spell Pool within the warp is 5. He decides to cast his Toxic Wave spell (Force 6, Moderate damage). His target number to cast the spell is modified by +7, making it 11, and he barely succeeds, melting some of the opposition. His Drain Code for the spell would normally be 4D, but the mana warp raises it to 9D. Even worse, because the spell's Force was higher than his current effective Magic Rating, the Drain damage is physical.

Suri, an adept, has a Magic Rating 6 (reduced to 2). Because her Improved Reflexes 2 power has a cost of 3 Power Points, she cannot use it within the warp. She decides instead to use her Astral Perception power (cost of 2 Power Points), but in order to do so she must first succeed in a Willpower (7) Test, which she fails. She cannot use any of her other adept powers during that action.

Bandi, who is astrally projecting, is in even more trouble. All her target numbers are at +7 because of the warp, and she must resist 7M Physical damage each turn she remains within the warp.

Deep Space

Mana warps on Earth are very rare. Outside Earth's living aura, however, mana warps are the norm. Space is virtually devoid of life, which distorts the mana field and raises the background count to mana warp levels. The astral plane outside the atmosphere is a single vast void, stretching out into infinity. An astral form exposed to such a mana warp is in grave danger.

The Earth's aura (known as the *Gaiasphere* to magical theorists) extends to the edge of the atmosphere (about 80 kilometers up). At 71 kilometers, the Background Count is 1, and it increases by 1 for every additional kilometer of altitude, up to a maximum of 10 at 81 kilometers altitude. At this height, the atmosphere is a total mana warp. Some research suggests that the background count is reduced onboard orbital stations and similar places with large concentrations of living beings. The number of people onboard a typical suborbital or space-plane would have a negligible effect on the background count, however; the number of living beings needed to counteract the effects of a mana warp requires a large orbital facility such as Ares' *Daedelus* platform or the Zurich-Orbital station. Even in these cases, the background count is only reduced by a level or two.

Astral forms in space suffer all the normal effects of exposure to a mana warp and often experience hallucinations and confusion, which may prevent travelers from returning to the safety of the Gaiasphere. An astrally projecting character who travels beyond the Gaiasphere must make an Intelligence (6) Test to escape the mana warp and return.

Characters who catapult themselves beyond the Gaiasphere using Fast Astral Movement (p. 173, *SR3*) usually die quickly because they are immediately exposed to the greatest depths of the lifeless void (suffering 14D Physical damage *each turn*).

Attempting any magic outside the Gaiasphere is impossible except for the highest-level initiates—and even for them it is extremely dangerous because Drain Codes are vastly increased (see the Warp Effects Table). The level 10 mana warp of deep space, for example, increases Drain Power by +5 and Drain Damage by 3 levels! Even if a character had a Magic Rating higher than 12 and could cast a spell, a 2L Drain becomes 7D under these conditions and would likely be Physical damage.

MANA SURGES

Mana surges are like invisible storms of magical energy. Rarer and infinitely more volatile than background count, mana surges can cause the effects of magic to shift unpredictably. Mana surges seem to occur under certain uncommon conditions such as astrological conjunctions, but so far no one has created a reliable system for predicting the formation, location, or intensity of a mana surge. They can occur anywhere, at any time.

A mana surge may affect an area ranging in size from a tiny garden to a single city block to an entire nation or even an entire hemisphere. Surges can last anywhere from a few minutes to a several weeks, though no recorded mana surge has ever lasted longer than a lunar month (28 days). Gamemasters determine the area and duration of mana surges in their campaigns.

A character with astral perception can detect the presence of a mana surge in an area by making a successful Astral Perception (6) Test, modified by any background count that may also be present.

During a surge, magic in the area becomes difficult to control and produces unpredictable results. In game terms, a surge may affect magic by changing its Force and/or its Drain. Mana surges only affect Sorcery and Conjuring, uses of magic that directly manipulate mana. They do not affect relatively "fixed" magical abilities such as astral projection or adept and critter powers.

The gamemaster can simply choose an effect appropriate to the story (select an effect from the Mana Surge Table) or determine the effect randomly by rolling 1D6 and consulting the table.

SORCERY EFFECTS

All tests for the affected spell are made using the Force of the spell as indicated in the Mana Surge Table, with a minimum Force of 1.

MANA SURGE TABLE

1D6 Roll Result	Effect
1–2	Roll 1D6, consult Force Decrease Table
3–4	Roll 1D6, consult Force Increase Table
5–6	Roll 1D6, consult Drain Change Table

FORCE DECREASE TABLE

Die Roll Result	Effect
1 or 6	No effect
2	Reduce Force by 1
3	Reduce Force by 2
4	Reduce Force by 3
5	Reduce Force by half

FORCE INCREASE* TABLE

Die Roll Result	Effect
1 or 6	No effect
2	Increase Force by 1
3	Increase Force by 2
4	Increase Force by 3
5	Double Force

DRAIN CHANGE TABLE

Die Roll Result	Effect
1 or 6	No effect
2 or 3	Stage Drain up 1 level
4 or 5	Stage Drain down 1 level

* All standard penalties for performing magic greater than the caster's Magic Attribute apply (*Drain,* p. 162, *SR3*).

Remember that a change to the Force of a spell also affects its Drain. If a spell's Drain Level is at Deadly and must be staged up, add +2 to the target number for the Drain Resistance Test. If the Force is raised higher than the caster's Magic Attribute, the character must resist physical Drain. If a decrease in the Force of the spell reduces a spell's Drain Level below Light, it may either remain at Light or cause no Drain at all (at the gamemaster's discretion).

A mana surge affects all spells cast on the physical or the astral plane in the affected area, including spells cast using ritual sorcery (p. 34). If desired, the gamemaster may declare that a mana surge increases or decreases the target number for a ritual link, rather than affecting the spell's Force or Drain.

CONJURING EFFECTS

Conjuring in an area affected by a mana surge is risky because the spirit that responds may possess a Force higher or lower than the summoner intended. The conjurer suffers Drain based on the Force of the spirit that appears, not the spirit the conjurer intended to summon.

A spirit with a Force Rating higher than the summoner expected will remain to perform the requested service but will be extremely insubordinate and stubborn.

Mariah the mage is taking on a group of gangers and decides to toss a Fireball at them. Unbeknownst to Mariah, tonight is a major astrological conjunction, creating a mana surge between the hours of midnight and 2 a.m., which she is smack in the middle of. Mariah casts her spell at Force 4 and base Moderate Damage, for a Drain of 3D. The gamemaster rolls on the Mana Surge Table with a result of 3. He consults the Force Increase Table, rolling a 4, for +3 to the spell's Force.

When Mariah casts her spell, the actual Force is 7 (which is higher than Mariah can even cast Fireball, since she only knows it at Force 5). The Drain is based on the actual Force of the spell, so the Drain becomes 4D and the spell goes off with a much bigger boom than Mariah expected—assuming she remains conscious long enough to see it.

WILD MAGIC

In some areas of the world, such as Los Angeles, Hong Kong and New Orleans, the flow of mana is in a constant state of flux brought on by changes in the level of magical activity and background count; changes in the number of non-toxic, non-mutated, non-radiated and non-cybered plants, animals and metahumans in a given area; and the presence of power sites, magic schools, and practitioners of schools of magic. By sheer volume of use, abuse and influence, magic in these places can become wild and unpredictable, precipitating strange events and situations. For example, free spirits and uncontrolled spirits may suddenly populate an area for no apparent reason. The number of paranormal creatures may suddenly rise, or ghosts, hauntings and other paranormal phenomena may become commonplace.

To simulate this random factor, roll 2D6 at sunset of each day the characters are in an area considered "wild." On a result

of 10 or greater, something strange occurs. You can invent the day's occurrence when it arises, or you can create a random chart of unpredictable magical events using the Wild Magic Table as a template. Each "wild" area should have its own quirks, so gamemasters are encouraged to use this table only as a guideline and to use their imaginations to create results appropriate for the area in question.

WILD MAGIC TABLE

3D6 Roll	Result
3–4	2D6 recently dead bodies rise up as corpse cadavres (see p. 25, *Critters*).
5	A recently killed individual returns as an apparition ghost (see p. 120).
6	A recently killed individual returns as a specter (see p. 121).
7–8	Random attacks by paranormal creatures for 24 hours (devil rats, harpies and so on; see *Critters*).
9–12	Mana surge effects suspended for 1 hour that day (choose or roll randomly).
13	An uncontrolled spirit of (2D6) Force appears and goes on a rampage.
14	At sunrise, all bound spirits get one test that day to go free, as if they were ally spirits (see *Losing an Ally,* p. 112). If the spirit wins, it goes free.
15	The aura of any Awakened character or creature becomes visible for 2D6 minutes any time that individual uses magic, regardless of abilities like masking. Any character capable of noticing magic automatically makes a test to do so.
16	Any individual who takes damage gains a 1D6 bonus dice for their next attack against the person who wounded them. This die must be used before the next sunrise or sunset.
17	All astral forms become visible, as if manifest, even to mundane observers, until the next sunset.
18	A blood spirit (see p. 134) appears and is drawn to the first person to use violence nearby.

ASTRAL SECURITY

Just as the advent of Matrix technology led to the rapid development of intrusion countermeasures, so the rebirth of magic led to the development of astral security measures.

The best security is *active security*, patrols of astral space by a security magician or spirits. Because magicians do not work cheap and their time in astral space is limited to a few hours at a time, this type of magical security is expensive.

Spirits can also provide astral patrols. A bound elemental can be assigned to astrally guard a site for 24 hours as a service. The master of an elemental can permanently bind the spirit to guard a site by paying Karma equal to its Force (see *Binding Elemental Guards,* p. 98).

Nature spirits can also be summoned and asked to guard a site in their domain until their services are complete (at the next sunrise or sunset). Spirits of the elements and ancestor spirits may be asked to do the same. Watchers, loa, blood spirits and allies can also act as astral guards (see *Tasks for Watchers,* p. 101).

Dual-natured critters can serve as astral guards, but their abilities are limited in astral space compared with spirits because dual beings cannot pass through physical objects to pursue astral intruders. Still, many corporations use guard animals such as hellhounds and barghests to provide mundane guards with warning of astral intruders.

Passive astral security is less expensive and therefore more common. It consists of measures designed to dissuade or block astral intruders. Astral barriers exist in the form of shamanic lodges and wards (p. 174, *SR3*). A hermetic circle serves as an effective barrier only when in use, making it ineffective for ongoing security. Anchored spells (p. 70) are used in astral security, particularly to provide "reactive" wards and similar countermeasures. Other passive astral security is based on advanced biotech and includes creatures designed to detect and impede astral forms.

ASTRAL PATROLLING

An astral magician or spirit can patrol an area covering roughly 10,000 square meters in astral space looking for intruders. How well the astral guards watch the area and how likely they are to notice an intruder depends on the area being guarded, the Intelligence of the guard, and the circumstances.

Make an Intelligence Test to determine if the guard detects an intruder within the area the guard is patrolling. Beginning with a base Target Number of 2, apply modifiers according to the Astral Patrol Modifiers Table. If more than one astral form is patrolling, use the guard with the highest Intelligence. A successful Intelligence Test against the final target number is sufficient to detect the intruder. Astral guards may attempt to directly engage intruders or simply alert other security forces.

FOOLING ASTRAL BARRIERS

Standard astral barriers block all astral forms except their creator and anyone their creator designates. Other characters must overcome the astral barrier in astral combat to get through it.

An initiate who knows the metamagical technique of masking (p. 76) or a spirit with the aura masking power (p. 117) may attempt to "synchronize" auras with the barrier. Make a Success Contest, using dice equal to twice the grade of the initiate (or Spirit Energy) against a target number equal to the barrier's Force for the initiate or spirit; for the barrier, use a number of dice equal to the barrier's Force against a target number equal to the grade or Spirit Energy. If the initiate or

spirit achieves more successes than the astral barrier (ties go to the barrier), they can pass through it freely in the same way as its creator. If the initiate or spirit wants to move through the barrier again at a later time, they must win another Success Contest to do so.

WARDS
Wards are described on p. 174 of *SR3.* A common passive security measure, they provide barriers in astral space. Because the creator of a ward automatically knows if the ward is attacked in astral combat, wards provide a useful means of detecting astral intruders. The following represent options for wards.

Spirits and Wards
As natives to the astral plane, spirits are capable of creating wards and will do so as a service/favor for a character who summoned them. Use their Force in place of Magic when making the test. Spirits with the aura masking power (p. 117) also have the ability to create masking wards (see below).

Alarm Ward
An alarm ward is difficult to detect in astral space as anything other than a faint shimmer. Astrally projecting or perceiving characters may make an Astral Perception Test to detect an alarm ward using the ward's Force as a target number modifier. An alarm ward alerts its creator when an unauthorized astral entity crosses its boundaries. Initiates may synchronize their auras to fool an alarm ward in the same way as for a normal ward. Use the rules for creating standard wards to create alarm wards, but reduce the time it takes by half.

Polarized Ward
A polarized ward is similar to a piece of mirrored glass; from one direction the ward is opaque and cannot be seen through, but from the other the ward is essentially invisible. Those on the clear side of the ward can easily see anything "outside" (on the opaque side) of the ward. Astrally projecting or perceiving characters may make an Astral Perception (8) Test to notice the "clear" side of a polarized ward. The ward acts as an astral barrier in both directions. Polarized wards are created using the rules for standard wards.

Masking Wards
Initiates with masking may create a ward variation known as a *masking ward.* A masking ward offers all the advantages of a standard ward and also makes any magical effects within its bounds appear mundane on the astral. The magical effect must have a Force equal to or less than the Force of the ward to be masked by the ward.

Masking wards are almost completely invisible on the astral. Only an initiate (or spirit with aura masking) may see a masking ward. To see it, the character must penetrate the ward's masking using the rules for penetrating an initiate's aura masking (see *Masking,* p. 76). The initiate attempting to penetrate the masking ward makes a Magic Test against the Force of the ward. If the number of successes is equal to or greater than the difference in grades between the initiate who created the ward and the viewer, the viewer sees through the masking ward.

If the masking is not pierced, the ward cannot be seen, though it is still an astral barrier and will block movement. If a masking ward is discovered by contact, it can be attacked in astral combat normally. However, masking wards cannot be targeted with spells or fooled by a synchronized aura (see above) unless they are seen.

If the masking of the ward is penetrated, not only is the ward visible to the initiate, but any masked magical activity on the other side of the ward is also seen.

Masking wards only mask magical activity from external viewers. If the astral barrier is breached, any effects being masked become visible. If another (opaque) astral barrier is contained within a masking ward, the masking will not make it translucent; the barrier will still be visible to external viewers.

Masking wards are created in the same manner as standard wards. If more than one initiate cooperates to create a masking ward, use the lowest grade among them when determining the results of attempts to pierce the ward.

PASSIVE SECURITY OPTIONS
The use of astral projection in corporate espionage and terrorism led to several technological countermeasures designed to deal with astral intruders, most of them based on breakthroughs in biotechnology.

ASTRAL PATROL MODIFIERS

Situation	Modifier
Patrol area is:	
Less than 2,000 square meters	+0
2,001 to 5,000 square meters	+1
5,001 to 10,000 square meters	+2
10,001 to 20,000 square meters	+4
20,001 to 40,000 square meters	+6
40,001 to 80,000 square meters	+8
Patrol area is:	
Open Terrain (open, flat countryside)	–4
Normal Terrain (typical countryside)	–2
Restricted Terrain (light woods, suburban streets)	+0
Tight Terrain (urban mazes, dense woods)	+2
Complex Terrain (building interiors)	+4
Background Count	+Level
Intruder has active foci or spells	–1 per 2 Force Points*
Intruder present astrally	–1 per 2 Magic Points
Intruder is a spirit	–1 per 2 Force Points
Guard spirit with the search power	–2
Additional astral forms patrolling the same area	–1 per additional guard

* Unless masked (see *Masking,* p. 76).

Street Index, Availability and other statistics for these security options appear in *Magical Gear,* p. 169.

Biofiber

Biofiber is a form of bio-engineered plant life similar to wood, grown in large, flat sheets. Biofiber is naturally dual-natured, existing on the astral and physical planes simultaneously. So long as the biofiber is kept alive (using complex nutrients), it functions as a barrier against astral forms, just like a physical wall. The biofiber has a Force Rating like any other astral barrier and functions in the same manner (p. 174, *SR3*). Biofiber sheets are placed inside the walls of high-security areas, provided with nutrients and carefully monitored. Destroying the astral barrier kills the biofiber.

Biofiber is notoriously sensitive and difficult to maintain. It costs 100 nuyen times Force per square meter and requires 5 nuyen per square meter in nutrients and care per month. Biofiber is available in a maximum Force Rating of 10.

Fluorescing Astral Bacteria (FAB)

FAB is a genetically engineered strain of bacteria with certain properties that affect astral forms. It was originally designed as a security measure, but certain breakthroughs (read: research accidents) led to the use of FAB as a weapon against astral beings as well. FAB comes in three strains, each with an increasing level of astral interaction.

Strain-I is mundane engineered bacteria kept in aerosol dispensers. The bacteria is highly sensitive to the effect of an astral form passing through it, causing it to die and release a chemical that glows under ultraviolet light. When dispersed into the air, Strain-I can reveal the presence of an astral form, which leaves a glowing silhouette of dead bacteria under UV light.

Strain-II is dual-natured. It functions much like biofiber, providing a barrier to astral movement when placed in a nutrient suspension inside a physical container, like a wall. The bacterial colony has a Force Rating and provides a normal astral barrier. Airborne Strain-II has no effect on astral forms other than preventing the use of Fast Movement (p. 173, *SR3*) and imposing a perception modifier of +2 while inside the FAB cloud. Fluorescent light can also reveal the passage of astral forms through the bacterial cloud as the FAB is displaced, leaving a dark "shadow" where the astral form is.

Strain-III is a dual-natured mutant variant of FAB that actively seeks out and feeds on magical energies and astral forms. It seeks out astrally active Awakened characters and critters, foci and astral objects such as wards in order to latch onto them.

Strain-III travels in clouds. Each cloud has a Force Rating measuring the cloud's strength and covers a spherical area with a radius roughly equal to its rating. At any given time, the area of the cloud may be larger or smaller as the bacteria move around astral space and feed. When a cloud attaches itself to a target, it usually contracts into a smaller volume so that all of the bacteria in the cloud can be closer to the food source. On the physical plane these clouds of bacteria are invisible and harmless, though they frequently attach themselves to Awakened characters who unwittingly act as carriers. Strain-III clouds are visible on the astral plane as a faintly glowing cloud. However, unless a character succeeds in a Magic Background (8) Test or an Astral Perception Test against a target number of 12 minus the cloud rating, the character will mistake it for a harmless low-level background count. A Strain-III cloud moves slowly (1 meter per Combat Turn), so it is fairly easy to avoid if you know it's coming.

If an astrally active target comes into contact with a Strain-III cloud, the cloud will attach to it and begin to drain it of magical energy. The feeding process has a base time depending on the Force of the cloud, shown on the Strain-III Draining Table (p. 91). Make a Force Test for the cloud against a target number equal to the target's Force (for foci and spirits), Magic (for Awakened characters), or Essence (for critters). Divide the base time by the number of successes; after this interval, the cloud drains one point from the affected Attribute, adding it to its own rating. No successes means the base time passes with no effect. The cloud continues to drain its target until there is no more energy or it is killed. Living victims display flulike symp-

toms when affected by Strain-III (fever and weakness), growing progressively worse as the cloud drains energy.

Each point drained increases the cloud's Force by 1. When it reaches Force 11, the cloud splits. The Force 6 cloud continues draining its victim, while a new Force 5 cloud wanders off in search of new prey. A Strain-III cloud will always move toward the most potent (highest rating) target; characters who mask their auras (see *Masking,* p. 76) to appear as mundane are ignored.

If the affected Attribute is reduced to 0, the Strain-III completely drains the target. Magical objects are destroyed while living beings are killed. Lost points (Force, Magic, or Essence) are permanently gone.

A character infected with Strain-III can simply stop being astrally active to hinder a cloud's feeding. Likewise, objects like foci can simply be deactivated. The target will still be a carrier, however, as the Strain-III waits for the target to become astrally active again. Dual-natured critters cannot cease being astrally active and so have no way to discourage a cloud of Strain-III. Strain-III does not seem to exist on the metaplanes, however, so a spirit can "disinfect" itself by returning to its home metaplane (see *Metaplanes,* below).

Strain-III can be killed according to the standard rules in astral combat as well as by the Sterilize spell (p. 148). The Cure Disease spell can also destroy it; treat it as a Deadly disease and permanently reduce the cloud's Force by 1 for every 2 successes on the Sorcery Test. If it is reduced to 0, the cloud is destroyed.

Strain-III clouds with nothing to feed on begin to starve, losing one point of Force a week. They may feed off areas with background count, but they can only survive there for extended periods at a Force equal to the background count.

STRAIN-III DRAINING TABLE

Rating	Base Time
1–5	18 hours
6–9	12 hours
10+	6 hours

Guardian Vines

This Awakened breed of ivy was discovered in Amazonia and genetically altered to grow quickly. It is generally used to cover the sides of buildings and structures. The vines are dual-natured, and the astral forms of the vines can move independently of their physical forms, much like a magician using astral projection. The vines' astral forms remain "rooted" to their physical forms and can only move a few meters in astral space. The vines engage any astral form that touches them in astral combat, attempting to trap and disrupt the intruder. Rumors abound of guardian vines capable of killing the astral intruders they capture.

The Force Rating for vines is calculated in the same way as for a spirit. Use the Force Rating for astrally "projecting" vines; otherwise, use the standard statistics. Vines have a Reach bonus of +1 (older and larger specimens may have a Reach of +2) in both physical and astral space and frequently attempt to grapple their targets. To do so, make a Melee Attack Test using the vines' Reaction (physical) or Force (astral). If the vines achieve a number of net successes equal to or greater than the character's Quickness, they have grappled the character. To break free, the character must take a Complex Action and win an Opposed Strength Test; add dice equal to the net number of successes the vines achieved on the Melee Attack Test to this test.

Guardian vines cost approximately 100 nuyen times their Force per square meter they cover. For example, guardian vines sufficient to cover a 100-square-meter wall cost 10,000 nuyen times the chosen Force.

Guardian Vines

B	S	Q	C	W	I	E	R
F	F + 3	F	F	F	F	F	F + 2

INIT: R + 1D6, Astral F + 20 + 1D6
Attack: Strength (M), Astral Force (M)
Pools: Combat F x 1.5, Astral Combat F x 1.5, Karma F ÷ 3
Notes: Reach +1
Powers: Some have Essence Drain (p. 10, *Critters*).

Leech Constructs

These genetically engineered, vat-grown creatures are based on biotech originally seen in the shut-down Renraku Arcology. Though these life forms still are not available on the street, it is rumored that a number of corps have stolen their design and implemented them in their own facilities. Leeches are slimy, sluglike creatures with a unique life cycle. During the first few days, they slither around slowly, clamp onto objects with small, fibrous tendrils and exude a resilient, fast-drying adhesive secretion. This makes them ideal for fastening prisoners to beds or walls, or for reinforcing surfaces by layering them over barriers or around rooms. The leeches give these surfaces a gooey feel. After two days, the metabolism of the leech slows considerably; it stays fastened into place, and its skin hardens into a dense material. The presence of leeches increases Barrier Ratings to a maximum of 1.5 times the surface's original rating.

The most interesting aspect of leeches is that they serve as an astral alarm system. Leeches are automatically able to detect when an astral form moves through them, and they emit a high-pitched wail for several minutes afterward, which alerts any mundane security to the presence of an astral intruder.

Leeches have no statistics; a hit on one automatically kills it. Removing an epoxied leech requires a Strength (12) Test.

THE METAPLANES

There are realms beyond the astral plane, places known only to initiates, who alone among metahumanity have the power to travel to them. These places are the *metaplanes*, often called the "higher," "inner," or "outer" planes of astral space, depending on whom you talk to. In truth, no three-dimensional reference can point toward the metaplanes. They are somewhere outside the physical world altogether.

Scientists, occultists and magical theorists are engaged in an endless debate concerning the "real" nature of the metaplanes and whether they are actual places or merely very realistic hallucinations. Whatever the truth, most initiates travel to the metaplanes without worrying too much about the arguments. As any of them can tell you, for all intents and purposes the metaplanes

seem to be real places inhabited by real beings. A traveler can die there—and you can't get much realer than that.

There are an infinite number of metaplanes, or maybe just one, depending on how you look at it. It is known that four metaplanes correspond to the hermetic elements of earth, air, fire and water. Four others correspond to the classes of natural domains in shamanism: the realm of man, the waters, the sky and the land. Initiates have traveled to other metaplanes corresponding to various mythical and magical places, such as Guinee, the home of the loa, also known as the Land Beneath the Sea. Some metaplanes cannot be visited under normal circumstances; the "metaplane of death" cannot be visited without the guidance of an ancestor spirit, for example. Magicians may travel to any metaplane, regardless of their tradition: shamans can visit the metaplane of fire and mages can travel to the metaplane of man, if they find a need.

In game terms, metaplanes do not differ much from one another. However, the division into distinct planes is traditional in magical literature, and the "theme" of a metaplane can help set the scene and the mood of an astral quest.

ASTRAL QUEST

Every time a character enters a metaplane, he is committed to an *astral quest*. He cannot return to his body until he completes the quest or fails and gets kicked out of the metaplane as a result of the disruption of his astral form.

Every astral quest has a *Quest Rating*, though the questor may or may not know the rating. If a quest involves a rating the character controls (e.g., achieving a new initiate grade), the character knows the Quest Rating. On a quest such as seeking the true name of a free spirit, only the gamemaster knows the Quest Rating.

The goal of an astral quest is to reach the Citadel, the heart of the metaplanes. Once there, the character obtains whatever he came to the metaplanes to find.

Idle travel among the metaplanes is not possible. A character must choose a destination metaplane before leaving his body; once there, he cannot move to any other plane. If an initiate wants to visit a metaplane without having a specific task to accomplish, the astral quest has a rating of 1D6.

THE DWELLER ON THE THRESHOLD

To begin an astral quest, a character must astrally project to a metaplane. Initiates able to use astral projection can do so on their own. Others must gain access to the metaplanes through the astral gateway power of a free spirit (see *Powers of Free Spirits,* p. 116). Either way, the character must project directly to the metaplane.

If several people want to go on a quest together, they can start from different places as long as they begin at the same time with the intention of traveling together. A magician in Manhattan can accompany a colleague from Seattle and another in Tokyo on an astral quest as if they were in the same room.

Every astral quest begins the same: with the questor floating in the dark void where the Dweller on the Threshold lives.

The Dweller guards the metaplanes. Some traditions say the Dweller represents the traveler's shadow, or dark side,

while others believe it is a powerful spirit guardian of the gate between worlds since time immemorial. Whatever the case, the Dweller always requires a test before a traveler can enter the metaplanes.

The Dweller has no set form, varying in appearance and attitude from meeting to meeting. Generally, the Dweller's guise is somehow relevant to the quest or the questor. An enemy, a loved one, or a deceased comrade are all possible forms, as is an appearance and manner designed to foreshadow things to come.

The Dweller also knows everything about an astral traveler: every crime, every secret, real name, numbered bank account, *everything*. If you go on an astral quest with companions, be prepared to hear the Dweller announce some choice tidbit of best-left-unspoken information. The Dweller plays fair, of course, revealing something about every member of the group. It is impossible to get around this by projecting into the metaplanes separately and joining up after passing the Dweller. Everyone must begin the journey together, and if a character is hurled back to his body, he cannot rejoin the quest.

After airing the travelers' assorted dirty laundry, the Dweller requires each to pass a test of some kind to prove their worthiness. While this test should be roleplayed for maximum impact in the adventure or campaign, in game terms, each character should make a test against a target number equal to the Quest Rating using a skill or Attribute chosen by the gamemaster based on the purpose of the quest.

If the character fails the test, the Dweller sneers and the quest fails. If the character succeeds, for every 2 successes add an extra die to the character's Karma Pool for use during the astral quest; when the quest is over, those dice are gone.

METAPLACES

Though the vistas of the metaplanes vary wildly and can change from moment to moment, they have a common structure.

Each metaplane is made up of *Places*, which correspond to human experiences. The same Place, on the same metaplane, visited on two different quests, can be entirely different.

A Place can be an abstract "landscape" of magical energy or seem as real as the physical world. It can be populated by creatures out of nightmare, empty of all life, or filled with beings going about their own concerns. It may appear as any scene from history, fantasy, or myth.

Your character's appearance may even change from Place to Place. You may face battle as a medieval knight in one Place, then in another tackle a deadly challenge on the streets of the sprawl in your character's normal form. The astral medium is infinitely flexible. Each metaplane has several Places known to metahumanity. Known Places are described below, but others can exist. The gamemaster can create Places for one quest that never appear in other quests, if desired. Some Places are beyond human comprehension. Who knows what kind of Places a dragon or free spirit visits on the metaplanes?

At each Place, a traveler faces a challenge of some kind. If the character overcomes the challenge, he can forge deeper into the metaplane toward the Citadel. Some challenges are

dangerous or even lethal. Each Place tests a skill or Attribute or may be used for a roleplaying scenario.

Damage suffered in a Place can be Physical or Stun. Such damage is real, affecting the physical body as well as the astral. If the physical body—in a trance in the physical world—is healed, the astral form heals as well. Each use of healing in this way adds +1 to the target numbers of the character's Quest Tests.

If a character is knocked unconscious by Stun damage while questing, his astral form is disrupted and returns to his body (p. 176, *SR3*). If a character takes Deadly Physical damage, he also returns to his body, dying of wounds. This is real damage, as fatal as if the character had been shot. Check for Magic loss according to the standard rules. In either case, the quest fails.

When a character moves past the Dweller on the Threshold onto the metaplanes, the gamemaster rolls 1D6 and consults the Metaplaces Table. The astral quest begins in that Place. If the character survives the challenge of the Place, make a note of it, keeping track of all the Places the character visits as the quest continues.

Next, roll 2D6. Starting from the character's current Place, count down the Metaplaces Table that many Places. The result is the next Place on the quest, and the character must move to this Place. If the roll exceeds the number of Places remaining at the end of the table, continue counting from the top of the table.

If the dice roll moves the questor to the Citadel, the quest is successful. Otherwise, deal with the challenge of the new Place and repeat the process. When a roll lands the traveler in a previously visited Place, go to the Place above it on the table. If the character has also been *there* before, move up to the next higher Place, and so on. If this process goes past the "top" of the Metaplaces Table, do not skip directly to the Citadel. Instead, move to the next "open" Place before the Citadel.

For example, a traveler starts in the Place of Battle and survives combat there. The next rolls land him in the Place of Destiny, and then in the Place of Charisma, and then in the Place of Destiny again. Because he has been in the Place of Destiny before, he moves up the table one Place. This puts him in the Place of Charisma again, so he moves up the table to the next Place. This is the Place of Battle. He's been there already, so he "rolls around" the top of the table to the Citadel. Because the character cannot reach the Citadel this way, he moves on to the next Place, the Place of Spirits. He has not been to this Place before, so it becomes his next destination.

If random movement sends the traveler to every Place on the table, the character automatically goes to the Citadel on the next shift.

The gamemaster may design an astral quest in detail instead of using this random system of movement. If so, the traveler moves from Place to Place according to the gamemaster's plan. In this case, the gamemaster decides what challenges the traveler must overcome in each Place and how many Places are required before reaching the Citadel.

QUEST TESTS

The challenge of each Place can be resolved with a Damage Resistance Test. Make a test to resist a Damage Code specific to the Place using an appropriate skill or Attribute as though it were the character's Body, as shown on the Quest Test Table, p. 94. An initiate can use Astral Pool dice for this test. Otherwise, only Karma Pool dice can aid the test. The Astral Pool refreshes every time a character moves to a new Place.

The gamemaster can also set up roleplaying challenges in a Place, instead of resolving the conflict with a single test. Though more dangerous and more challenging, when handled fairly and with an eye toward a good story, it is more fun. A gamemaster can even design astral quests with structured plots and encounters like an adventure. In general, fulfilling one of these challenges automatically allows the questor to reach the Citadel, but the risks can be much greater than taking your chances on the Damage Resistance Tests. Suggestions for appropriate challenges appear in this section.

If the gamemaster resolves an astral quest through roleplaying, apply all normal *Shadowrun* Dice Pools according to their respective rules. Treat the situation and circumstances as if they were actually happening in the physical world.

Place of Battle

The challenge in the Place of Battle is combat. The character must overcome some creature appropriate to the metaplane in combat. This can be a spirit, a normal critter, or a type of Awakened critter. Even other metahumans are possible foes. The gamemaster should choose an opponent using the Quest Rating as a guideline for its strength.

Combat may be astral combat or physical combat. In the latter case, spells, foci and such work normally, including astral projection.

The gamemaster may allow the character to carry his or her usual weapons or may decide to arm and armor the character in a particular manner. Weapon foci remain with the character in their normal form.

A single magician on a quest may find astral combat sufficient challenge. A magician accompanied by a couple of street samurai chummers should face physical combat.

Place of Charisma

The challenge involves a social situation; the character might have to stop a lynching, plead for his life in a trial, or preach a sermon. In this case, success means resolving the situation using Charisma or Social Skills or showing courage in making a compassionate decision. Solving a lynching by shooting everyone in sight is *not* a success.

If the situation breaks down into combat, win or lose, the character has not successfully resolved the situation. The gamemaster may deem the quest successful if circumstances warrant it.

METAPLACES TABLE

Die Roll	Place
1	Place of Battle
2	Place of Charisma
3	Place of Destiny
4	Place of Fear
5	Place of Knowledge
6	Place of Magic
7	Place of Spirits
8	The Citadel

Place of Destiny

In this mystic Place, characters must overcome *themselves* in some way, perhaps through combat, either astral or physical, or in some other area of skill or expertise. You and your astral double may have to carry out a task such as spell design or enchantment. The one who does it the best wins. Alternatively, the character may be sent "back in time" to prevent or cause some historical event.

Place of Fear

This Place pits a character against something he fears or otherwise tests the questor's courage. Examples of successful solutions are resisting torture; swimming through stormy, shark-infested waters to save a drowning friend; or otherwise demonstrating bravery in the face of danger.

Place of Knowledge

This Place requires the character to solve a puzzle or to fulfill a task using a science or intellectual ability. Alternatively, the challenge can depend on *any* skill appropriate to the metaplane. This usually applies to the shamanic planes, where skills in Wilderness Survival, Mountain Climbing, and even Piloting can be relevant.

Place of Magic

This Place involves a magical challenge, task, or test. The questor may, for example, have to overcome a danger using spells (and so resist Drain), banish a spirit, or construct a formula.

Place of Spirits

In the Place of Spirits, the questor must use astral combat or banishing to overcome a spirit of the metaplane. The spirit's Force equals the Quest Rating. If a group is present, increase the spirit's Force by 1 for every two people on the quest. If mundanes are present, the gamemaster may choose to make this a physical combat, as in the Place of Battle. Modern weaponry is permissible; that is, the combat takes place as though the spirit were attacking the questors in the physical world.

The Citadel

The Citadel is the heart of the magical energy of the metaplane. Once a character reaches it, he has fulfilled the goal of the quest and so reaps the benefits. He receives the knowledge, insight, or power he sought, and then returns to his physical body.

TYPES OF QUEST

Why go through all this trouble? What are the rewards of a successful astral quest? The following are just a few reasons why an initiate may undergo an astral quest. Gamemasters are encouraged to create more. Perhaps a character needs to learn about some ancient magical artifact or must contact her magical group's spirit avatar, or is merely being led on a wild goose chase by Coyote.

Astral Concealment

Various things can be traced to a character astrally: foci, material links for ritual sorcery, a thesis, and so on. Whenever a character is carrying one of these traceable items, they can "conceal" its link by making an astral quest to the metaplane of their choice.

The character chooses the rating for this quest. When the character reaches the Citadel, they conceal the astral link there. Anyone wishing to use the link to track down the character must fulfill a quest of the same rating to the same plane. To detect the correct plane, make the same test as for penetrating a masked aura (p. 76).

Initiation

An astral quest can fulfill an ordeal for initiation (see *Initiation Ordeals,* p. 58). Initiatory quests take place while the magician is in a deep trance, and the character's spirit can travel far. In physical time, the quest lasts for (Quest Rating) days.

Learn Formula

A quest can provide insight into a magical formula design (whether for a spell, ally, focus, or something else). In this case, the magician chooses the Quest Rating. A successful quest provides extra dice equal to the Quest Rating for use in the Skill Test for designing the formula. For example, a magician designing an ally spirit formula with Conjuring 5 carries out a Rating 3 quest. If it succeeds, he can roll 8 dice for designing the formula.

Shamans make this quest on the native plane of their totem. Mages must quest on the metaplane of the element appropriate to the formula, such as the metaplane governing a spell's purpose (see p. 17) or the native plane of an ally. In the case of formulas that do not fit a particular element, the gamemaster selects an element at random, based on the astrological influences or some similar tide in the universe.

Learn Metamagic

An initiate can learn a metamagical technique by undertaking a Quest with a Rating equal to the number of metamagical techniques they currently know (minimum Target Number 2). Shamans travel to the home metaplane of their totem, while mages must travel to a randomly chosen hermetic metaplane. Quests to learn metamagic take (Quest Rating) days to complete.

Learn Spell

A magician can gain insight that helps them learn a spell by making an astral quest to the appropriate metaplane (p. 17). A successsful quest reduces the Karma Cost

QUEST TEST TABLE

Place	Skill or Attribute	Damage
Battle	Melee Combat Skill	(Rating)S Physical
Charisma	Social Skill	(Rating)M Stun
Destiny	Magic (or Essence)	(Rating)S Stun
Fear	Willpower	(Rating)D Stun
Knowledge	Knowledge Skill	(Rating)M Physical
Magic	Magical Skill	(Rating)S Stun
Spirits	None	See *Place of Spirits*
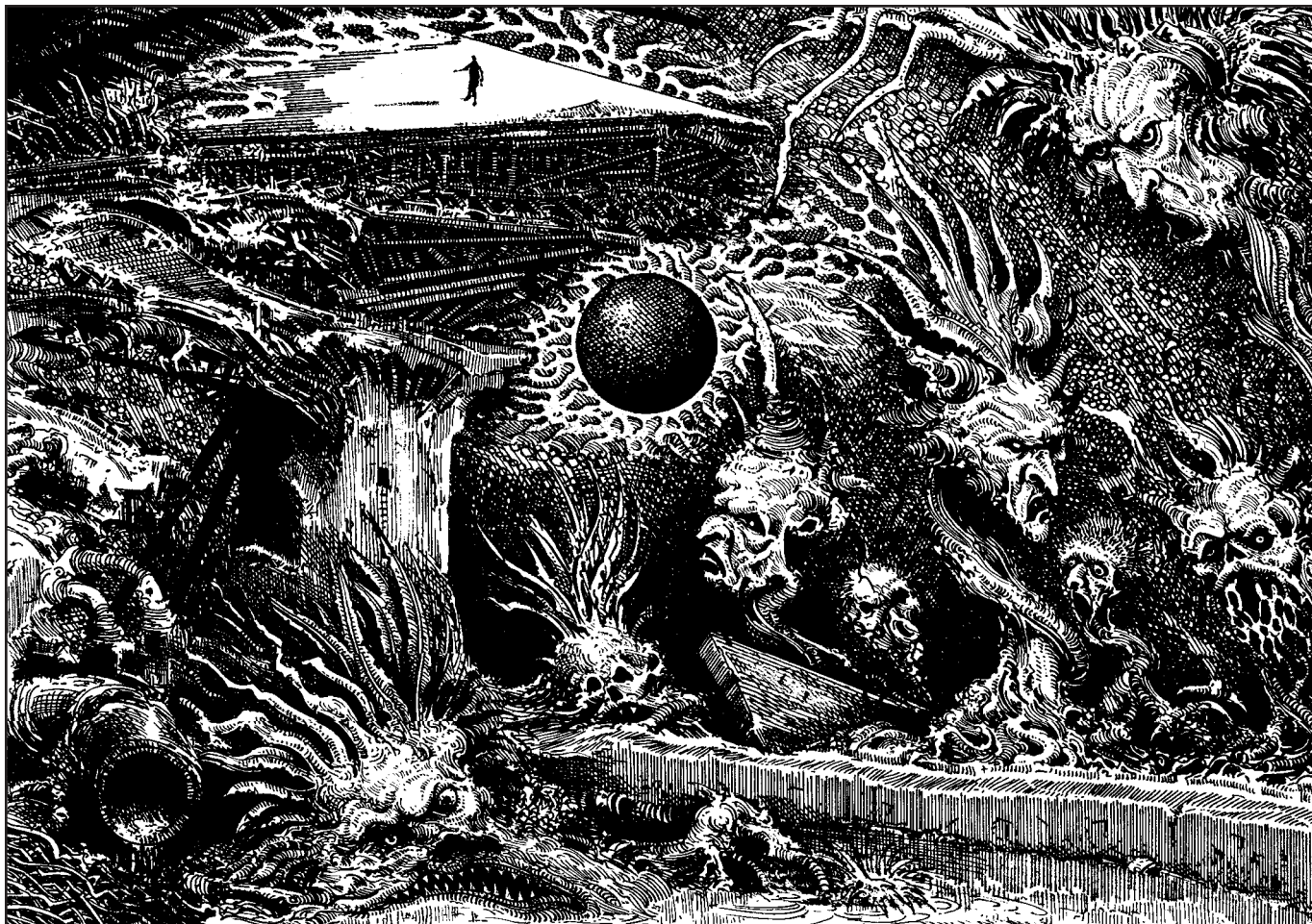
for learning the spell by the chosen Quest Rating, and adds a number of dice equal to the Quest Rating to the test for learning the spell (see p. 180, *SR3*).

The quest is made on the same plane as described under *Learn Formula,* above.

Retrieve a Disrupted Spirit

A summoner whose spirit was disrupted may undertake a quest to the spirit's metaplane, with a rating equal to the spirit's Force, to return the spirit to the physical world. Characters may also perform this quest to bring an ally back to inhabit a new body (see *Inhabiting,* p. 108).

Spirit Battle

A spirit can be destroyed utterly by making a quest to its native plane and engaging it in astral combat at the Citadel. This applies to free spirits, nature spirits, elementals, allies, or any other spirit with a native plane, including spirits with a hidden life. The first step in such a quest is finding the spirit (see *Determining the Native Plane,* p. 115). Upon reaching the Citadel, the spirit appears and fights the character in astral combat to the death.

True Aura

An astral quest allows a magician to accurately read the aura of an initiate using masking (see p. 76). The Quest Rating is equal to the initiate's grade. This quest takes no time on the physical plane, but the questor must be assensing the masked aura (and must know it is masked) before projecting to the metaplanes.

True Name

A character can go on an astral quest to learn the true name of a free spirit (see *True Names,* p. 114). This quest also allows the character to look at the aura of a free spirit that is using aura masking. The Quest Rating is the spirit's Force plus Spirit Energy.

QUEST DURATION

All astral quests (except for Initiation and True Aura) take time in the physical world equal to (Rating) D6 hours. On the metaplanes, time is highly subjective. The quest may seem to take only a few minutes or it could seem like years. It's up to the whims of the universe (and the gamemaster).

Because astral quests often take considerably longer than the character's Essence in hours, while undertaking an astral quest, a character loses *no* Essence.

SPIRITS

Philosophers don't know what to make of them. Theologians turn faintly green when the subject pops up. But when conjurers call, they come. They are spirits.

Are they independent beings or merely the summoner's will clothed in the energies of astral space? Are they sentient, or do they reflect the intellect of their summoner? Are they echoes of our own psyches or the echoes of something greater? No one knows. All that can be said is they exist and they come when called. Sometimes they are a magician's greatest allies; other times, his greatest enemies.

The *Shadowrun* rules present information on elementals and nature spirits. This book introduces several other types of spirits. It explains how magicians can summon watchers, simple servants to carry out tasks in astral space. It describes the loa spirits and zombies summoned by followers of voodoo, the spirits of the elements summoned by followers of the Path of Wuxing, and other types of spirits called by shamans, such as ancestor spirits. It reveals how to create allies, the powerful familiar spirits of legend, each one a unique companion or servant. And it describes free spirits and ghosts, spirits who are their own masters, pursuing their own mysterious ends.

SPIRIT RULES

Unless otherwise stated, the spirits in this chapter follow the general rules for spirits given in the *Spirits and Dragons* chapter, pp. 260–69, *SR3.* This book also introduces the following new rules for spirits and spirit powers.

ASTRAL MOVEMENT

Unless otherwise stated, the standard slow movement rate for spirits on the astral plane is equal to Force x 5 meters per turn. Spirits can move at faster speeds, up to a rate of Force x 1,000 kph.

Metaplanar Travel

Unless otherwise stated, each spirit has the ability to take a Complex Action and travel from physical or astral space directly to its native metaplane and vice versa (see *Metaplanes,* p. 91). Because they do not move "through" astral space to do this, astral
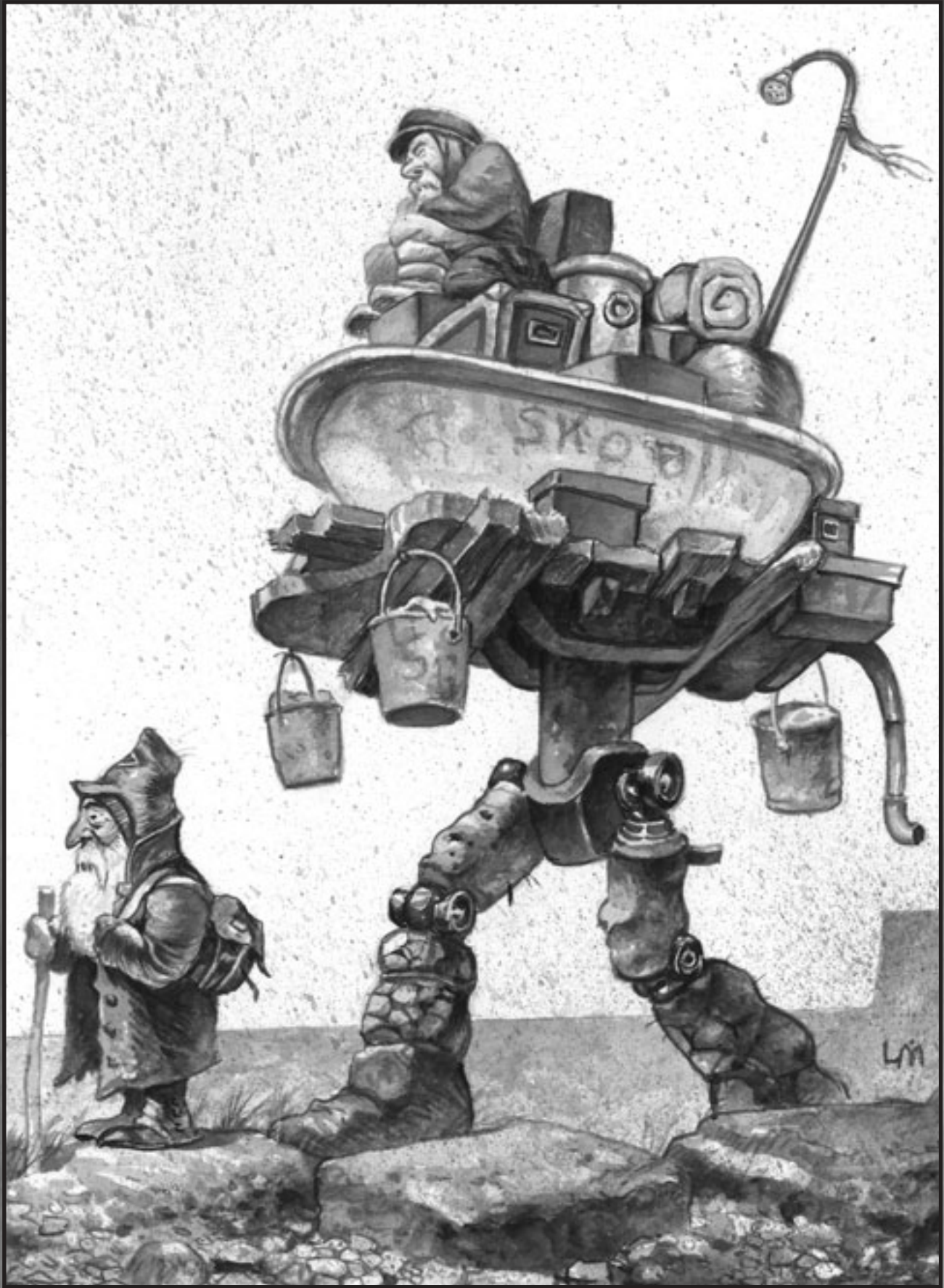
barriers cannot impede this movement. Most spirits cannot travel to metaplanes other than their own.

A spirit that has been put on "stand-by" by its summoner will usually return to its native metaplane to wait. Once called, it will move back to astral space and appear in the presence of its summoner. Called spirits can only appear in their summoner's presence; they may not be ordered to appear somewhere else in the world. Domain-limited spirits can only be called back in an area considered part of their domain.

A conjurer can use this "metaplanar short cut" to get a spirit past an astral barrier, but doing so uses up one of the spirit's services.

Free spirits (see *Free Spirits*, p. 113) can travel to any metaplane and can appear anywhere in the physical or astral realms directly from the metaplanes, as long as they have been to that location before. If the location is unfamiliar to them, they must travel there through normal or astral means. For this reason, most people are reluctant to allow free spirits into their private sanctuaries.

Assensing for Spirits: A character can determine the number and type of spirits a summoner has on call in the metaplanes by achieving 5+ successes on an Assensing Test (p. 172, *SR3*). The results of this test will not reveal the spirits' Force.

Astral Quest: A character undertaking an astral quest (p. 92) can take along or call a bound spirit while in the metaplanes, but the spirit automatically makes an Opposed Test to go free using its Force against the character's Charisma. Double the spirit's Force for this test if the test takes place on the spirit's native metaplane.

DISRUPTION

If a spirit takes Deadly Stun damage in astral combat, or its physical form is destroyed (through Physical or Stun damage) in physical combat, the spirit is *disrupted*. A disrupted spirit cannot reappear on the astral or physical plane for 28 days minus its Force (most likely based on the lunar cycle), with a minimum time of 24 hours.

Each spirit has an affinity to one metaplane, called their *native plane*. A fire elemental, for example, is native to the metaplane of fire, a city spirit to the metaplane of man, and so on. Spirits can travel at will to their native metaplane, and they go to their native metaplane when disrupted.

Bound elementals that are disrupted still count against the limit on the number of elementals a mage can bind at one time. A mage at his or her limit of elementals whose entire "stable" of spirits is disrupted would have to release one of the elementals before conjuring up reinforcements.

Watchers (see p. 100) are never disrupted. Knocking them out permanently destroys their fragile energies.

The only way to bring a disrupted spirit back from exile before its time is to make an astral quest to the spirit's native plane with a Quest Rating equal to the spirit's Force (see *Astral Quest,* p. 92). Banished spirits may never be brought back.

SPONTANEOUS APPEARANCES

For years, theorists have debated whether domain-based spirits (see *Domains,* p. 184, *SR3*) are actually present in some way in their domains when they have not been conjured. There have been documented accounts of nature spirits and others "spontaneously" appearing in certain domains without having been conjured. Many would claim these are free spirits (see p. 113), but others postulate that these are merely temporary manifestations of natural forces beyond our ken.

For game purposes, such "spontaneous" spirits should be short-lived and generally uninterested in the affairs of metahumanity. Characters may, however, attempt to speak and bargain with them, though they demonstrate powerful resistance to attempts to use Conjuring against them. For any attempts to banish, bind, or control spontaneously appearing spirits, double the magician's target numbers and reduce their successes by half (round down).

EXTENDING ELEMENTAL SERVICE

A mage who wants to increase the number of services owed by a bound elemental can perform a new summoning ritual specifically to conjure that spirit to new obedience. Every success generated in the Conjuring Test adds one to the remaining services the spirit owes, extending its bond to its master. The mage must resist Drain for the conjuring normally. If damage knocks out or kills the mage, the elemental becomes uncontrolled. A Conjuring Test that scores all 1s fails and the elemental becomes uncontrolled.

BINDING ELEMENTAL GUARDS

As described under *Astral Security* (p. 88), a mage can bind an elemental to permanently patrol and guard a site by paying Good Karma equal to its Force. Once bound in this manner, the elemental no longer counts against the mage's Charisma limit for bound elementals. It will guard its site for one year and one day, until banished or killed in astral combat. Disrupted guard elementals will return to their guard post in 28 days minus their Force.

HEALING SPIRITS

If a spirit returns to its home metaplane, its wounds are healed the next time a magician calls upon it to perform a service.

The magician who summoned a spirit can also "heal" it, eliminating all the spirit's Physical (but not Stun) damage. It takes an Exclusive Complex Action to do this and uses up one of the services owed by that spirit. This action does not heal the loss of Force caused by banishing (p. 189, *SR3*), which is not damage in the normal sense of the word. If healing the spirit uses up the last service it owes, it will complete the service it is carrying out and then vanish.

A spirit recovers one box of damage on its Condition Monitor per minute it spends out of combat.

SPIRIT POWERS

This section describes some new spirit powers and expands on the use of the search power (p. 265, *SR3*). The list of spirit and critter powers also appears on pp. 7–15 of *Critters*.

Divination

Type: M • Action: Exclusive Complex • Range: Self • Duration: Instant

This power allows a spirit to make a limited guess as to the next actions of entities within its domain, similar to the metamagical technique of Divining (see *Metamagic,* p. 69). The spirit uses its Force for the Divination Test. The number of successes determines how much information the spirit can reveal. The spirit may answer in up to twice as many words as its Force, but no more. The gamemaster should make the answer as specific or vague as suits the story, allowing the player characters to extrapolate what they think might happen based on the spirit's answer.

Possession

Type: M • Action: Complex • Range: LOS • Duration: Sustained

This power allows the spirit to possess a living being, similar to the metamagical technique of Possessing (see *Metamagic,* p. 69), with the following differences.

The spirit can also inhabit a willing host, but the host must be astrally active (with the exception of loa summoners and serviteurs, who may be possessed through the magical link they have established with the loa). The host invites the spirit to enter, but the spirit decides when it will leave, unless it is exorcised.

A spirit has access to its own knowledge and skills as well as the knowledge and skills of its host. All the host's physical Attributes are increased by an amount equal to the spirit's Force. The host's mental Attributes are replaced by the spirit's. If the host did not willingly submit to possession, add +2 to all the spirit's target numbers while possessing that body.

If the victim is killed or knocked unconscious, the spirit is unharmed, but it is driven back into astral form. Banishing the possessing spirit disrupts it rather than killing it. Mana spells and critter powers affect the spirit, while physical spells and powers affect only the host body.

Spirits using possession maintain the use of all of their powers with the following exceptions: corrosive secretions, engulf, materialization.

Search

Type: P • Action: Exclusive Complex • Range: LOS • Duration: Special

The basic search power is described on p. 265 of *SR3.* The following rules are an expansion to those rules.

To use a spirit's search power, the summoner must be able to clearly envision the subject of the search. Using the astral connection between spirit and summoner, the spirit can read the image from the summoner's mind. If a command is too vague—for example, "locate every corporate security guard within two blocks"—the spirit may not carry it out completely, if at all. The magician need not know all the guards by sight but must give the spirit something specific: the look of a uniform or a "generic" image of heavily armed plainclothes corp goons.

Nature spirits do not deal well with high tech. A hearth spirit sent to search an office building for a secret file can probably locate a printed file if the summoner knows the title (and if the spirit has enough interest in humans to handle such concepts),

but it will have trouble with electronic data. It might know how to log onto a workstation (after all, it is the spirit of an office building), but it will not be any great shakes as a decker.

If the object of the search does not lie in the spirit's domain, a successful search will reveal that fact. An unsuccessful search means the spirit cannot determine whether the object is present.

If the target of the search is enclosed within an astral barrier, add the Force of the barrier to the target number for the spirit's Search Test. If the test succeeds, the spirit knows the target is within the barrier but does not know specifically where.

Search (Optional Expanded Version)

Type: P • Action: Exclusive Complex • Range: LOS • Duration: Special

This expanded version of the search power creates a very specific resolution system for the search power of a nature spirit. The gamemaster must choose between the basic or expanded system and use whichever is best for the story being played out.

A spirit can search an area within its own domain of 10,000 square meters times its Force. Each doubling of the search area adds +2 to the target number.

The spirit makes a Search Test using dice equal to twice its Force. The base Target Number for finding a living being is 4. For non-living objects, use the Object Resistance Table (p. 182, *SR3*). If the target is concealed or enclosed within a barrier, add the concealer's Essence or barrier's Force to the target number.

The base time for a search equals 20 minutes times the number of "base areas" being searched. For example, a Force 4 spirit searching 120,000 square meters (3 times its base area), has a base time of 60 minutes (20 x 3). For great spirits, the base time for a search is 10 minutes times the number of base areas. A spirit will spend the full base time searching if the search comes up empty.

Storm

Type: P • Action: Exclusive • Range: LOS • Duration: Sustained

A spirit with this power can cause a storm anywhere in its domain, covering a maximum area equal in radius to the spirit's Force x 100 meters. Storms can be accompanied by howling winds, lightning, rain and twisters, or they may exhibit other devastating phenomena appropriate to the domain, such as tidal waves, earthquakes, avalanches and flash floods. Storm spirits can create a storm regardless of the domain on the ground.

A summoner may call upon a bound spirit using its storm power to make a *storm strike.* A storm strike is a devastating attack using the raw fury and power of the storm: lightning bolts, hail rocks, falling trees, smashing waves, twisters, tumbling boulders and so on. Everyone and everything in the area of the storm is subject to damage from a storm strike, unless protected by the guard power of a spirit of equal or greater Force, including the spirit causing the storm. A spirit of the domain in which the targets lie can also guard those targets. For example, a mountain spirit can guard a character in the mountains who is caught in a storm strike attack.

A storm strike takes a Complex Action and can only be made once per Combat Turn. The damage for a storm strike is

(Force)S. Armor offers no protection, but Combat Pool dice can be used to resist this damage. This damage is effective against vehicles but does only (1/2 Force)M.

Each time the summoner calls on the spirit to make a storm strike, he or she must resist Drain as though conjuring the spirit (do not make a second Drain Test for the spirit's great form, however). Each storm strike counts as a separate service. If an uncontrolled spirit uses the storm power, it must resist (Force)D Stun damage each time it throws a storm strike.

WATCHER SPIRITS

A watcher is a simple spirit that a magician can conjure and give simple tasks to perform. Any magician able to use Conjuring to summon spirits can summon watchers.

Generally, the summoning ritual requires no special equipment and can be performed at any time. To summon a watcher, the magician makes a Conjuring Test against a target number equal to the watcher's Force. Every success gives the watcher one hour of life span.

Drain for summoning a watcher is always (Force + life span hours)L, and is Stun damage, never Physical damage. The maximum Force a character can give a watcher is equal to his Magic divided by 2 (round up). The summoner must resist con-juring Drain by making a Charisma Test (p. 162, *SR3*). An initiate may use Centering to reduce the Drain (see *Centering,* p. 72). The summoner may also choose to shorten the watcher's life span to decrease Drain.

A character can maintain a number of watchers at once equal to his Charisma. Watchers do not count against the number of elementals a mage can bind at one time. If necessary, keep separate track of these two totals. Characters can dissolve watchers they have conjured at will, even before its time expires, whether or not the spirit is present.

Watchers can be summoned for longer times by spending Karma, using ritual materials, or combining the two. A magician can conjure a watcher that lasts for weeks, rather than hours, by paying Karma equal to its life span in weeks or expending the same number of units of ritual materials at a cost of 1,000 nuyen per unit. For example, a magician summoning a watcher for 5 weeks can pay 5 Karma, use 5 units of ritual materials, or any combination of the two (for example, 3 units and 2 Karma).

Whether its life span is measured in hours or weeks, a watcher dissolves back into the formless energies of astral space when its time runs out.

Watcher spirits can only ever have 1 Karma Point.

With Conjuring 7, Sister Susan summons spirits smartly. She wants a watcher to do an errand for her. Shooting for a maximum Force watcher (Force 3, her Magic Rating of 6 divided by 2), Sister Susan makes a Conjuring (3) Test. She rolls 1, 1, 2, 3, 4, 4, and 6, giving her 4 successes and the watcher a life span of four hours. Sister Susan must now make a Drain Resistance Test against (Force + hours)L or 7L Drain. Having Charisma 4, Susan rolls 4 dice, scoring 2, 2, 3, and 7. Because she rolled only 1 success, Sister Susan takes Light Drain, filling in 1 box on her Stun Condition Monitor.

CHARACTERISTICS OF WATCHERS

Watchers exist solely on the astral plane. They can never leave the astral plane, either to materialize in the physical world or to ascend to a metaplane.

Watchers can see and hear the physical plane and can even manifest, becoming visible and audible to living beings in the physical world (p. 173, *SR3*). Like apparitions, however, they cannot touch material things or affect the physical plane directly.

A watcher's Attribute Ratings are equal to its Force. Watchers are single-minded and clever, about carrying out their assigned tasks, but everything else tends to go over their little astral heads. Their intelligence can be compared to that of a well-trained, loyal dog. They also take their commands quite literally (never tell a watcher to search *every* corner of that building …).

Watchers rarely manage to overcome unforeseen difficulties. For example, if a watcher sent somewhere finds its path blocked by an astral barrier, it will most likely simply remain there until its time runs out and it dissolves.

Watchers can be banished normally and engaged in astral combat. A watcher is bound tightly to its summoner, and another magician cannot take control of it.

In astral combat, watchers inflict (Force)L Stun damage. They cannot inflict Physical damage and so cannot affect astral forms affected only by Physical damage, such as barriers and foci.

WATCHERS AND ASTRAL TRACKING

A watcher can track down any person or place known to its summoner. It cannot find a non-living thing, even if the summoner knows the object well. It can, however, find an enchanted item if the summoner has assensed the item's aura.

The gamemaster makes a secret Force Test for the watcher against a target number of 9 minus the summoner's Intelligence. If the spirit is looking for an initiate, increase the target number by the target's grade because watchers are confused by the complex patterns of metamagical energy. Do not apply this modifier if the initiate the watcher is looking for is its summoner.

The spirit uses its magical power to track down the mental image it got from its summoner. Divide the number of successes the spirit rolled on its Force Test into 2 hours if it is looking for a living being, 4 hours for a magical item and 6 hours for a place. If the test is unsuccessful, the spirit will hunt around in confusion until its time runs out.

If the target enters a magical barrier at any time during the search, the watcher will lose the trail at the barrier. If the target projects into a metaplane during this time, the watcher loses the trail because the target is beyond its reach. At this point,

make a Force (4) Test. If the watcher generates any successes, it will try to return to its master to report its failure. Otherwise, it wanders around astral space aimlessly until it dissolves.

If it must, a watcher can track down its own summoner. The target number for this is 6 minus the summoner's Magic (with a minimum Target Number of 2). Divide the successes into 2 hours to determine how long it takes.

Janos the mage needs to send a fast, quiet message to his friend Katzchen. He knows she's in town, but not where, so he summons a watcher. He makes his Conjuring Test and summons a Force 3 spirit with a life span of three hours. He orders the spirit to give Katzchen a message, get her reply, and bring it back to Janos, wherever he may be.

Mumbling the message over and over, the watcher starts casting around for Katzchen. Rolling 3 dice against a Target Number of 4 (9 minus Janos' Intelligence 5), the spirit generates 1 success, so it takes 2 hours (for a living person) to find Katzchen. "Ohhhh, I am going to be so laaaate," it whines, as it finally locks onto her aura-trail. Because Katzchen is only 100 kilometers away, the watcher takes only a few minutes to reach her. The spirit delivers Janos' message, gets Katzchen's answer (taking about 20 minutes), then starts looking for the boss. Janos has Magic 7, so the watcher's Target Number is 2. The spirit rolls 3 successes, meaning it can find Janos in 120 ÷ 3, or 40 minutes. This means the watcher has been around for 120 + 20 + 40 = 180 minutes. As the watcher bounds back to Janos, it says, "I found her, boss. She says … gleep!" The spirit's time runs out, and it vanishes. Janos is not pleased.

TASKS FOR WATCHERS

Watchers have many uses. They can serve as astral guards or alarm systems, or they can perform magical "wiretapping." They can deliver messages and bring back replies. Instructions much more complicated than these confuse them. The following tasks are typical of what a watcher spirit could handle.

Air Cover

The summoner sends the watcher to follow someone around and attack if the target uses astral perception or projection. If the target passes through a magical barrier or projects onto a metaplane, the watcher will lose track of it and wander off.

Alarm

The summoner assigns the watcher to guard a spot in astral space. The spirit will only react to intruders in astral space. The watcher can patrol an area measuring about 10,000 square meters (see *Astral Patrolling,* p. 88) and can be instructed to allow specific individuals to pass unchallenged. The maximum number of people a watcher can recognize this way equals its Force.

The watcher will patrol the assigned area at its normal movement rate (5 x Force in meters per Combat Turn). If it observes an unauthorized person on the astral plane in its area,

it will hurry to inform some specified person. If this specified person is not within the guarded area, the watcher will track him down and inform him of the intruder. The summoner can also order the spirit to inform any person it finds in a specified location (a security office, for example) of the intrusion.

Attack Dog

The watcher is assigned to guard a place in astral space, as above, and ordered to attack any astral intruders rather than raising an alarm.

Bug

The watcher is sent to some place or ordered to follow some person known to the summoner. It will observe all that goes on for a specified length of time, then return to its boss and report. It can give clear reports on magical happenings or conversations between living persons. It gets vague about anything involving technology, comm calls, printed matter, or arithmetic.

The summoner can also order the spirit to observe a place or person until a specific event occurs. For example, a magician might say, "Follow her until she picks up a leather attaché case, and watch where she takes it. Then come tell me." However, the spirit may get confused or run out of time before completing the task.

Courier

The watcher goes to a specific place or person known to its summoner and delivers a spoken message. It can also display simple pictures, up to the complexity of a two-dimensional, non-moving photograph shown to it by its summoner. If required, the spirit will get a reply and return to its master with it.

If the summoner cannot give exact directions on how to get to the delivery site, the spirit must track it down (see *Watchers and Astral Tracking,* preceding). It delivers the message and gets a reply (if needed). If the summoner has moved elsewhere in the intervening time, the watcher must track him down before it can deliver the answer.

Irritant

The summoner can order a watcher to find a person and follow him or her around, loudly repeating some offensive slogan or insult or even carrying on an argument. For this job, the watcher manifests visibly and audibly on the physical plane. For example, a magician annoyed with a Mr. Johnson might send a watcher to follow the fellow around and snipe at him. "You know, it's really an honor to meet the guy who spread that rumor about Mitsuhama just in time to louse up their acquisition of Garuda Aircraft. How much did the decker get for that run, anyway? I guess you showed those goons they can't mess with Boeing, huh?"

Alternatively, the watcher can go to a specific place and hang around, sounding off on its assigned theme. "Hey, there! Welcome to Hannibal's Grill. I hear the ratburgers are really tasty today. Hiya, welcome to Hannibal's Grill. Got your DocWagon card paid up?" And so on.

A magician can use this little trick for anything from a practical joke to a protection racket to a declaration of war.

LOA SPIRITS

Loa spirits are manifestations of the power of the loa of voodoo (see *The Path of Voodoo,* p. 19). They can be summoned by houngans to fulfill a variety of tasks but are primarily called on to possess the houngan, channeling the powers of the spirit through the houngan's body.

CONJURING LOA SPIRITS

Only a houngan can summon loa spirits. A houngan can summon any type of loa spirit, but because loa spirits tend to have stronger personalities, he can only have one loa spirit bound at any time. Spirits of the houngan's patron loa do not count toward this total. For example, a houngan of Agwe can have both a spirit of Agwe and a spirit of Damballah on call at the same time. A houngan may only have one spirit of their patron loa bound at a time.

Each houngan gains +2 dice for summoning the spirit of the houngan's patron loa. For example, a houngan of Ghede gains +2 dice for conjuring spirits of Ghede.

The process of summoning a loa spirit is the same as for summoning a nature spirit (p. 186, *SR3*). The houngan chooses the power of the spirit to summon. The Force of the spirit is the target number of a Conjuring Test. Extra dice from loa spirit foci can be applied to this test. Each success represents one service the loa spirit agrees to perform for the houngan. The summoning requires an Exclusive Complex Action. Loa spirits vanish after 12 hours regardless of the time they were conjured.

The houngan must make a Drain Resistance Test using Charisma against a target number equal to the Force of the spirit, adding all applicable loa advantages and spirit foci. The Drain Level for conjuring a loa spirit is the same as for conjuring a nature spirit or elemental (p. 187, *SR3*). If Drain knocks the houngan unconscious, the loa spirit simply departs.

LOA SPIRIT SERVICES

Loa spirits cannot materialize a physical form. They exist only in astral space, appearing like images of the loa they represent. For example, a spirit of Legba appears in astral space as the ghostly form of an old man leaning on a staff, while a spirit of Shango looks like a powerful warrior wielding an ax surrounded by flashing lightning.

A loa spirit can use its powers to benefit its summoner while remaining in astral form. The houngan can also ask the spirit to perform any task a watcher (p. 100) can perform. The only other service a loa spirit can perform is possession.

Loa spirits can manifest their astral form on the physical plane in the same manner as astrally projecting magicians (see p. 173, *SR3*). They use Force for all Attributes.

Possession

The possession power is described on p. 99.

The loa spirit can possess its summoner or a serviteur (see below). Using its possession power cancels any remaining services the spirit owes the houngan. A houngan can only be possessed by a single loa spirit at a time. Other loa spirits vanish when the houngan is possessed, their services ended.

While possessed by a loa spirit, the host's physical Attributes are increased by the spirit's Force and their mental Attributes are equal to the spirit's Force. The spirit is in control of the body: possessed characters are unconscious and do not recall what happened while they were possessed. The loa spirit can use any of its powers (see *Loa Spirit Powers*) through the host body at will, in the same way as a materialized spirit.

A loa spirit inhabiting a living body cannot be controlled by another houngan, but it can be banished by a magician of any tradition who exorcises it from the host body (see *Banishing,* p. 189, *SR3*).

The possession lasts until the task the spirit was asked to perform is complete or until 12 hours have passed, whichever comes first.

When the loa spirit departs (willingly or not), the host must resist (Force)D Stun damage using Willpower. Apply loa advantages to this test.

Domain

The domain of a loa spirit is only used to determine where that spirit can use domain-specific powers, such as concealment, guard, movement and so on. For example, a spirit of Agwe can only use its search power on open water, and a spirit of Shango can only provide concealment during storms or around fires.

LOA SPIRIT POWERS

A description of each of the loa spirits appears below, followed by their domain, powers and great form abilities.

Spirit of Agwe

Agwe spirits appear as tall, strong black men glistening with water and draped with seaweed and shells. They usually act dignified and regal.
Domain: Open water
Powers: Concealment, Confusion, Fear, Guard, Movement, Possession, Search
Great Form Powers: Immunity (Normal Weapons), Storm

Spirit of Azaca

Azaca spirits take the form of an exuberant youth, eager to take action.
Domain: Fields and plains
Powers: Concealment, Confusion, Fear, Guard, Movement, Possession, Search
Great Form Powers: Accident, Immunity (Normal Weapons)

Spirit of Damballah

Damballah spirits appear as large, hissing snakes, languidly twisting their coils until they quickly strike.
Domain: Open sky
Powers: Animal Control (snakes), Confusion, Guard, Magical Guard, Possession, Search
Great Form Powers: Divination, Immunity (Normal Weapons)

Spirit of Erzulie

Erzulie spirits take on the appearance of charming, sensual and seductive women.

Domain: Anywhere
Powers: Confusion, Influence (love or lust), Possession, Search
Great Form Powers: Desire Reflection, Immunity (Normal Weapons)

Spirit of Ghede

Ghede spirits traditionally appear wearing a top hat, black tailcoat, sunglasses and a cane.
Domain: Graveyards (or any other place with many corpses, like a mortuary)
Powers: Accident, Confusion, Fear, Guard, Magical Guard, Possession, Search
Great Form Powers: Influence, Immunity (Normal Weapons)

Spirit of Legba

A Legba spirit appears as an old man with bent limbs, walking with a staff.
Domain: Crossroads (on or near the meeting place of two roads, streets, or paths)
Powers: Accident, Concealment, Confusion, Guard, Magical Guard, Possession, Search
Great Form Powers: Dispelling, Immunity (Normal Weapons)

Spirit of Obatala

Obatala spirits usually appear as crusading men, dressed in all white.
Domain: Anywhere
Powers: Confusion, Guard, Influence (peace and calm), Magical Guard, Possession, Search
Great Form Powers: Divination, Immunity (Normal Weapons)

Spirit of Ogoun

Ogoun spirits appear as powerful warriors with large muscles and iron-hard skin.
Domain: Battlefields (the site of any ongoing combat)
Powers: Accident, Concealment, Confusion, Fear, Guard, Possession, Search
Great Form Powers: Immunity (Fire, Normal Weapons)

Spirit of Shango

Shango takes form as a savage-looking warrior, clothed in crackling electricity.
Domain: Storms or fires
Powers: Concealment, Fear, Guard, Immunity (Fire), Innate Spell (Lightning Bolt), Possession, Search
Great Form Powers: Immunity (Normal Weapons), Storm

SERVITEURS

Serviteurs are people who believe in voodoo and who can be possessed by loa spirits summoned by houngans. To be eligible for possession, characters must undergo a ritual performed by a houngan to initiate them into the society of voodoo, not unlike the ritual to become an initiate. This ritual creates the magical link needed for the loa spirit to be able to possess the serviteur. A player character must pay a flat fee of 10 Karma to become a serviteur.

Becoming a serviteur is considered a serious commitment in voodoo and is not something player characters should be allowed to enter into lightly. A houngan carefully examines the sincerity of a character's desire to become a serviteur before performing the necessary ritual; it is impossible to become a serviteur under false pretenses.

ZOMBIES

Zombies are corpses animated by the power of a minor spirit summoned by a houngan for that specific purpose. Zombies are useful servants: tireless, obedient and immune to pain. The creation and use of zombies is illegal throughout North America and other regions, but that doesn't stop houngans from continuing to create and use them.

Creating a zombie requires a reasonably fresh corpse and ritual materials costing 1,000 nuyen times the desired Force. All the work must be performed in a hounfour with a rating at least equal to the desired Force.

To prepare the corpse, the houngan makes an Enchanting Test, using the desired Force of the zombie as the target number. This takes 10 days, divided by the number of successes. No successes means the houngan wastes 10 days and must try again. A result of all 1s makes the corpse unusable as a zombie.

Once the body is prepared, the houngan makes a Conjuring Test to summon a spirit to animate it. The target number is the desired Force, and the ritual takes a number of hours equal to the desired Force. If the test is successful, a spirit enters the corpse, and the body rises as a zombie under the houngan's control. Each success gives the zombie a "life span" of one month. At the end of that time, the spirit departs, and the corpse undergoes rapid decomposition.

After conjuring the spirit to animate the zombie, the houngan must make a Drain Resistance Test using the normal Drain rules for summoning spirits (p. 187, *SR3*). If at any time the houngan is knocked unconscious or killed, including as a result of the Drain Test, roll a Force (6) Test for each of the zombies the houngan currently controls. If the test fails, the zombie mindlessly attacks any living thing nearby for 2D6 Combat Turns before collapsing and disintegrating. If the test is successful, the zombie becomes a free spirit (p. 113), bound to its host body. Such spirits can become deadly enemies of the houngans who summoned them (see *Grande Zombies,* below).

Zombies have physical Attributes equal to half the body's original Attributes (round down). Strength and Body are increased by the Force of the animating spirit. Mental Attributes equal Force. Calculate Reaction and Combat Pool normally.

Zombies are dual-natured beings (p. 171, *SR3*) able to operate on the astral and physical planes simultaneously. They follow any orders given by their summoner or anyone designated by him or her. Zombies pursue their orders with single-minded devotion, but they are not particularly intelligent. They need not remain in sight of their creator to follow orders, but they must be within their creator's line of sight to receive new orders.

Zombies have no skills and only rudimentary intelligence (regardless of Force, the zombie's Intelligence is used only for situations such as Perception Tests). Zombies have no Karma.

If the zombie's body has cyberware, only the cyberware that affects physical Attributes will still be functional. No other cyberware works.

A houngan cannot control more zombies than twice his Charisma. If a character wishes to animate a new zombie and is already at his limit, he may allow one of the existing zombies to become inanimate to "free up space."

Zombie

B	Q	S	C	W	I	E	R
C/2 + F	C/2	C/2 + F	F	F	F	FZ	*

INIT: R + 1D6
Attack: Strength(M)
C = Attribute Rating of the original character, or the average for the body's race.
F = Spirit's Force
* = Calculate Reaction normally: (Q + I) ÷ 2.

GRANDE ZOMBIES

A grande zombie is a zombie that escapes the control of its master and becomes a free spirit (see *Free Spirits,* p. 113). The grande zombie is bound to the body it occupied when it became free. A grande zombie has all the normal abilities of a zombie as described above, except its effective Force is increased by its Spirit Energy in the same way as other free spirits. Grande zombies also receive the usual 1D3 free spirit powers when they become free (typically aura masking, hidden life and sorcery). Grande zombies capable of Sorcery often use illusion spells to disguise their physical form while using aura masking to hide their true nature on the astral plane. Because they are already bound to a physical form, grande zombies cannot possess the powers of animal form, human form, or possession.

A grande zombie suffers from essence loss (p. 15, *Critters*), losing a point of Force every month. To sustain itself, the spirit must consume human or metahuman flesh every month, replenishing its physical body. In game turns, treat this as the essence drain critter power (p. 10, *Critters*), handled in the same way as for wendigos. Grande zombies are often quite intelligent and cunning, finding various ways to sustain themselves without attracting attention. In some places, the organ-trade and various voodoo sects provide grande zombies with plenty of opportunities to feed. Grande zombies sometimes infiltrate or control packs of ghouls to allow them to feed more easily.

SPIRITS OF THE ELEMENTS

The spirits of the elements are a type of nature spirit whose affinity and domains are akin to elemental forces. Five types are known to exist: spirits of the flames (salamanders), spirits of the ground (gnomes), spirits of the winds (sylphs), spirits of the waves (undines) and spirits of wood (manitous). Spirits of the elements can generally only be summoned by followers of the Path of Wuxing (p. 17), though followers of the elven Path of the Bard (p. 21) and some shamans (who are unable to summon spirits of man, see p. 16) have also learned the techniques to summon certain of these spirits.

Magical theorists have speculated some connection between spirits of the elements and the elementals summoned by mages, but nothing concrete has been determined. Spirits of the elements are known to be more precocious, strong-willed and intelligent than other spirits. Spirits of the elements, especially salamanders, have occasionally been known to take form of their own accord within a domain. Spirits capable of independent appearance cannot be summoned.

The metaplanes (see *Metaplanes,* p. 91) of gnomes, salamanders, sylphs and undines are similar to the metaplanes of the equivalent elementals, yet subtly different. The Metaplane of Wood, which has no elemental parallel, is a place of living forests and trees, where each plant is conscious.

Spirits of the elements hate toxic spirits (see *Toxic Nature Spirits,* p. 127) and will attack them on sight, regardless of any commands from their summoner.

DOMAINS

The domains (p. 184, *SR3*) of spirits of the elements are wherever the force of their natural element is strong and powerful. This must be natural in origin; manmade sources of raw power will not do. For example, the domain of a salamander is any place of great heat or flame, such as a bonfire, a volcano, a hot roadway under the desert sun, or a hot tin roof in the summertime sprawl. A nuclear reactor or smelting facility possesses too little of nature.

Spirits of the elements cannot leave their domain, except for great form spirits (see p. 107). Use a radius of Force x 10 meters from where the spirit was summoned as a guide for determining the boundary of a spirit's domain.

SUMMONING

A wujen (or other summoner) need not be directly in the domain to summon a spirit of the elements, but he must be within line of sight of the domain. Once a wujen has summoned such a spirit, they are considered "in" its domain; if they summon any other spirit, they are considered to have left the spirit of the elements' domain. A conjurer can only be in one domain at a time.

Spirits of the elements are summoned in the same manner as nature spirits (see p. 186, *SR3*). Each success on the Conjuring Test earns the summoner one favor from the spirit. Only one spirit of the elements can be conjured in any given domain.

Spirits of the elements prefer to remain in astral space but will materialize or manifest if asked by the summoner. A spirit of the elements can affect the summoner with its powers from astral space.

Only a magician who can summon spirits of the elements can attempt to control one. They can be banished according to the standard rules (p. 189, *SR3*).

POWERS

Each type of spirit of the element is described below, along with its domain and powers.

Gnomes (Spirits of the Ground)

Also called rock spirits, gnomes are patient and calm. They usually appear as pools of mud, large rocks, or even as humanoid stone figures.

Domain: Any place with large amounts of exposed natural earth, such as a recently tilled field, a stone quarry, or even a mudslide or rockfall.

B	Q	S	C	W	I	E	R
F + 4	(F − 2) x 2	F + 4	F	F	F	F/A	F − 2

INIT: F + 8 + 1D6, Astral F + 20 + 1D6
Attacks: (Strength)S, +1 Reach
Powers: Concealment, Engulf, Fear, Guard, Magical Guard, Materialization
Weaknesses: Vulnerability (air)

Manitous (Spirits of Wood)

Manitous are also known as tree spirits and may be related to the creatures known as man-of-the-woods (see p. 35, *Critters*). Manitous are confident and wise and frequently take form as a living tree or plant creature. Many Native American shamans have learned to summon manitous instead of spirits of man.

Domain: Any place thick and abundant with healthy trees and plant life.

B	Q	S	C	W	I	E	R
F + 3	F x 2	F + 1	F	F	F	F/A	F

INIT: F + 10 + 1D6, Astral F + 20 + 1D6
Attacks: (Strength)S
Powers: Accident, Concealment, Confusion, Engulf*, Fear, Guard, Magical Guard, Materialization
* A manitou's engulf power causes (Force)S Stun damage as the victim is wrapped in roots and vines, smothered with leaves, scratched with brambles and beaten with branches.

Salamanders (Spirits of the Flames)

Also called sun spirits, volcano spirits, and even spirits of the Great Fiery Firmament, in Tír na nÓg, salamanders are intelligent creatures that love to start fires and dance among the flames. They usually appear as lizards composed entirely of flame on the astral plane, and materialize as a shimmering wave of heat, a fist-sized ball of flame, or a living humanoid flame.

Domain: Any place of natural great heat or flame, such as a bonfire, a volcano, or even a hot roadway under the desert sun.

B	Q	S	C	W	I	E	R
F + 1	(F + 2) x 3	F − 2	F	F	F	F/A	F + 1

INIT: F + 10 + 1D6, Astral F + 20 + 1D6
Attacks: (Strength)M
Powers: Engulf, Flame Aura, Immunity (Fire), Innate Spell (Flamethrower), Guard, Magical Guard, Materialization, Psychokinesis
Weaknesses: Vulnerability (water)

Sylphs (Spirits of the Winds)

Sylphs are perceptive spirits, rarer than other spirits of the elements. They usually appear as whirlwinds or small tornadoes, though they frequently conceal themselves and remain invisible.

Domain: Any place with strong natural wind currents, including storms, gale-swept plains, and mountains and other high places.

B	Q	S	C	W	I	E	R
F − 2	(F + 3) x 4	F − 3	F	F	F	F/A	F + 2

INIT: F + 12 + 1D6, Astral:F + 20 + 1D6
Attacks: (Strength)M Stun
Powers: Concealment, Confusion, Engulf, Guard, Magical Guard, Materialization, Movement, Psychokinesis
Weaknesses: Vulnerability (earth)

Undines (Spirits of the Waves)

Undines are curious and gentle creatures. They tend to constantly change forms, from a cloud of mist or snow to a shifting puddle to a sheet of ice.

Domain: Any place with a strong natural current of water, including waterfalls, driving rain or snow, fast rivers, or tempestuous seas.

B	Q	S	C	W	I	E	R
F + 2	F x 2	F	F	F	F	F/A	F − 1

INIT: F + 9 + 1D6, Astral F + 20 + 1D6
Attacks: (Strength)S Stun
Powers: Accident, Concealment, Engulf, Guard, Magical Guard, Materialization, Movement, Search
Weaknesses: Vulnerability (fire)

ANCESTOR SPIRITS

Ancestor spirits take the form of dead relatives or distant ancestors of the shaman who summons them. Whether or not these spirits actually *are* the spirits of the shaman's ancestors is a matter of considerable debate among magical theorists.

Ancestor spirits come from a metaplane that resembles popular images of the afterlife, death and judgment. This plane always matches the summoner's individual views, background and beliefs. Initiates can go on astral quests to this plane, but only after an ancestor spirit has agreed to guide them there. No magician has reached the "Plane of the Dead" without a guide. All other game rules regarding metaplanes remain the same (see *Metaplanes,* p. 91).

The gamemaster is encouraged to roleplay ancestor spirits to be as much like living family members as possible. Whether or not they are actually the spirits of the dead, they sure look and act like it.

SUMMONING ANCESTOR SPIRITS

The process for summoning an ancestor spirit requires three fetishes appropriate to the ancestor. In shamanic cultures, one of these fetishes is manufactured for every person before his or her death (a stool for the spirit to sit on, for example). The other two fetishes are most often food or items the ancestor found pleasurable while alive. Not having the appropriate fetishes reduces the number of services the summoned spirit will perform by one for each fetish missing, at the gamemaster's discretion.

The ritual takes a number of hours equal to the spirit's desired Force, divided by the number of the spirit's relatives present (including the shaman). These participants need not be willing. Services and Drain are calculated normally. A shaman may only summon one ancestor spirit at a time; if another is sum-

moned, the previous one vanishes and all services are lost. No great form ancestor spirits are known to exist.

Ancestor Spirit

B	Q	S	C	W	I	E	R
F + 2	F x 3	F + 1	F	F	F	F (A)	F

INIT: F + 10 + 1D6, Astral F + 20 + 1D6
Attack: (Strength)M Stun
Powers: Accident, Confusion, Divination, Guard, Materialization, Search
Note: Ancestor spirits have no domain boundaries; their powers extend to a radius of Force x 5 kilometers from their place of summoning.

GREAT FORM SPIRITS

An initiate can conjure a spirit in its *great form* using the metamagical technique of invoking (see *Invoking,* p. 75).

PHYSICAL BONUS

When a great form spirit is conjured, the summoner can increase the spirit's materialized physical form. The summoner receives a number of points equal to his initiate grade divided by 2 (rounded down) to distribute as he wishes, according to the Great Form Physical Bonus Table.

Jasper the Old, a Grade 8 initiate, wants to conjure a Force 6 great form fire elemental. He successfully does so, takes his 4 points (Grade 8 ÷ 2 = 4) and gives his elemental +1 reach (2 points) and a Body increase of +2 (2 more points).

GREAT BLOOD SPIRITS

Great form blood spirits (see p. 134) appear as more potent (and disgusting) versions of their normal form. They are not limited to staying within range of sentient beings, though they usually do. They can use their powers simultaneously on a number of targets equal to the spirit's Force. Additionally, great blood spirits gain the power of engulf, allowing the spirit to drown victims in blood (treat as a water engulf, per p. 263, *SR3*).

GREAT ELEMENTALS

Great elementals appear as larger versions of their normal form (p. 266, *SR3*). Great elementals can use their powers on a number of targets simultaneously equal to the spirit's Force. Great elementals can make an area attack with their engulf power, affecting all targets within a radius equal to their Force in meters. It can choose not to attack friendly targets within the area.

Great elementals can also produce showy special effects within their line of sight, each appropriate to the spirit's element. A great fire elemental can ignite flammable materials. A great water elemental can burst water mains and pipes, cause plumb-ing to flood, and direct masses of water like a fire hose. A great air elemental can generate fierce winds, making the affected area Difficult Ground (p. 112, *SR3*). A great earth elemental can set up minor earth tremors (4 or 5 on the Richter scale), causing damage to fragile structures or items and creating Difficult Ground conditions in the affected area. The spirit must be in physical form to cause these effects.

GREAT LOA

On the astral, great loas appear as brighter, more potent versions of their normal forms. Great loas can possess other astrally active characters and beings, in addition to houngans and serviteurs. When great loas possess people, the host takes on the physical visage of the loa; this effect is similar to the shamanic mask (p. 163, *SR3*), yet more noticeable, and covers the host's entire body. The great loa can possess a host for as long as they want. Each great loa also gains the power of immunity to normal weapons when possessing a body. Each loa also gains another power, depending on its type (see *Loa Spirit Powers,* p. 103).

GREAT NATURE SPIRITS

Unlike other nature spirits, great nature spirits can cross domain lines (p. 184, *SR3*). Additionally, great nature spirits of the land, sea and sky have the storm power (p. 99). Great spirits of man have the divination power (p. 99) for questions related to their domain. Great nature spirits may use their powers simultaneously on a number of targets equal to the spirit's Force.

Great form nature spirits do not count toward the shaman's limit of one spirit per domain. Because these spirits can cross domain lines, shamans must remember that they may only bind at one time a number of spirits less than or equal to their Charisma.

GREAT SPIRITS OF THE ELEMENTS

Great form spirits of the elements can cross domain lines in the same manner as great nature spirits and count as one spirit toward the magician's limit of bound spirits equal to their Charisma. They also each receive the power of storm (p. 99) and the power of cleansing. Treat the cleansing power as the metamagic technique of the same name (see *Cleansing,* p. 74), using the spirit's Essence in place of Sorcery.

ALLY SPIRITS

A magician can conjure an ally spirit to create a servant or companion, similar to the familiars of myth. An ally can provide a valuable extra punch, both physically and magically.

Each ally is unique, created according to a special formula using the rituals of Conjuring. The summoner gives life to the spirit by giving it 1 point of his own Magic Attribute and spending Karma to provide the ally's Attributes and skills. At first, allies have little personality and unquestioningly obey their creator. As they grow in

GREAT FORM PHYSICAL BONUS TABLE

Bonus	Cost per Increase (in points)
Armor	1
Body	1
Reach +1	2

power, allies become more independent, perhaps even too strong for their creator to control.

If an ally escapes its master's control, it becomes a free spirit (see *Free Spirits,* p. 113). Because its creator retains great power over it, a free ally spirit may devote itself to arranging the death of its former master. Most magicians struggle with the question of whether they should banish the ally while they can still control it, thus losing access to the spirit's abilities, or try to maintain control over an increasingly willful being.

The creator of an ally can set it free at any time. Usually, this is the ultimate sacrifice. Depending on how the magician treated the spirit, the gamemaster chooses whether the spirit becomes a companion, contact, or enemy. When the magician sets an ally free, he permanently loses the point of Magic used to create the ally.

When a magician wants to create an ally, the magician's player designs its characteristics and the magician must spend time, power and Karma—and lots of it—to create it. Allies are created in a ritual of summoning and may be modified later by a ritual of change, described below. The art of conjuring includes knowledge of these rituals, and any magician able to use Conjuring can summon an ally spirit.

NATIVE PLANES OF ALLIES

The summoner must specify a native plane for his ally. Shamans draw their allies from a shamanic metaplane and mages from a hermetic metaplane. The spirit receives no powers or abilities by virtue of its native plane, but a magician can destroy an ally by making the appropriate astral quest to that plane.

POWERS OF ALLIES

Allies can have many powers, depending on how their summoner designs them (see *Designing an Ally,* p. 110). Allies may possess any of the following powers.

Aid Power

Type: M • Action: Exclusive Complex • Range: LOS • Duration: Sustained

The ally acts as a power focus, adding its Force to its master's Magic for purposes of Drain and adding its Force in dice to any of its master's Magical Skill Tests each turn. These dice refresh in the same way as a normal focus. An ally can remain in astral form and use this power on its summoner.

Inhabiting

Type: P • Action: Automatic • Range: Self • Duration: Special

The ally can inhabit a physical body or form prepared by its summoner. This power differs from possession (p. 99), which allows a spirit to try to inhabit any living body. In this case, the magician provides a suitable host body for the ally. The host body can be either a non-sentient and non-Awakened animal or a *homunculus,* a unique focus described below. Magicians often have their allies inhabit homunculi so that they may be better controlled.

Inhabiting a physical form actually limits the spirit in some ways but makes it more powerful on the physical plane. Inside the body, the ally functions as a dual being and remains astrally active. The spirit cannot manifest or materialize because it is locked into the host body.

Once it inhabits a physical body, the ally cannot leave it.

The summoner can provide an animal host, using any normal critter for this purpose. Awakened critters are too magically powerful to be used as hosts, as are sapient beings (such as people). The ally adds its Force to the physical Attributes of the host animal and uses its own mental Attributes. Once inhabited, the animal body receives the powers of immunity to age and immunity to pathogens.

The magician can also make or commission a homunculus as a host body. This is an enchanted statue, commonly carved or designed to depict a creature. The process for enchanting a homunculus is described along with other foci under *Artificing* (p. 42). In order to create the homunculus focus formula, the enchanter must first have a copy of the formula used to create the ally (see *Ally Formula,* p. 111). The Force of the focus must be equal to or greater than the ally's Force for the ally to inhabit it. The focus must be bonded to the ally's summoner.

When an ally inhabits a homunculus, the homunculus becomes animated. While the ally may move, it is confined to the shape of the homunculus' shell and moves awkwardly and clumsily. The ally adds half the focus's Force (round down) to its normal physical Attributes but uses its own mental Attributes. Additionally, because they are crafted from solid materials, homunculi have Armor Ratings (both ballistic and impact) based on the material from which they are made (see the Homunculus Table). An ally inhabiting a homunculus is dual-natured. A homunculus is considered an active focus for as long as the ally inhabits it and cannot be deactivated unless the ally is disrupted, banished, or removed from the focus in a ritual of change.

If the ally's body is "killed" in physical combat, the spirit is disrupted and retreats to its native plane. The spirit's master has a choice. The character can procure a new host body of the same type and perform a ritual of change (see p. 112) to conjure the spirit into the new body. This ritual costs no Karma. Alternatively, they can try to summon the spirit again and permanently give up its inhabiting power, replacing it with the materialization power. This option requires the magician to undertake an astral quest (see p. 92) to the spirit's native metaplane, with a Quest Rating equal to the ally's Force. If the quest fails, the spirit goes free (see *Free Spirits,* p. 113).

If the spirit becomes free while inhabiting a host body, it must

HOMUNCULUS TABLE

Material	Armor
Clay*	2
Wood**	3
Bronze	5
Stone	6
Iron	8

* Allergy (Water, Severe): Will soften and melt. Treat immersion as 4M damage per action. Treat high-pressure stream as from fire hose as 6S weapon.
** Allergy (Fire, Severe)

remain in that body. If the body is a homunculus, the ally is now walking around free in a focus that belongs (and is magically linked) to the summoner. If the body is destroyed, the ally can only be "rescued" if a friendly magician performs a ritual of change or an astral quest. Because the magician must know the ally's true name to accomplish either of these, the spirit must trust the magician completely.

Materialization
Type: P • Action: Exclusive Simple • Range: Self • Duration: Special

Materialization is described on p. 264, *SR3*. When creating an ally, the magician chooses a physical form for it. The character may also choose additional physical forms—the ally may materialize in any of these forms, but its physical Attributes remain the same regardless of the spirit's form (see *Designing an Ally,* p. 110). An ally may materialize in only one form at a time and must re-materialize if it wishes to change forms. Allies that possess inhabiting cannot materialize because they are bound to their host body. There are no great form ally spirits.

When in materialized physical form, allies, like other spirits, have the power of immunity (normal weapons), as described on p. 264, *SR3*. Allies inhabiting a host body do not have this immunity.

Sense Link
Type: M • Action: Simple • Range: Self • Duration: Sustained

A character may choose the sense link power for his ally. If he does, he can perceive with the spirit's senses, no matter how physically far apart the two may be. The magician's own senses shut down while using sense link, requiring a Simple Action to turn the link on or off. If the ally is present on the physical plane, the character may use the sense link power to view the physical plane. As allies are always astrally active (either in astral form or dual), the character can assense what the spirit sees without being astrally active. Astral attacks cannot reach a magician through the sense link power.

Sorcery
Type: M •Action: Varies • Range: LOS • Duration: Varies

An ally has the Sorcery Skill at a rating equal to its creator's

Sorcery at the time of the spirit's creation and a Spell Pool equal to its Force. As long as an ally is bound to its master, it cannot learn spells on its own. An ally can only learn a spell when its master learns the spell specifically for the ally. Note that if a character learns a spell for his ally, he does not learn it for himself. The ally knows it, not the master. The character must learn the spell again if he wants to know it, too.

Allies are subject to the normal rules for Sorcery, including Drain. An ally that suffers Deadly Stun damage is disrupted. If Drain causes Deadly Physical damage, the ally is destroyed.

Upon creation, an ally spirit receives a single spell randomly determined from the conjuring magician's knowledge of spells. This spell cannot be chosen. The ally knows the spell at the same Force and with the same limitations as the magician.

Telepathic Link
Type: M • Action: Simple • Range: Self • Duration: Sustained

This power allows an ally to communicate telepathically with its master, no matter how physically far apart they are. If there is a background count on the astral plane when the ally tries to communicate with its master, the spirit must generate at least 1 success on a Force Test against a target number equal to the background count. Make this test for each action during which the magician and the ally try to communicate. The spirit always makes the Force Test, no matter which of the two tries to send a message.

Three-Dimensional Movement
Type: P • Action: Automatic • Range: Self • Duration: Always

Allies in materialized physical form can move in three dimensions, "walking on air" at their normal movement rate. Astral form allies can, of course, do this anyway, in addition to moving at the blindingly fast rates of travel available to astral beings.

SERVICES OF ALLIES
As a rule, allies are usually astrally present in the company of their master. A master can send an ally spirit to its native metaplane, telling it to wait there until called. Calling an ally spirit back from its native plane requires a Complex Action. The ally appears in astral space near its master at the end of the action. Allies

inhabiting a physical body may not always be with their master. Of course, the ally cannot be in two places at once—if the magician sends it off to do a job, the ally cannot be with him at the same time.

Ordering the spirit to perform a service takes a Simple Action, though the magician can tell the spirit to be ready to perform a specific service for him without using an action. As a spirit becomes more independent, it may perform some services without being told. A spirit that resents its treatment is unlikely to do this.

Astral Watch

An ally can watch astral space and contact its master telepathically if anything significant occurs there. The master can also order the spirit to guard a specific site and attack astral intruders. If the ally must make a Perception Test, roll dice equal to its Force.

Resist Drain

When a character casts a spell, he can have his ally resist the Drain in his place. The ally resists the Drain of the spellcasting at the Force the magician used. The ally may use its own Spell Pool to aid in resisting Drain, just like a magician (see *Drain,* p. 162, *SR3*).

Alternatively, a character may use his ally's Force to buy additional dice for the Drain Test. Each point of Force buys an extra die to add to the Drain Resistance Test. Successes are cumulative. If the spirit's Force is reduced to 0, it is destroyed. If not destroyed, the spirit regenerates its Force at a rate of 1 point per hour.

This service is agonizing to the ally spirit. If a character uses this option frequently and then the spirit goes free, the spirit may decide to take revenge on its former master for the pain it suffered.

An ally may remain in astral form and provide this service for its summoner. However, if the ally is not materialized, any Drain it resists will be physical Drain.

Other Services

The ally's master may send it off to perform physical services, do astral surveillance for ritual sorcery, engage in astral combat, and so on.

DESIGNING AN ALLY

Before your character can conjure an ally, you must choose the ally's Attributes, skills and powers, determined by how much Karma your character can spend.

Appearance

You may choose one form in which the ally can physically materialize free of charge. Additional forms cost Karma. This form, and any additional forms, can be anything at all, from a metahuman to an animal to a mechanical device, subject to gamemaster approval.

If the ally is designed with the inhabiting power, then it does not have a form in which to materialize—that is the purpose of the host body.

The spirit can materialize in any of its forms, but its form does not affect its Attributes. Attributes retain the ratings assigned by the ally's creator. For example, an ally with Body 5 keeps that rating whether it appears as a gurgling infant or a two-meter-tall white rabbit.

Karma Cost:
First Form: 0 Karma
Additional Forms: 1 Karma each

Force

Like all spirits, an ally has a Force Rating. The summoner gives up 1 Magic Attribute Point to create the first point of Force for the ally, forming the core of the spirit's existence.

To raise the ally's Force to the next higher level costs 5 Karma times the current Force. For example, raising Force from 1 to 2 costs (5 x 1), or 5 Karma. Raising it from 2 to 3 costs (5 x 2), or 10 Karma, and so on. Force may be increased in the initial design of the spirit or by a ritual of change after the magician has conjured the spirit.

Karma Cost:
First point paid for with 1 Magic Point sacrificed by creator
Per +1 to Force: 5 Karma x current Force

Attributes

All physical Attributes are equal to the ally's Force at the time of its creation. Later increases in Force do not increase these Attributes. The magician can increase an ally's physical Attributes at any time, when designing the spirit or in a later ritual of change. Each +1 increase costs the ally's current Attribute rating in Karma. For example, raising Strength from 4 to 5 costs 4 Karma.

Mental Attributes are equal to the summoner's own at the time of the ally's creation. They may not be changed. Even if the magician's mental Attributes change after the ally's creation, the spirit's ratings remain the same.

Karma Cost:
Physical Attributes:
Initial Attributes equal to Force: 0 Karma
Per +1 to an Attribute: Karma equal to current Attribute Rating
Mental Attributes:
Initial Attributes equal to creator's: 0 Karma
Cannot be changed

Skills

As noted, an ally receives Sorcery Skill equal to its creator's at the time of conjuring. All skills can be purchased at a cost of 1 Karma per point of skill. The spirit may only have skills that its master possesses, and the ally's Skill Rating can never exceed the ratings of its master's skills. An ally cannot have Conjuring, but it can have Enchanting.

The spirit's master may later increase the spirit's skills up to a maximum equal to the creator's skill by paying Karma and performing a ritual of change. Increasing any skill by +1 costs Karma equal to the current rating in the skill. For example, raising an ally's skill from 3 to 4 in a ritual of change costs 3 Karma.

Karma Cost:

Initial skills equal to creator's: 1 Karma per Active Skill Point, .5 Karma per Knowledge Skill Point

Per +1 to a skill: Karma equal to current Skill Rating (same for Active and Knowledge Skills)

Powers

It costs nothing to give the powers of aid power, inhabiting, materialization, sorcery, telepathic link and three-dimensional movement to an ally. Designing an ally with sense link costs 5 Karma.

Karma Cost:

Sense Link: 5 Karma

Other Powers: 0 Karma

Spells

An ally with Sorcery power automatically receives one spell, randomly determined from the summoning character's selection, for free. Additional spells can be purchased during creation by paying Karma equal to the spell's Force. After creation, the magician must learn spells for the ally, paying the usual Karma cost, as described under the Sorcery power, p. 118.

Karma Cost:

One initial randomly chosen spell: 0 Karma

Additional initial spells: Karma equal to Force

Karma Pool

An ally spirit begins life with a Karma Pool of 1. More Karma can be donated at creation from the summoner's own Karma Pool. After creation, the summoner must use a ritual of change to transfer more Karma Pool to the spirit. An ally spirit may not have a Karma Pool greater than twice its Force. Allies can use Karma Pool in the same manner as other characters. They often use them in attempts to go free.

Karma Cost:

One initial point: 0 Karma

Additional points: 1 Karma Pool point per Karma Pool point to be added

Carter, an Owl shaman, decides to seek an ally spirit to aid him along the paths of power. The player who runs Carter sits down to design the spirit's abilities.

He decides the ally's true form will be a great owl. He also gives the ally two additional forms at a cost of 2 Karma. In addition to the owl form, the ally can appear as a powerfully built warrior armed and painted for battle and as a beautiful woman wearing a cloak and headdress of owl feathers.

Carter gives the ally an initial Force of 4. The first point costs a point of his Magic Attribute. The additional points cost 5 x (3 + 2 + 1) = 30 Karma.

All of the ally's physical Attributes are at 4, the same as its Force. The player decides to increase the ally's Strength to 7, which costs (4 + 5 + 6), or 15 Karma.

The total cost for conjuring this ally is (2 + 30 + 15), or 47 Karma.

ALLY FORMULA

Before a character can summon an ally, he must design the *ally formula*. To do this, make a Conjuring Test against a target number equal to the *complexity* of the ally. Complexity equals the Karma cost of the ally divided by 5. Round fractions off to the nearest whole number.

The base time equals the complexity times 2 in days. To determine the actual time it takes to design the ally, divide the base time by the number of successes on the Conjuring Test. If there are no successes, the design takes twice the base time. A result of all 1s means the designer cannot devise a formula. The time needed to design the formula need not be continuous, but add two more days to the design time for every day spent away from the ritual. If the ritual fails, the magician can try again, but he must reduce the complexity of the ally design, creating a less powerful ally, or increase his Conjuring Skill.

A shaman must design the ritual in a shamanic lodge with a rating at least equal to the ally's Force. A mage must use a conjuring library with a similar rating.

Each formula is specific and may only be used to conjure an ally with specific forms, Attributes and so on. If a magician translates the formula from one tradition to another, the ally's native plane may change, but everything else remains the same.

Once the summoner has designed the formula, the ritual of summoning may proceed. This ritual requires a copy of the formula because it is too complex to memorize.

Carter will summon an ally costing 47 Karma Points. The complexity of this spirit is 47 ÷ 5, or 9.4, which rounds down to 9. The base time for the design is 2 times the complexity: 2 x 9 = 18 days. Carter has Conjuring 5. He rolls a single success, so it takes the entire base time to design the ally formula. After 10 days of dancing, chanting, violent exercise and much resorting to the beer pot, he gets a call from a chummer who needs him to help on a run. The run takes 4 days, so Carter now has to work for 16 (4 x 2 = 8, 8 + 8 days left is 16) days to finish the formula. This time, 16 uninterrupted days of work allows him to put the finishing touches on a shield ornately beaded with shells and adorned with two feathers from an oracle owl. Its complex spiral designs seem to throb with meaning, though it may only be the aftereffects of that last all-nighter he spent getting the energy patterns just right.

RITUAL OF SUMMONING

A shaman must conduct the ritual of summoning in a shamanic lodge with a rating at least equal to the ally's Force. A mage must have access to a conjuring library and a hermetic circle with a similar rating. In addition, the ritual requires materials with a cost equal to the spirit's Force x 1,000 nuyen.

The base time for the ritual is a number of days equal to the spirit's Force. Make a Conjuring Test against a target number equal to the ally's Force and divide the base time by the number of successes. If no successes are rolled, the ritual takes the full base time and then fails.

Every day of the ritual, the magician must resist (Force + cumulative days)L Stun damage using Willpower. This damage is cumulative—the magician gets no time to rest and shake it off. The magician may use centering (p. 72) to help resist this Drain. If the ritual fails or is interrupted, it may be repeated at a later time, starting over from the beginning.

If the magician rolls 1 or more successes on the Conjuring Test, the spirit appears at the end of the rite. The magician pays the required Karma and 1 Magic Point to bring the spirit into full existence. The magician cannot take a geasa on this point of magic. He does not gain that point back, even if the ally spirit goes free.

To determine whether the newly created ally is under the character's control, make a Drain Resistance Test for summoning the spirit (p. 187, *SR3*). If the Drain does not incapacitate the character, the magician controls the spirit, binding it as his ally. If the magician is knocked unconscious or killed by Drain, the spirit goes free. See *Free Spirits,* p. 113. Regardless of the ritual's outcome, the summoner does *not* get the Magic Point back!

Carter enters the lodge of Owl, armed with medicine bags of rare herbs and the medicine shield bearing the formula for the ally he hopes to summon. Because the ally is Force 4, the shaman carries 4 units of ritual materials, 4,000 nuyen worth.

Carter makes a Conjuring Test with his Conjuring of 5. The Target Number is 4, the ally's Force. The player rolls 2 successes. The base time for the ritual is 4 days, divided by 2, for a total time of 2 days.

After the first day, Carter must resist 5L Stun damage. He has Willpower 5 and manages it easily. After the second day, he must resist 6L Stun damage. Carter only manages 1 success, suffering Light Stun damage.

After 48 hours in the confines of the medicine lodge, he feels a blast of cool night air cut through the thick haze of the herb-fed fires. A great spirit owl swoops through the smoke-hole to land on the young shaman's shoulder. Its cruelly curved talons grip the skin but do not break it. Its piercing eyes regard the fatigue-reddened eyes of the shaman who called it.

Carter has Charisma 6 and Magic 5 (which was 6 before the ally was conjured), suitable for one who wishes to excel at conjuring. Because his Charisma and Magic exceed the ally's Force, the Drain Code is 4M Stun damage. Even with the fatigue he suffered from the ritual, this damage is not enough to incapacitate him, so the spirit is automatically controlled.

The wide, round eyes scan the lodge and then fix themselves squarely on Carter. With a screech, the great bird rubs its head fondly against its summoner's cheek. Disciplining his reeling senses, Carter greets the ally politely and asks if the name Night Eyes would please it. The ally settles more comfortably onto his shoulder, making small sounds of pleasure. Unable to completely erase a triumphant grin from his sweat-streaked features, Carter leaves the lodge, chanting the medicine songs of his people.

RITUAL OF CHANGE

The summoner uses the ritual of change whenever he wishes to change the ally's ratings. He must have enough Karma to pay for the changes before beginning the ritual. Even though the magician is only changing the spirit's design, he must use the original ally formula for the ritual of change.

All the requirements and ratings used for the ritual of summoning apply to the ritual of change. The target number for the Conjuring Test increases by the total number of points the ritual adds to the spirit's ratings. For example, adding 2 Attribute points and 1 skill point to a Force 4 spirit results in a Target Number 7. If the character is raising the ally's Force, the target number is the Force to which it is to be raised.

Unlike the ritual of summoning, in which the spirit always goes free if Drain overcomes the magician, the spirit may only *attempt* to gain its freedom in a ritual of change.

If the Conjuring Test fails, the ally attempts to go free (see *Losing an Ally,* below). If the ritual succeeds, the magician pays the Karma for the changes to the ally. In either case, the summoner then resists Drain. If the Drain knocks its master unconscious, the spirit attempts to go free again. An ally spirit need not provide services to help its master succeed or resist Drain in its own ritual of change. It can help if it wishes, but this is one time it may refuse a service to its master.

After some time has passed, Carter decides to increase Night Eyes' Body, currently 4. The shaman has enough Karma to raise it to 6. To raise the spirit's Body to 5 costs 4 Karma and to raise it to 6 costs 5 Karma. The change from Body 4 to Body 6 will cost 4 + 5 = 9 Karma total.

Again, Carter prepares the ritual in a rating 4 shamanic lodge and procures 4 more units of the necessary materials. He also retrieves the medicine shield bearing Night Eyes' formula from its hiding place.
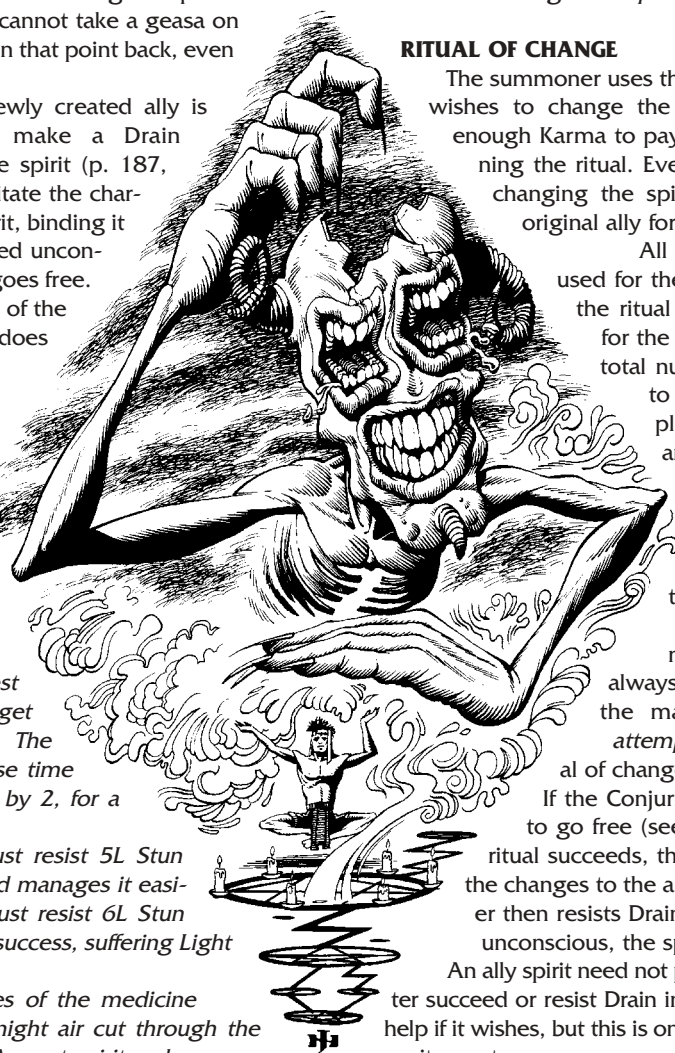
Carter makes his Conjuring Test, rolling 5 dice against Target Number 6, because he is adding 2 Body points to a Force 4 spirit. He rolls a single success. The ritual takes 4 days. The shaman must resist Drain four times, against Damage Codes of 5L, 6L, 7L, and 8L in turn. Even if he fails all four Drain Resistance Tests, the combined fatigue and Drain damage cannot knock him unconscious. The ritual succeeds, and Night Eyes now has Body 6.

LOSING AN ALLY

As long as an ally's Force remains less than or equal to its master's Charisma, it can only try to escape control if its master fails a Ritual of Change (see above) or is dying of wounds (that is, if all 10 boxes are filled in on the character's Physical Condition Monitor).

If the ally's Force exceeds its master's Charisma, the spirit can attempt to go free whenever the magician is rendered unconscious by Physical *or* Stun damage. In other words, if all 10 boxes are filled in on either the Physical or Mental Condition Monitor, the spirit can try to break free of the magician's control.

In either case, make a Success Contest, rolling the magician's Conjuring plus Charisma against a target number equal to the ally's Force. The ally rolls Force against a target number equal to its master's Charisma. If the spirit generates more successes, it goes free. The ally may use its Karma Pool to aid in this test. If the spirit goes free, the magician loses the invested Magic Point as well as access to the spirit's other abilities.

Note that the spirit does not *have* to try to escape control. If the magician has treated the spirit well; set aside Karma regularly to improve the spirit's Attributes, skills, and so on; learned spells for it; and otherwise been a good friend as well as a good master, the spirit may not *want* to go off on its own. Or, having become free, the spirit may choose to stay with its former master as a companion; a free ally spirit can perform services for anyone it chooses.

How much a free spirit will do for its former master is a roleplaying decision. It cannot be determined by a die roll. As always, the gamemaster has final say.

Carter dives to one side as a chattering burst of machine-gun fire cuts him down. Spouting blood, the shaman sprawls in the filthy gutter, mortally wounded. As his companions frantically apply first aid, a dim shape appears, hovering over the scene on mighty wings. It dips uncertainly, its outline taking on definition in the wan urban twilight. It hangs in the air, as though undecided about whether to descend or to rise into the winds of freedom. Then, with a piercing cry, Night Eyes begins to climb toward the skies that call to its innermost nature.

Carter has taken Deadly damage. This means Night Eyes might go free. The shaman rolls 11 dice: 6 for Charisma and 5 for Conjuring. His Target Number is 4. Night Eyes rolls 4 dice against a Target Number of 6. Not surprisingly, the ally generates fewer successes.

Out of the shadows, a mighty figure swoops down, diving unseen past the shadowrunners clustered around the

ally's fallen master. Landing lightly on the pavement next to Carter, the great owl brushes its beak against the injured shaman's cheek.

"I've got a pulse," one of the runners says in a relieved voice. "I think he'll make it."

BANISHING AN ALLY

Like any other spirit, an ally can be banished. The ally's summoner may add Charisma dice to Conjuring Skill when making a test to banish it, whether the spirit is bound or free.

If an ally is banished by its summoner, it is destroyed. If banished by anyone else, the ally is merely disrupted. Disrupted allies return to their home metaplane for 28 days minus the ally's Force. The ally's master can retrieve it sooner by making an astral quest to the ally's home metaplane with a Quest Rating equal to the ally's Force.

If a character banishes an ally he created, the Magic Point he invested at the ally's creation reverts to him, but he receives nothing else. If the spirit is destroyed by any other means, the magician loses the Magic Point. If a summoner attempts to banish her ally spirit and fails, the ally goes free and she does not get her Magic Point back.

A summoner may also try to destroy the ally in astral combat. If the character loses or breaks off combat, the ally goes free.

When an ally goes free, its former master often spends time trying to banish it and retrieve the invested Magic Point. Note that a magician must learn the free ally's true name (see *Free Spirits,* below) in order to banish it, or overcome it in astral combat on its native metaplane. Similarly, a free ally may spend time trying to kill its former master.

FREE SPIRITS

When a spirit escapes its summoner's control (see *Conjuring,* pp. 184–89, *SR3*), it may choose to remain in the physical world rather than returning to its metaplane of origin. Spirits who make this choice are called *free spirits.* Ever since the Awakening, a small but growing number of spirits have chosen to live on the physical plane. Some free spirits claim they have been around for hundreds, even thousands, of years before the Awakening.

A free spirit is a non-player character with free will, its own goals and tastes, and everything else that makes a character unique. Allies, elementals, loa spirits, blood spirits, nature spirits, spirits of the elements, insect spirits and zombies can all become free spirits. As far as anyone knows, watchers are not robust enough to survive as free spirits. Ancestor spirits also do not become free spirits.

BORN FREE

In a sense, the moment a spirit becomes free may be regarded as its birth.

Whenever a spirit becomes uncontrolled, the gamemaster may decide whether it becomes free. In general, however, most spirits with a Force greater than 6 become free, as well as spirits that have a long history of association with mankind, such as elementals who have been bound for more than a few weeks and spirits of man.

To determine randomly if a spirit goes free, roll a Force (6) Test for the spirit. Reduce the Target Number to 4 if the spirit is one of those listed above as likely to go free. If the spirit generates 1 or more successes, it goes free. Otherwise, it returns to the metaplanes (in the case of a nature spirit, loa spirit or spirit of the elements) or attacks its summoner (in the case of an elemental, blood spirit or zombie). Uncontrolled allies always become free spirits.

A spirit who goes free immediately gains a *true name* and a new Attribute called *Spirit Energy*, and a number of new powers (see *Powers of Free Spirits,* p. 116). Its Force and Karma Pool are equal to what they were at the time of going free. Free spirits can increase their Force and Spirit Energy with Good Karma, but they must acquire this Karma from metahumans because they cannot obtain it themselves (see *Free Spirits and Good Karma,* p. 116).

Nature spirits and other domain-specific spirits become capable of crossing into other domains when they go free, and their domain-specific powers work in other, like domains. A forest spirit can use its domain/forest-based powers in all forests, for example, but not on the city streets.

MOTIVATIONS

Free spirits seem to fall into several general categories that provide convenient ways to describe particular spirit behaviors.

Animus/Anima

Animus/anima spirits identify strongly with metahumanity and often help people in trouble. As their name suggests, these spirits tend to assume a specific gender. Even in astral space, they take on a metahumanlike form, though they are still obviously spirits. Animus spirits assume male characteristics, and anima spirits assume female characteristics. Vague rumors abound that some of these spirits become romantically involved with mortals. Others wander the Earth seeking to satisfy an intense curiosity about metahuman behavior.

Guardians

Guardian spirits seem motivated to protect the Earth from exploitation. They rarely have much use for metahumans, though guardians have been known to form alliances with people who show a concern for nature in order to hold off resource-hungry corporations. Guardians also occasionally enlist shadowrunners to help derail corporate plans for invasion of unspoiled environments.

Players

Like animus/anima spirits, players identify with metahumans, but they are interested in the power, wealth and pleasures of the physical world. Players seem to be spirits with mortal vices, which may be as innocent as an appreciation of gourmet food and drink or as perverse as a taste for BTL chips or other human addictions. Players tend to form organizations to guarantee access to the resources they need, even going so far as to become involved in major criminal syndicates.

Tricksters

Tricksters see the physical world as a big playground. They tend to interfere in human activities, often engineering complicated practical jokes for their own amusement. Some will ruthlessly destroy a person's reputation or career, or even drive a victim to suicide in pursuit of what they call "fun." Others may adopt more or less humane attitudes, acting like spiritual Robin Hoods, using their powers to take down arrogant corps and other "stuffed shirts" of metahuman society.

Shadows

More menacing than tricksters, shadows enjoy causing human fear and suffering and may enlist psychopathic metahumans to assist them (see *The Corrupted,* p. 134). Some occultists and paranaturalists theorize that these spirits are in some way addicted to the psychic energy of metahumans (and other beings) in torment. Like trickster spirits, some shadows set up complicated situations for no reason the metahuman mind can fathom. Others simply revel in bloodletting: violence and terrorism feed their "habit."

SPIRIT ENERGY

One of the things that make free spirits more powerful than other spirits is their ability to build up Spirit Energy. This energy augments the spirit's Force in various ways to give it more power than a regular spirit. A spirit cannot have Spirit Energy higher than its Force.

All free spirits receive 1 point of Spirit Energy the moment they become free. Raising Spirit Energy by 1 point costs the spirit Good Karma equal to the new Spirit Energy value. For example, a spirit with 1 point of Spirit Energy can raise it to 2 by spending 2 Good Karma Points.

When a free spirit uses a spirit power that is based on Force, add the spirit's current Spirit Energy to its Force. For example, a free fire elemental with Force 4 and Spirit Energy 3 uses its innate flamethrower spell as though it were Force 7. The physical forms of free spirits also benefit from this bonus. For example, a free forest spirit with Force 5 and Spirit Energy 5 has physical Attributes based on a total Force of 10.

Spirit Energy is also added to a free spirit's astral Initiative.

Certain situations may affect a free spirit's Spirit Energy. For example, a free spirit with a personal domain (see p. 118) doubles its Spirit Energy within that domain. At the gamemaster's discretion, other situations may also have an effect. For example, a gamemaster may decide that a free spirit of man can only use half its Spirit Energy in non-urban areas.

In desperate situations, free spirits may "burn" Spirit Energy points in order to use them as Karma Pool (see p. 246, *SR3*). A free spirit trying to fight off an attempt to bind it may sacrifice a point of Spirit Energy to buy a re-roll or a success, for example. Spirit Energy "burned" in this manner is gone forever.

TRUE NAMES

Each free spirit receives a true name the moment it becomes free. The true name of a spirit, however unusual or ordinary it may sound to human ears, expresses a complex astral formula that defines the spirit's Essence. Theorists believe

the local conditions in astral space at the time and place when the spirit goes free generate the true name, but researchers generally do not have access to true names in order to study the phenomenon.

Whenever a free spirit's true name is spoken aloud, the spirit hears it, no matter where it is. It also knows where its name was spoken, but not who spoke it. In most cases, the spirit arrives at astral speeds to confront the offender.

If a spirit's true name is spoken aloud three times in succession, the spirit is forced to appear immediately before the speaker. The free spirit will be dragged through a short cut through the metaplanes in order to arrive promptly. Free spirits called in this manner generally arrive at their destination in a terrible temper. Speaking a free spirit's true name also creates an astral signature equal to the Force of the spirit.

Anyone who knows the true name of a free spirit can attempt to enslave it, even a mundane (see *Binding a Free Spirit*).

Only someone who knows a free spirit's true name can kill or banish it. Whether a character engages the free spirit in astral combat, combat on the spirit's native plane, or banishing, if he does not know a spirit's true name, he cannot destroy it. The most he can do is disrupt it. A magician must be able to use Conjuring to banish or control a free spirit, but the character's tradition does not matter. For example, a shaman can try to control or banish a free elemental.

Because of the tremendous power their names hold over them, free spirits fiercely protect their true names. When a free spirit tells someone its "name," it uses a handle, just as shadowrunners do, and for some of the same reasons.

Learning a True Name

A character can learn a free spirit's true name in several ways. The spirit can reveal it (though that is highly unlikely). He may find it written or recorded by someone who knew it. Finally, initiates can use their metamagical powers to learn a true name. To do so, they must first determine the spirit's native plane; then they must perform an astral quest to find the true name.

Determining the Native Plane

A free spirit's native plane may be obvious or obscure. For example, it does not take a genius to guess that the gigantic thunderbird that rained all over your new convertible may be native to the Metaplane of the Sky. Lacking such subtle clues, the character must assense the spirit, or some place or object that holds the spirit's astral signature.

If the magician assenses a free spirit's aura and achieves at least 2 successes on an Assensing Test (p. 171, *SR3*), he has learned its native plane. If the spirit has the aura masking power (p. 117), only an initiate can learn the spirit's native plane by assensing.

If the character is assensing a place or item containing a free spirit's astral signature in order to learn a spirit's native plane, he must spend 1D6 uninterrupted hours studying the subject to get the information. If interrupted, he must start over. Typical subjects for this kind of study include items the

spirit has affected with its magic, someone the spirit possessed, a place where the spirit materialized, or the spirit's personal domain (see *Powers of Free Spirits,* p. 116).

Quest for the True Name

If a free spirit's native metaplane is known, an initiate can attempt to learn its true name by undertaking an astral quest there (see *Astral Quest,* p. 92). The quest has a rating equal to the Spirit Energy plus Force of the free spirit (see *Spirit Energy,* p. 114). If the character successfully completes this quest, he knows the spirit's true name. If the character sought information on the wrong metaplane, he will not realize this until he completes the quest.

Binding a Free Spirit

The powerful magic of a true name allows a character to summon a free spirit and, if a proper ritual is used, bind it. Anyone can attempt to do this, magical or mundane. However, because binding a spirit does require a ritual, characters with Conjuring are much more likely to succeed in enslaving the spirit.

To perform this ritual, a mage needs access to a Conjuring library and must prepare a hermetic circle, both with ratings equal to the Force of the spirit. Shamans must perform the ritual in a shamanic lodge with a rating equal to the Force of the spirit. Mundanes attempting to bind a spirit tend to use hermetic techniques, though at the gamemaster's discretion, someone from a tribal culture might use shamanic techniques to bind a free spirit.

The binding ritual takes only a number of minutes equal to the spirit's Force. At the end of this time, the spirit's true name is spoken aloud three times, forcing it to appear. Once it appears, the test to bind it determines whether the summoner controls the spirit.

To bind the free spirit, make a Conjuring Test, adding 3 dice to represent the compelling power of the spirit's true name. Mundanes make this test using only the 3 dice provided by the true name. The target number is equal to the spirit's Force *plus* its Spirit Energy. Rolling a single success forces the spirit to submit to the summoner. If the summoner fails to roll any successes, he has failed to bind the spirit and is left facing an angry, powerful spirit who has no reason to spare the character's life.

If the binding test succeeds, the spirit is bound. It cannot disobey specific orders, nor can it directly attack or harm its master. It must come when called, like a bound spirit, and it *never* runs out of services. It must serve as a loyal slave until its master either dies or lets it go. The spirit can work *indirectly* against its master, however, setting up plots or involving him in schemes likely to get him killed. Free spirits make valuable allies but dangerous servants.

If the attempt to bind the spirit fails, that character can never try to bind the free spirit again.

If a master releases a free spirit from his service, he can never bind it again.

Risks: An Awakened or mundane character who knows a spirit's true name poses a tremendous danger to the free spirit. He may try to bind or banish the spirit himself or may sell or

give the name to someone else in exchange for some service. Because of this, a free spirit will make every effort to stop any attempt to control it; at the least, keeping the character away from the necessary resources for the binding ritual and most likely killing anyone who fails in the binding ritual.

In general, a character is better off befriending a free spirit than binding it. Just as many runners know lethal secrets about their teammates yet continue to trust each other with their lives, a magician may know a free spirit's true name without automatically becoming its enemy.

Other Uses of True Names

A character who knows a spirit's true name may use Enchanting to create a spirit focus effective against that spirit. Standard spirit foci are *not* effective against free spirits. A character who knows a spirit's true name can also attempt to make various "unique" enchanted items to threaten or reward a free spirit (see *Unique Enchantments,* p. 46).

Banishing: A magician who knows a free spirit's true name can try to banish it, as with any other spirit (p. 189, *SR3*). The target number for this test is the Force of the spirit plus its Spirit Energy. Two magicians who know the true name of a spirit may compete to control it, as described in the same section of the basic rules. If a free spirit becomes "uncontrolled" as a result of such a contest, neither magician can ever bind it again. If one of the magicians involved in the contest had already freed the spirit from his service, and that same magician wins the contest, the spirit is freed from any bonds to either magician.

FREE SPIRITS AND GOOD KARMA

Free spirits need Good Karma to grow in power, but they cannot earn it on their own. They must receive it as a gift from living, physical beings. Karma is, after all, akin to the power of a living soul to influence its own destiny. Karma is also related to life experience, and such things are unique to an embodied soul. The spirit cannot take the Good Karma; it must be given freely.

When characters negotiate a deal with a free spirit, Karma is the usual payment, though some free spirits have a taste for resources such as services, contacts, rare goods, unique enchantments, even plain old nuyen. It all depends on the spirit's goals. Karma is not the only thing free spirits want, but they value it above all else.

The Awakened can give Good Karma to free spirits more effectively than mundanes. Also, full magicians provide more Good Karma than aspected magicians or adepts.

• Magicians can give Good Karma to a free spirit at a ratio of 1:1. Each point of Good Karma the magician spends gives the spirit 1 point of Good Karma.

• Aspected magicians and adepts can give Good Karma to a free spirit at a 2:1 ratio. Every 2 points of Good Karma the character spends gives the spirit 1 point of Good Karma.

• Mundanes can give Good Karma to a free spirit at a ratio of 3:1. Every 3 points of Good Karma the character spends gives the spirit 1 point of Good Karma.

A character with Conjuring can perform a simple ritual to improve this ratio. Make a Conjuring Test against a target number equal to the spirit's Force plus its Spirit Energy (see *Spirit Energy,* p. 114). This ritual can also be performed on behalf of other characters (to increase that character's ratio), but add +2 to the target number. If the test succeeds, improve the ratio by 1 (round fractions down). For example, a magician who succeeds in this test gives the spirit 2 points of Karma for every Good Karma spent. An adept who had the ritual performed on her behalf could give Good Karma at a 1:1 ratio, and so on.

The Conjuring Test can be made any time a character makes a "payment" to the spirit, but the character only gets one try. If a character makes a deal with a free spirit to pay it 3 Good Karma, the spirit ends up with 3 Karma. At 3:1, a mundane character has to pay 9 Karma to give the spirit 3. If a magician makes a successful Conjuring Test on behalf of the mundane, the mundane pays the Karma at 2:1, or 6 Karma. If the magician blows the test, the mundane donates the full 9 points.

Non-player Characters: Non-player characters use up Good Karma only at the gamemaster's discretion. If it suits the purposes of the story line, a non-player character may make a deal with a free spirit to give it Good Karma; a non-player character should have as much Good Karma as is necessary for the story, but gamemasters may use a guideline of Good Karma equal to the character's Karma Pool.

Uses of Good Karma

A free spirit who has obtained Good Karma from a donor can use that Karma in several ways. It can raise its Spirit Energy (see p. 114) by paying Karma equal to the new Spirit Energy value. It can also increase its Force but must sacrifice a point of Spirit Energy to do so. Each time a free spirit wishes to raise its Force by 1, it must pay Good Karma equal to 3 times the new Force to do so, plus a single point of Spirit Energy. For example, a free loa spirit with Force 5 and Spirit Energy 3 must pay 18 Good Karma and reduce its Spirit Energy to 2 to raise its Force to 6. A spirit who wishes to increase its Force but lacks sufficient Good Karma may convert Spirit Energy to Good Karma at a 1:1 ratio. In the above example, if the free loa spirit had only 16 Good Karma, it could convert 2 points of Spirit Energy to Good Karma to make up the difference.

Note that each time a free spirit increases its Force, it may gain new powers (see *Powers of Free Spirits,* below).

Free spirits may also use Good Karma to improve their skills, the same as any other character. Most commonly, free spirits with the Sorcery power increase their Sorcery Skill. Such spirits may also spend Karma to learn spells.

At the gamemaster's discretion, free spirits may also spend Good Karma to increase their Karma Pool at a cost of 10 Good Karma per single Karma Pool Point.

POWERS OF FREE SPIRITS

In addition to the standard powers for spirits of their class, free spirits have special abilities of their own. When creating a free spirit, the gamemaster may choose the spirit's powers or determine them randomly as described in *Designing Free Spirits,* p. 118.

A free spirit automatically receives 1D3 of these powers when it goes free. It may gain additional powers when it

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Gavin Lowry (order #25533)

increases its Force. To determine such a gain, roll 2D6. If the result is greater than or equal to the spirit's new Force, it gains another power. The more powerful the spirit becomes, the more fixed its manifestation and the more difficult it is to gain new powers. Free spirits that start at lower Force and grow gradually have the potential to possess more powers than those that are very strong when they go free.

In addition to the powers listed below, free spirits may also have the power of possession (see p. 99).

Animal Form

Type: P • Action: Exclusive Simple • Range: Self • Duration: Special

A free spirit can materialize in the form of a non-magical animal (see p. 19, *Critters,* for statistics). In animal form, add the spirit's Spirit Energy to the critter's normal physical Attributes and use the spirit's Force in place of the critter's mental Attributes. The animal form also has the power of immunity to normal weapons (p. 264, *SR3*), based on its Spirit Energy rather than Essence. While in this form, the spirit retains all its other powers and can speak if it wishes. It also gains the +10 materialized Initiative bonus when in this form. Killing the animal form disrupts the spirit.

Creating this animal form to inhabit on the physical plane requires the spirit to make an Exclusive Simple Action, but maintaining it takes no effort. Returning to the astral plane requires another Exclusive Simple Action.

Free nature spirits usually appear in the form of an animal native to their domain. On the rare occasions when elementals appear as animals, they use a large, powerful animal form.

Astral Gateway

Type: M • Action: Exclusive Complex • Range: LOS • Duration: Sustained

A free spirit can use the astral gateway power to bring the astral and physical planes into closer contact. The power permits anyone, magician or non-magician, to project into astral space, either to the astral plane or to the spirit's native metaplane. As long as the spirit maintains watch over the traveler's physical body, it does not suffer Essence loss (p. 173, *SR3*).

Should the spirit leave off guarding the traveler's body, however, the gateway closes. A full magician can try to find a way back to his body in the standard way (p. 173, *SR3*), but others die instantly. Non-initiates abandoned on a metaplane also die instantly.

Normally, a spirit uses this power on willing subjects. However, a free spirit with this power and the power of possession (see p. 99) can force anyone, even mundanes, into astral combat so that it may possess them. Free spirits cannot, however, use this power to suck victims into astral space and then abandon them to die.

Aura Masking

Type: M • Action: Automatic • Range: Self • Duration: Always

This power allows a free spirit to mask its aura in two ways. It can match its aura to its present physical form (animal or human) or it can make its aura look like that of a normal spirit of its type.

This power has an effect similar to metamagical masking (see *Masking,* p. 76). Use Spirit Energy in place of grade. Only an initiate can determine the true nature of a masked aura. In order to do this, the initiate must make a Magic Test against a target number equal to the spirit's Force. The initiate needs a number of successes equal to the difference between his grade and the spirit's Spirit Energy to see through the masking.

If the test is successful, the initiate knows the spirit's aura is masked and on which metaplane its true nature can be learned. If the initiate wants to view the spirit's true aura, she must undertake an astral quest to the spirit's native metaplane with a Quest Rating equal to the spirit's Force plus Spirit Energy.

An initiate who completes the quest can view the spirit's true aura. The character automatically learns the spirit's true name and gains the usual information from assensing (p. 172, *SR3*).

Free spirits with aura masking can also perceive the true nature of masked auras. The gamemaster makes a secret Force Test to see if this occurs (as described for the Magic Test in *Masking,* p. 76). Alternatively, the gamemaster may simply decide to let the spirit pierce the mask without effort.

A free spirit with this power can also deliberately mask their aura in the same manner as an initiate with masking (see *Deliberate Masking,* p. 76).

Dispelling

Type: M • Action: Complex • Range: LOS • Duration: Instant

The spirit can break spells via dispelling (p. 184, *SR3*). The spirit does so according to the standard rules, using its Force plus Spirit Energy as its effective Sorcery Skill.

Hidden Life

Type: P • Action: Automatic • Range: Special • Duration: Always

With this power, the spirit permanently places its life force in some place or thing. Destroying the hiding place destroys the spirit. As long as the hiding place remains safe, however, the spirit can never be permanently banished or destroyed by any means, and all its physical forms possess the power of regeneration (p. 13, *Critters*). Even when this power fails, however, the spirit is not destroyed, merely disrupted for a time. Even someone who knows its true name cannot destroy the spirit if it has hidden its life.

Though the spirit's life force is protected from most normal harm in this way, much depends on the nature of the hiding place. All hiding places are protected from magical or mundane damage by "armor" equal to the spirit's Force plus Spirit Energy.

A spirit can also hide its life in an animal, giving the animal the powers of immunity to age, normal weapons, pathogens and toxins, as well as regeneration. The animal's Attributes increase by a value equal to the spirit's Force. Such animals become puppets of the spirit.

Rumor has it that free spirits with this power can hide their life inside a metahuman. Presumably, the metahuman receives

the same advantages as an animal serving as a hiding place, but the effects of such a relationship on the metahuman will and mind remain unknown. The gamemaster can give a person hiding the spirit's life Mental Flaws (see p. 22, *SRComp*) equal in value to the Spirit Energy. The number of Mental Flaws will increase as the Spirit Energy increases.

Human Form

Type: M • Action: Exclusive Complex • Range: LOS • Duration: Sustained

The spirit can assume any metahuman form it desires, in a manner similar to materialization (p. 264, *SR3*). While in this shape, it has the normal physical Attributes for its type (see p. 19, *Critters*), with a bonus to each equal to its Spirit Energy. Mental Attributes equal Force. In addition, this form has the power of immunity to normal weapons (p. 264, *SR3*), based on Spirit Energy rather than Essence. The standard +10 material-ized Initiative bonus also applies. The appearance of its human form, whether male or female, old or young, beautiful or hideous, is entirely up to the spirit. Killing the human form disrupts the spirit.

Creating this human form to inhabit on the physical plane requires the spirit to make an Exclusive Simple Action, but maintaining it takes no effort. Returning to the astral plane requires another Exclusive Simple Action.

Personal Domain

Type: P • Action: Automatic • Range: Special • Duration: Always

The spirit selects some area where its powers are greater than normal. A nature spirit must choose a site in a domain appropriate to its type. The personal domain has a maximum area of 10,000 square meters times the spirit's Force.

Within a spirit's personal domain, its Spirit Energy doubles. This bonus applies to all powers and physical Attributes influenced by Spirit Energy. A spirit with Force 4 and Spirit Energy 3 would have an effective Force of 10 when using powers in its personal domain.

A free spirit with a personal domain and the possession power (p. 99) can attempt to possess *anyone*, willing or not, astrally active or not, in its domain. It forces the victim to engage in astral combat and can possess him if it wins.

A spirit cannot change its personal domain once it is chosen. If the domain is physically destroyed or drastically altered, the spirit loses its expanded power. For example, if a swamp spirit chooses a particular marsh as its personal domain, turning the marsh into a landfill destroys the domain. A spirit will, of course, fight ferociously to prevent such interference with its domain.

Some people speculate that free spirits whose personal domains are destroyed sometimes become toxic spirits, especially when the domain is destroyed by pollution (see *Toxic Nature Spirits,* p. 127).

Possession

Free spirits frequently have the power of possession, as described on p. 99.

Sorcery

Type: M • Action: Varies • Range: Varies • Duration: Varies

A spirit uses Sorcery Skill exactly like any other magician. Free allies *always* have this power. The spirit's Spell Pool is equal to its Force. The beginning Sorcery Skill rating is equal to its Spirit Energy.

Like a magician, a spirit spends Good Karma to increase its skill and learn spells (p. 180, *SR3*). A spirit, however, does not need the usual tools and props of magicians. Neither does the spirit need a teacher or a spell formula because it is always in tune with mana, the heart and source of magic. It must still spend the same amount of time a character needs to learn the spell. In addition, when casting a spell, the spirit must abide by the following rules:

· Drain does not affect the spirit. The spirit cannot, however, cast a spell at a Force greater than its own Force.
· To use Sorcery on the physical plane, the spirit must materialize. It cannot cast spells that affect the physical plane while it remains in astral space. The spirit is subject to all the normal spell-targeting rules (p. 181, *SR3*).

Wealth

Type: P • Action: Exclusive Complex • Range: LOS • Duration: Permanent

Wealth gives the spirit the power to create precious stones or metals. A spirit sophisticated in the ways of metahumans may, like a genie from the *Arabian Nights*, produce exotic fabrics, artworks and so on. Material created shows as magical when assensed and permanently carries the spirit's astral signature (p. 172, *SR3*).

The spirit can produce wealth with a base value of 1,000 nuyen times its Force. Roll dice equal to the Spirit Energy and multiply the result by the base value. For example, a spirit with Force 4 and Spirit Energy 3 can produce 3D6 x 4,000 nuyen worth of valuables once every 30 days.

Market conditions vary, of course. The gold, jewels and other precious items a spirit produces may be hard to sell. Even if a character finds a buyer who will waive a fence's fees, people will wonder where he came up with all this stuff.

A free spirit active in metahuman society often uses this power to bankroll its operations. Other free spirits do not generally use it for themselves and scoff at the excitement humans display when the spirit demonstrates its wealth power.

DESIGNING FREE SPIRITS

Gamemasters can use the following system to randomly create a free spirit. This can be used to create one from scratch for a scenario or to determine what powers a spirit has if it goes free during the course of an adventure.

Determine Spirit Type

The first step is to determine the type of free spirit. Roll 1D6 and consult Table 1 of the Free Spirit Generation Tables. If the result directs you to consult another table, go to that one and roll 1D6, and so on. Toxic spirits are described on p. 127.

The "unclassified" entry on Table 2 can be anything you wish it to be; perhaps a unique type of spirit, or a spirit that has

FREE SPIRIT GENERATION TABLES

Table 1: Basic Spirit Type

1D6 Die Roll	Spirit Type
1	Other (see Table 2)
2–3	Elemental (see Table 3)
4	Nature Spirit (see Table 4)
5	Ally
6	Toxic Spirit (Roll again on Table 4 to determine basic type)

Table 2: Other Spirit Type

1D6 Die Roll	Spirit Type
1–2	Spirit of the Elements (see Table 5)
3	Loa (see Table 6)
4	Insect Spirit (see Table 7)
5	Roll again: 1–3 Blood Spirit, 4–6 Zombie
6	Unclassified

Table 3: Elemental Type

1D6 Die Roll	Spirit Type
1–3	Roll again: 1–3 Fire, 4–6 Water
4–6	Roll again: 1–3 Air, 4–6 Earth

Table 4: Nature Spirit Type

1D6 Die Roll	Spirit Type
1–2	Spirit of Man. Roll again: 1–3 City, 4–5 Hearth, 6 Field
3–4	Spirit of the Land. Roll again: 1 Desert, 2–3 Forest, 4 Mountain, 5–6 Prairie
5	Spirit of the Sky. Roll again: 1 Mist, 2–3 Storm, 4–6 Wind
6	Spirit of the Water. Roll again: 1–2 Lake, 3–4 River, 5 Sea, 6 Swamp

Table 5: Spirit of the Elements Type

1D6 Die Roll	Spirit Type
1	Gnome
2	Manitou
3–4	Salamander
5	Sylph
6	Undine

Table 6: Loa Spirit Type

1D6 Die Roll	Spirit Type
1	Roll again: 1–3 Agwe, 4–6 Azaca
2	Erzulie
3	Roll again: 1–3 Damballah, 4–6 Obatala
4	Ghede
5	Roll again: 1–3 Ogoun, 4–6 Shango
6	Legba

Table 7: Insect Spirit Type

1D6 Die Roll*	Spirit Type
1	Ant
2	Fly
3	Mantid
4	Roach
5	Wasp
6	Roll again: 1 Beetle, 2 Cicada, 3 Firefly, 4–5 Mosquito, 6 Termite

* After determining the spirit, roll 1D6. On a result of 1–5 the spirit is true form; on a 6 the spirit is a flesh form (see p. 128).

not yet been classified, or a new magical threat, such as a new insect spirit (see *Magical Threats,* p. 123). Rather than creating a new type of spirit, the gamemaster may merely roll again.

Once the spirit type is determined, roll 2D6. On a result of 2 or 12, the spirit is a great form version of the spirit (see *Great Form Spirits,* p. 106).

Tim, as gamemaster, decides that his players will need to retrieve an item from a free spirit during their next adventure. The only prerequisite he has for this spirit is that it possesses the personal domain power. Otherwise, the spirit can be anything, so he decides to create one randomly.

First, he rolls 1D6 and consults Table 1. He rolled a 6, so the spirit is toxic! Moving to Table 4, he rolls again, getting a 4—a spirit of the land. Rolling again, he gets a 2—a forest spirit. He then rolls 2D6 to determine if the spirit is great form, and gets a 5 so it is not. So far, it looks like the runners in his game will be visiting the personal domain of a toxic forest spirit … .

Determine Spirit Attributes

Once you've determined the type of free spirit, you must generate its Force and Spirit Energy. Unless you have a particular rating in mind, roll 2D6 to determine Force.

The Spirit Energy will be 2D6 x 10 percent of the spirit's Force (round up). Treat an 11 as 0 percent and a 12 as 10 percent.

Tim rolls 2D6 and gets a 7, which will be the Force of the free toxic forest spirit. Rolling 2D6 again, he gets another 7, which means the Spirit Energy is 70 percent of the Force, or 5 (7 x .7 = 4.9, rounded to 5).

Determine Spirit Powers

Free spirits have the powers common to spirits of their type. In addition, each free spirit gains 1D3 new powers when it goes free, and more as it increases in Force. To randomly determine a free spirit's powers, roll 1D6 to determine how many powers it

has. Then roll 3D6 for each power and consult the Free Spirit Powers Table to determine what those powers are.

Note that free allies begin with whatever powers their summoner gave them. To design a free ally, the gamemaster must first design it using the rules for creating an ally. As a rule of thumb, to determine the ally's cost in Karma, roll an open-ended 1D6 for each point of Force possessed by the ally. Add the results together, and multiply by 2. The result is the amount of Karma used to design the ally.

The gamemaster may choose to give his spirit any power that suits the story line, even if it's one that free spirits don't normally possess. For example, if the free undine he has in mind really needs to have the critter influence power so it can have a pirate gang under its control, then make it so.

As a forest spirit, the free spirit Tim is creating starts out with the powers of accident, concealment, confusion, fear, guard and materialization. As a toxic spirit, it also has the powers of Corrosive Secretions and Noxious Breath.

Tim rolls 1D6 to see how many additional powers the spirit has gained, with a result of 3. He'd decided in advance that one of these powers needed to be personal domain, so he rolls 3D6 for the other two, getting an 11 and a 6. Looking under the nature spirit header, those rolls give his free toxic forest spirit the powers of animal form and possession. Those runners are going to be in for quite a surprise … .

Filling in the Blanks

At this point, random dice rolls can do little more. The gamemaster must decide what motivates the spirit, its history, how it became free and so on. In addition to fitting into an adventure in some way, each free spirit should have its own habits, quirks and goals. These need not be particularly logical; a free spirit is an alien intelligence, after all. The descriptions under *Motivations,* p. 114 provide good starting guidelines.

Choosing certain details regarding the spirit's powers may also be useful. Where is its life hidden? What is its personal domain? What spells does it use with Sorcery? The answers to these questions can have an important impact on the adventure.

Feel free to add minor powers to the spirit for flavor—the fiery pits for eyes exhibited by a free fire elemental in human form, for example, or the way a cool breeze and the sound of chimes always seems to accompany the free wind spirit.

FREE SPIRIT POWERS TABLE

Roll 3D6 Die Roll	Elemental/ Blood Spirit	Nature Spirit/ Spirit of Elements	Ally/ Loa Spirit	Insect Spirit
3–4	Animal Form	Human Form	Animal Form	Personal Domain
5–6	Astral Gateway	Possession	Astral Gateway	Dispelling
7	Possession	Astral Gateway	Possession or Sorcery	Possession
8–9	Aura Masking	Aura Masking	Human Form	Human Form
10–11	Human Form	Animal Form	Hidden Life	Aura Masking
12–13	Sorcery	Personal Domain	Aura Masking	Astral Gateway
14	Dispelling	Dispelling	Aura Masking	Sorcery
15–16	Hidden Life	Hidden Life	Dispelling	Hidden Life
17	Wealth	Wealth	Wealth	Animal Form
18	Personal Domain	Sorcery	Personal Domain	Wealth

Looking at the free spirit he generated, Tim decides that the spirit was originally summoned by a Bear shaman who lived alone in an isolated section of forest preserve on the edges of the sprawl. When a go-gang moved in and decided to use the small woods as a summer headquarters and party spot, they killed the shaman, setting the spirit free. The spirit stuck around and watched with fascination as the go-gang engaged in their petty vices for more than a year. During this time, they ravaged and despoiled the grove, turning the spirit toxic. Eventually, the gang acquired a wiz-kid shaman, whom the spirit first worked with, then possessed. It now runs the gang through the wiz-kid, seeking to satisfy the vices it has acquired through association with the gangers.

When Tim's players go to the grove to retrieve an artifact from the dead bear shaman's lodge, they'll first have to contend with the go-gang, then with the spirit itself, either in the wiz-kid's body or in the form of a foul, mutant bear.

GHOSTS

Ghosts are spirits that have characteristics associated with living beings. Some believe ghosts are the actual spirits of the dead, tied to the physical world for some reason, while others suggest ghosts are formed out of the stuff of astral space in response to powerful emotions some people experience at the time of death, an "astral echo" of a living soul. While ghosts refuse to shed any light on the debate, the fact remains that ghosts are a real part of the Sixth World.

Ghosts usually appear as phantom images of the deceased. They show up most often in cases of violent or tragic death where strong, often unresolved emotions were created, such as murders and suicides. Most ghosts are harmless phantasms in the physical world, but all of them are a danger in astral space. Some ghosts are only hostile when someone attempts to attack or banish them, while others hate all living things and attack without provocation.

It is common for a ghost to have a particular purpose for existing, usually some unresolved task or emotion tied to the

deceased. Other ghosts are little more than automatons, carrying out certain tasks over and over again like clockwork with little or no apparent awareness.

Ghosts have Force Ratings like other spirits and various powers, which differ from one ghost to the next.

HAUNTS

Many ghosts have a *haunt,* a place to which the ghost is tied. This is usually the place where the ghost came into being, such as a house or a deserted alley. This functions much like the domain of a nature spirit, and the two seem to be mutually exclusive; no shaman has reported success in summoning a nature spirit in a place claimed as a ghost's haunt. A ghost with a haunt can have various domain-dependent powers such as accident, confusion, possession, and even guard that it can use on any being coming into its haunt.

CHAIN

Some ghosts also have a *chain,* a physical object that ties them strongly to the physical world. These are typically things associated with the ghost, such as mementos and heirlooms. A ghost with a chain cannot be banished unless the chain is destroyed or in the possession of the magician attempting the banishing.

TYPES OF GHOSTS

There are two types of ghosts: *apparitions,* which cannot materialize on the physical plane, and *specters,* which can.

Apparitions

Apparitions are the most common and harmless ghosts. They are unable to materialize in the physical world but can manifest a visible and audible form like other spirits (p. 173, *SR3*). Such manifestations may include the classic chilling touch and clanking chains or a more pleasant appearance, depending on the nature of the apparition. Apparitions cannot directly affect the physical world or characters in it with any of their powers, though their appearance can certainly frighten and disturb people.

An apparition may have any of the powers that a specter has (see below) and can use them on characters in astral space. An apparition can fight in astral combat if attacked. Some apparitions are hostile and will attack astral intruders on sight. An apparition killed in astral combat or banished is destroyed unless the ghost has a chain. In that case, the ghost is only disrupted and can return in a number of days equal to 28 minus the apparition's Force.

Specters

Specters are more powerful ghosts, able to materialize and affect the physical world. Like apparitions, a specter's appearance varies greatly depending on the nature of the spirit. Some specters look like living people, though they often bear the same wounds or injuries they had when they died. Other specters look like terrifying monsters. Specters materialize and use their powers in the same manner as other spirits. They can be fought in astral combat or in physical combat when materialized. A specter banished or killed in astral combat is gone for good, while a specter killed in physical combat is merely disrupted. If the specter has a chain, even astral combat and banishing only disrupt it.

Many specters have some task they wish to see completed, after which they vanish forever. Other specters are driven by nothing more than an apparent hatred for all living things.

Specters with domain-based powers can use them only in the specter's haunt. Some very powerful specters have various free spirit powers, most commonly hidden life, possession, and sorcery (see *Powers of Free Spirits,* p. 116).

Specters

B	Q	S	C	W	I	E	R
F + 1	F − 2	F + 2 (x 3)	F	F	F	F/A	F + 1

Attacks: STR(M)
INIT: F + 11 + 1D6, Astral F + 20 + 1D6
Powers: Materialization. Other powers vary but may include: Accident, Compulsion, Confusion, Fear, Hidden Life, Noxious

The Wild Hunt

	B	Q	S	C	I	W	E	R	INIT	Attack
Hounds	4	6 (x 8)	4	—	2/6	6	6Z	5	5 + 3D6	7S
Steeds	9	8 (x 8)	9	—	2/6	6	6Z	5	5 + 3D6	6D
Hunters	8	7 (x 8)	8	—	6	8	10Z	8	8 + 3D6	10S
Huntsman	10	8 (x 8)	10	—	7	10	12Z	10	10 + 3D6	12D

Powers: The Wild Hunt as a collective entity has the following powers: Confusion, Enhanced Senses (Low-Light Vision, Thermographic Vision), Fear, Immunity (Age, Cold, Fire, Normal Weapons, Pathogens, Poisons), Magical Guard (Self), Magic Sense, Materialization, and Search. These operate using the Huntsman's Essence Rating.

Hounds have Enhanced Senses (Improved Smell) and Paralyzing Howl. Horses have Innate Spell (Flamethrower) and Noxious Breath. The hunters have Enhanced Physical Attributes (Strength, once per night, for Essence turns). The Huntsman has Animal Control (all normal animals), Cold Aura, Innate Spell (Lightning Bolt), Paralyzing Touch and Weather Control.
Weaknesses: Allergy (Sunlight, Extreme)

Breath, Paralyzing Touch (or Howl), Possession, Psychokinesis and Sorcery
Weaknesses: Some specters exhibit an Allergy to things significant to their living selves. (For example, a specter resulting from a death by burning might have an Allergy to fire.)

CONJURING AND GHOSTS

Ghosts cannot be summoned or bound by magicians, with the exception of ghosts who possess chains. A magician (or even a mundane) in possession of a ghost's chain can attempt to bind it as if it were a free spirit (see *Binding a Free Spirit,* p. 115). If the attempt fails, the ghost will almost certainly attack its would-be master.

Ghosts can be banished as normal by characters using Conjuring, though ghosts with chains cannot be banished unless their chain is destroyed or in the possession of the banishing magician.

UNIQUE SPIRITS

Spirits are one of the greatest mysteries of magic in the Sixth World. In the years since the Awakening, metahumanity has learned only a tiny amount of information about the nature of spirits and the metaplanes from which they come. Though the types of spirits and spirit powers described in this book and the basic *Shadowrun* rules comprise the vast majority of known spirits in the Sixth World, there are other spirits and astral entities that are far beyond the reach of the arts of conjuring (at least for now). Gamemasters can use these unique spirits in adventures to further the plot or provide unique allies or antagonists for the player characters.

The statistics, abilities and personalities of these spirits are left to the imagination of the gamemaster. Though all spirits have a Force and various powers, unique spirits could appear as virtually anything and have any combination of powers the gamemaster desires. The spirit's appearance and attitude may be its true nature or simply a mask the spirit assumes for dealing with the physical world.

If desired, the gamemaster can also use vastly powerful spirits like avatars and totems and related spirits like loa, idols and others as elements in their games. These beings lie far beyond game statistics and are more universal forces than NPCs, and they should be treated as such. Player characters interacting with such powerful spirits should generally only do so in the metaplanes. Totems and similar forces rarely appear in the physical world, so encounters with such beings should take the form of visions or dreams, commonly experienced during an astral quest (p. 92).

The Wild Hunt offers an example of a unique spirit.

THE WILD HUNT

The Wild Hunt is a powerful collection of spirits known to European magicians, particularly magicians from Tír na nÓg who are following the Path of the Wheel (p. 20). It is summoned by a secret metamagical technique similar to invoking, which is known only to a few powerful initiates. It has also been known to appear spontaneously. The Hunt only appears in materialized dual-natured form, never in purely astral form. Its home metaplane is known only to those able to summon it.

The Hunt appears as a pack of black, spectral hounds with green, glowing eyes. They are led by a dark-cloaked humanoid figure with glowing eyes, often with antlers on his head. Other hunters may be part of the pack, armed with swords and spears and mounted on black horses that breathe fire and smoke. The Hunt is accompanied by the baying of hounds, the blowing of trumpets and the thunder of horses' hoofs.

The Hunt only appears for a specific purpose, either to hunt down a particular individual or group or to cause mayhem and chaos. This purpose is determined by the Hunt's summoners. When it appears without being summoned, it is nearly always to avenge some injustice committed against the natural world. The Hunt's appearance never lasts for more than a night (from sunset to sunrise) and rumors say that those who can evade the Hunt all night can escape its wrath. Escape is difficult, however, because the Hunt is relentless and capable of flying through the air over any terrain or obstacle.

MAGICAL THREATS

N on-player characters who are in contact with powers beyond metahuman ken, those things no one can touch and remain sane, are considered magical threats. The madness that results from such contact gives them power and makes them dangerous. Most magical threats work alone, but when they cooperate they represent a truly epic threat. Gamemasters can use these NPCs as adversaries for the player characters and even as unwanted allies.

Deeds: The destruction of a magical threat can constitute a deed ordeal for a character seeking initiation (see *Initiation Ordeals,* p. 58).

POTENCY

Awakened NPCs who are magical threats, including toxic shamans, Petro houngans, insect shamans, blood magicians, corrupted magicians and followers of the twisted way, possess an advantage known as Potency. This represents the extra bit of power and influence that history shows always attends those with less-than-beneficial intentions. While Potency will allow a threat to climb ever-greater heights of depravity, malignance and corruption, it is precisely that power that usually proves its downfall in the end.

In game terms, Potency provides an extra pool of dice that gives magical threats an additional level of power with which to carry out their nefarious plans. The Potency Pool follows the standard rules for dice pools as explained on p. 43, *SR3.* A magical threat can use dice from its Potency Pool to add dice to any magical test. The Potency Pool refreshes at the beginning of every Combat Turn.

An NPC's Potency Rating is also added to the character's Magic Attribute, to reflect their increased power. This modified Magic Attribute applies to all standard uses for the Magic Attribute, such as determining physical Drain. The Potency modifier is not used to calculate Spell Pool for the character, however, and a threat cannot compensate for lost Potency by taking a geas. Adept threats receive a number of additional Power Points equal to their Potency.

A threat's Potency can increase or decrease during an adventure as the threat attempts to achieve certain goals. If the threat achieves the goal, its Potency increases

by 1. If it is thwarted, its Potency decreases by 1. This offers player characters a strategy: they may work to thwart a threat's goals before a confrontation, thus decreasing the threat's Potency for the climactic final battle.

SPIRIT PACT

Spirits who are magical threats do not receive Potency. However, it is possible for a threat to create a pact with a willing free spirit, allowing the two to enter into a symbiotic relationship. Usually only shadow free spirits (p. 114) will consider such an arrangement. Upon making this pact, the threat character is granted a one-time permanent bonus in Potency equal to half the spirit's Spirit Energy (round up). From that point on, the character's Potency and the free spirit's Spirit Energy are mystically linked, and any raise or decline of one also affects the other, at a one-to-one ratio. The only way to break this co-dependent bond is for one of the two to die. A threat who fails his tasks and continuously loses Potency, causing the spirit to lose Spirit Energy, will soon be discarded in a painful manner.

Some magical theorists believe such arrangements between spirits and threats are the basis for legends of magicians selling their souls to demons. Clearly, most spirits who engage in such pacts consider themselves to be the dominant force in the duo and expect the threat to obey them. Some spirits have gone out of their way to tempt threats into making a pact, using powers such as wealth or astral gateway on behalf of the character, or even offering to teach the threat spells or metamagical techniques (see *Learning Metamagic,* p. 69). Spirits may only contract one pact at a time.

Conversely, threats may seek out the true names of free spirits in order to force them into a pact of this kind. Spirits subjugated in this manner will do whatever they can to break such a bond. While spirits and threats have certainly entered into more treacherous and depraved pacts than the one described here, granting both parties a wide range of power, the details for creating such pacts are best left undisclosed.

What happens when a pact is broken may depend on whether the survivor was the dominant force in the relationship. In many cases, there seems to be no effect on the survivor at all, except that they are no longer subject to the bond. In some cases, breaking a pact greatly increases the survivor's might, as if they had absorbed some of the power of their former partner; such victors receive a permanent bonus to their Potency or Spirit Energy. In other cases, the survivor loses power by breaking the pact, suffering a loss to their Potency or Spirit Energy proportional to the power of the fallen partner. Some threats have been known to lose all magical ability when their spirit partner was destroyed. In almost all cases, magical threats who survive the death of a spirit partner gain a number of Mental Flaws (see p. 22, *SRComp*) equal in points to the spirit's Spirit Energy.

TOXIC SHAMANS

Toxic shamans are shamans whose outlook, sanity and magic have become tainted by environmental destruction and pollution. Many of them began as eco-activists intent on defending the planet from further despoilment. Despite these good intentions, either through prolonged exposure to the horrors humanity has committed or through some tragic life-changing event, their minds became warped and poisoned. They now follow a twisted path of magic, intent on extreme goals and taking drastic measures.

Toxic shamans generally fall into two camps: *avengers* and *poisoners.*

An avenger is a cynical shaman who has, for one reason or another, been turned against metahumanity by the terrible damage inflicted on the environment. They have become misanthropic to the extreme, convinced that metahumanity is nothing but a cancer that is going to kill the planet and take themselves with it. Avengers propose instead to wipe out metahumanity first (happily killing themselves once the rest of us are gone), so that the Earth can heal itself. Avengers support anything that will lead to population reduction, up to and including genocidal schemes.

Poisoners have been completely turned toward the toxic path and embrace pollution with open arms. These shamans revel in blight and disaster, spreading the poison to feed their power. Some are gleefully insane, while others are methodical nihilists. They all look forward to destroying any and all forms of life. Many of the most recent ecological disasters have been flagged as the handiwork of poisoners.

Both kinds of toxic shamans are essentially loners, driven by hatred of their species and themselves. Avengers have been known to form temporary alliances with direct-action eco-activist groups, or even strong pro-ecology governments such as Amazonia. Poisoners are sometimes drawn toward corporate powers, particularly ones that ravage the environment behind a shield of "plausible deniability." In either case, however, the toxic shaman is only loosely bound by any group ties.

A cabal of avengers is rumored to be among the more effective border security forces of Amazonia, living in the eroded ecological ruins of the worst areas of slashed-and-burned rain forest. They make ferocious magical and military attacks on any who attempt to further damage the fragile ecology of the rain forest. Meanwhile, the more balanced magicians of Amazonia work to restore and expand the habitat.

To some, the ideology of avenger shamans doesn't sound so crazy. In some minds, extreme circumstances require drastic actions. Even embittered eco-activists are frequently reluctant to work with avengers, however, because toxic shamans clearly exhibit no compassion. Avengers punish those they perceive as Earth's enemies swiftly and mercilessly, sentencing groups to death for the crime of the individual. They consider metahumanity to be a parasite on Mother Earth. As long as metahumans remain relatively benign, they may live. Any who threaten their host, however, must be exterminated.

Avengers and poisoners view each other with extreme hostility and will go to great lengths to interfere with or destroy each other.

TOXIC TOTEMS

A toxic shaman's totem is always a perverted variant of a normal totem, interpreted in light of their toxic alignment. Avengers twist their totem's ideals, while poisoners often turn

them completely around. A toxic avenger Eagle shaman, for example, views it as his sacred duty to destroy polluters as supreme examples of evil. A toxic poisoner Dog shaman would be a rabid thing, literally a ferocious destroyer of humanity, ravening for the lives of those he would normally protect.

Toxic shamans receive all the standard totem modifiers and must abide by the (perverted) ways of their totem, in the same way as a non-toxic shaman. Avengers tend to follow wilderness totems, while poisoners lean toward urban totems.

TOXIC POTENCY

A typical toxic shaman is created with Potency of 1D6 ÷ 2 (round down). Tasks to increase toxic Potency include:
• Destroy a community that is clearing wilderness land (suitable to avenger shamans).
• Assassinate executives in an organization that is either polluting the land or trying to repair environmental damage (depending on the type of shaman).
• Unleash a plague, chemical or biological warfare weapon, or other weapon of mass destruction in an urban area (suitable for a poisoner).
• Cause an oil spill, reactor meltdown or other effusion of fatal levels of toxic waste in a populated area (poisoner).
• Liberate dangerous paranormal critters from a corporate research lab, perhaps allowing them to run amok in the corp facility (avenger).

TOXIC DOMAINS

A river streaked with a half-dozen poison-bright strands of chemicals; a wood where toxic waste leaches into the soil, killing the trees where they stand; or an abandoned factory, a concrete graveyard of rusting machinery and waste tanks without a single pulse of life to show that humans lived and worked there, are all toxic domains. In such places, nature has been twisted, raped, or ground flat and embalmed in plastic and concrete. Most toxic domains exhibit a strong background count (see *Background Count,* p. 83).

The nature spirits in these areas, warped by the damage done to their domain, cannot be summoned by any sane shaman, but an insane shaman may succeed in doing so.

The powers of a mage are dispassionate. Elementals neither weep nor rejoice at human misery. Nature spirits, however, echo that which creates them, whether the pulse of life in a normal domain or the twisted poison of a toxic one.

Spirits of Man: As described above, it is fairly easy to determine if a natural domain has become toxic. Spirits of man, however, are tied to the human condition, not to environmental conditions. If it were just a question of pollution, city spirits would all be toxic, but this is not the case.

The spirits of man flourish where human love, liberty, and the energy of life abound. Even in the squalor of the Barrens, these qualities exist. Spirits of man become toxic at two extremes of the human condition: either where misery, poverty and cruelty reduce humanity to hopelessness, or where humanity is twisted by regimentation, repression and the denial of life, no matter what the level of material comfort.

Examples of the first condition include the great urban

slums where people have no hope, no drive, nothing but bleak days, one after another. Plague zones or areas ravaged by famine or natural disaster also fall into this category. And no sane shaman has reported successfully raising a spirit of man on the site of a former death camp, whether in Auschwitz, Kampuchea, or Abilene.

The second condition admirably describes many high-security corporate facilities: the land smashed flat, suffocated by concrete and asphalt, sterilized and populated with ranks of mindless wage slaves.

TOXIC NATURE SPIRITS

Normal shamans cannot conjure nature spirits from toxic domains. Only a toxic shaman can summon or control a toxic spirit. Other magicians can banish toxic spirits, but a control contest will only free the spirit if its original summoner loses control (see *Controlling,* p. 189, *SR3*).

Toxic spirits have the powers and abilities of normal nature spirits of their type (pp. 266–68, *SR3*). They all have the additional powers of corrosive secretions and noxious breath.

Toxic spirits are twisted and crippled-looking, warped by the pollution of their domain. Their nature is apparent to any observer. The toxic shaman's tests for summoning and resisting Drain are based on the Force chosen for the Conjuring Test. However, the spirit's Force is *increased* by the background count of the toxic domain—facing toxic spirits in their home domain is a remarkably bad idea.

Because of their corrupted nature, toxic spirits are not restricted by domains in the same way as normal nature spirits. A toxic shaman can summon a toxic spirit and send it, in physical form, outside the domain. If a toxic shaman in a blasted area of the Barrens (a toxic city domain) summons up a toxic city spirit, an opponent cannot escape by running into a house (hearth domain). The thing can follow him there, or anywhere.

Toxic free spirits do exist and are very, very bad news. In addition to possessing the other powers of free spirits, a toxic free spirit can engage in a symbiotic spirit pact with a toxic shaman (see p. 124).

RARE TOXICS

Toxic wujen, though rare, are known to exist. The toxic spirits of the elements that they consort with are more common, and quite dangerous. Numerous incidents have been recorded of toxic spirits of the elements appearing of their own accord (see *Spontaneous Appearances,* p. 98), taking up residence in toxic domains, and occasionally going on destructive rampages.

In game terms, use the same rules for toxic wujen as for toxic shamans; likewise, convert spirits of the elements to toxic spirits in the same manner as for nature spirits.

INSECT SHAMANS

Insect shamans are servants of insect totems and the alien agendas they pursue. The totems of insect shamans exert a strong and perverting influence over the shamans' consciousness, turning them from metahuman concerns toward the cryptic and inhuman patterns of insect spirit existence.

Unlike traditional shamans, insect shamans can summon spirits that directly embody their totem—actual insect spirits. In fact, insect shamans experience an obsessive desire to summon forth as many insect spirits as possible and ultimately to summon forth a Queen or Mother spirit. This compulsion to create a nest or hive inevitably brings them into conflict with the outside world.

Insect spirits are unable to exist in our realm in their own form; they require a "shell" in which to anchor their spirit forms. In other words, in order to summon forth an insect spirit, a live host body must be prepared for it so the spirit can "merge" with a physical form. This means that insect shamans require large numbers of victims to serve as hosts.

Once a Queen/Mother spirit is summoned, she chafes under the shaman's control and begins to vie with the shaman for control over the hive/nest. In the long run, the Queen/Mother usually prevails.

Insect shamans rarely work together and usually only do so at the request of their (usually hive) totems. When they do cooperate, however, insect shamans have great potential, as the success of the Universal Brotherhood proved to the world. Behind its façade as a charity and self-help organization, the UB prepared innumerable hosts, allowing it to bring thousands of new insect spirits into the world before its secret was exposed.

Insect shamans act as full magicians in all capacities; there are no known aspected insect magicians.

INSECT TOTEMS

Insect totems bestow no special advantages or disadvantages on their shamans, as do normal totems. Insect shamans are unique, however, in their ability to summon forth insect spirits (see *Summoning Insect Spirits,* below).

Though an insect totem usually chooses to contact a shaman as a servant for its own, unfathomable reasons, a few shamans make an extraordinary effort to contact an insect totem on their own, usually seeking to use its power for their own ends. For a time, such shamans may succeed, but the alien nature of the totem will inevitably take over. Eventually, these shamans become a tool of the power they sought to control.

It is likely that there is no such thing as insect totems and that insect shamans simply are in contact with Queen/Mother spirits, who manipulate the shamans to do their will. If insect totems exist, certainly Queen/Mother spirits act as a direct representative of the totem.

The nature and goals of insect spirits remain unclear. Some powerful and coherent insect spirits have implied that the place from which they come is overcrowded, thus they must come to our world. Whether their home "place" is a meta-plane, another "realm," or merely an imaginary construct is unknown. The behavior and activities of insect spirits clearly indicate that they are motivated by inhuman needs, desires and intelligence.

INSECT POTENCY

The mentality of most insect totems leads their followers to seek food, security and the expansion of the hive or nest. By carrying out tasks designed to procure these things, or their

analogs in society, an insect shaman can increase Potency as well as gain material wealth.

Insect shaman Potency starts at 1D6 ÷ 2 (round down). Insect tasks may seem strange or cryptic to humans. Likely tasks include:

· The nest requires the use of a certain city block for a week, beginning on a specific date. Residents must be cleared out by bribery or extortion, or else captured and "merged."

· An ideal host body must be found for the summoning of a Queen/Mother.

· A series of articles must be distributed in the datanets, leveling serious allegations against a policlub, corporation or other group that threatens the nest. If the articles can be disproved, the task is foiled.

· An assortment of Neolithic Age antiques must be stolen from several collections (both public and private) to be used as raw materials in preparing a unique enchantment.

· A cover story must be manufactured to explain the absence and/or return of a host likely to transform into a "good merge" (see below).

INSECT FORMS

Insect spirits have difficulty existing in this world in their natural spirit form. Most need host bodies to anchor them in the physical plane. Only the most powerful insect spirits can transcend the host body and exist in this world solely in their spirit forms.

In addition to the different insect classifications, insect spirits can be summoned in two forms: *flesh-form* or *true-form*.

True-Form Insect Spirits

True-form insect spirits are true spirits and follow all the standard rules for spirits. They appear as the actual insect, but man-sized and perfect in form.

A true-form insect spirit has the ability to operate in astral space in astral form and to materialize in the physical world like other spirits. Insects with wings can fly in their material form, and all insect spirits can crawl along vertical surfaces (such as the side of a building) when materialized.

All true-form insect spirits have a Force Attribute and a vulnerability to insecticides (see p. 265, *SR3*). True-form insect

spirits can be banished, but their Force is doubled for purposes of banishing.

Both worker and soldier true-form spirits exist.

Queen and Mother spirits (see p. 130) always appear as and manifest as true-form insect spirits (except for mantids; see p. 131). The Queen/Mother is a larger-than-human-sized version of the insect form, usually four to six meters long.

Flesh-Form Insect Spirits

A flesh-form insect spirit appears as a bizarre cross between the host's body and the insect appearance of the actual spirit. See the Transformation Table for characteristics. The will of the insect spirit always consumes that of the original host. All flesh-form spirits are dual beings and have a Force Attribute. Unlike true-form spirits, flesh-form spirits cannot be banished.

Flesh-Form Worker: The flesh-form worker's physical Attributes are 1 point less than the host's. Their mental Attributes equal the spirit's Force.

Flesh-form workers have the power of skill (see *Insect Spirit Powers,* p. 132) and the weakness of reduced senses (sight). They do not possess a vulnerability to insecticides.

Flesh-Form Soldier: The mental Attributes of the flesh-form soldier equal the Force of the spirit. Its physical Attributes equal the host body's Attributes plus the spirit's Force.

Flesh-form soldiers do not possess a vulnerability to insecticides. They have no natural armor, though they may wear manufactured armor. Flesh-form solitary spirits, both male and female, are treated as soldiers.

SUMMONING INSECT SPIRITS

Insect shamans can summon insect spirits in any domain. To summon a worker or soldier spirit, the gamemaster uses the Conjuring procedure found on p. 186 of *SR3*. To summon a Queen/Mother, the insect shaman must be an initiate who knows the invoking technique of metamagic. Use the following rules and the rules for summoning a great form spirit (see p. 107).

When summoned, an insect spirit must be incubated in a host body. This body is usually that of a metahuman, but in a pinch other bodies, such as animals and paracritters, will serve as well. During a period of time in weeks equal to the Force of

TRANSFORMATION TABLE	
Host's Net Successes	**Result**
0 or fewer	The host is destroyed and a true-form insect spirit emerges.
1–2	The host body transforms into a human-sized version of the insect. This includes changes in body shape and mass, additional limbs, and so on. A flesh-form is created.
3	The host body acquires some insectoid characteristics, including chitinous armor, multifaceted eyes, underdeveloped extra limbs, and so on. A flesh-form is created.
4	The host body acquires only a single physical aspect of the insect. A flesh-form is created.
5+	A "good merge" is created. The host body retains its original form and acquires the power of aura masking (p. 117). It is not, however, a free spirit and remains under the control of the Queen or shaman. Technically it is a flesh-form, but the spirit gains access to the host's memories and can mimic the host. If this ability manifests in a host occupied by a worker spirit, the ability usually remains largely unused.

the spirit, a transformation occurs. The lower the host's Willpower compared with the Force of the possessing spirit, the greater the transformation.

To determine the extent of the transformation, make an Opposed Test between the host's Willpower and the spirit's Force. If a Queen/Mother helped summon the spirit, add +2 to the host's target number. Consult the Transformation Table.

When summoned, flesh-form bug spirits have a Karma Pool of 1, true-forms a Karma Pool of 2, and Queens/Mothers a Karma Pool of 4. Good merge flesh-forms have a Karma Pool equal to half their host's Karma Pool (round up).

Once the initial incubation of the spirit has begun, there is no way to save the host (subject, as always, to gamemaster discretion). Even if the spirit taking over the host is banished or killed, the host dies.

HIVE INSECT SPIRITS

Hive insects follow a Queen and work to build a hive. The four most common hive-based insect totems are Ant, Fly, Termite and Wasp (see pp. 136–37 for statistics). Though they have individual differences, the hive structure gives them certain similarities. All work for the growth of the hive and the coming of the Queen spirit. Once the Queen arrives, her safety becomes the primary concern, for it is only through her that the hive can grow.

Hive insect spirits come in two types, each of which has two forms. The *worker* spirit, as its name suggests, performs the grunt work of the hive. The *soldier* spirit protects the hive and the Queen. Both workers and soldiers can be either true-form spirits—with astral and physical forms like other spirits—or flesh-form spirits, who merge permanently with a host and become dual-natured beings, twisted amalgamations of spirit and flesh.

Ant Spirits

Highly social beings, ant spirits cooperate exceptionally well within a single hive. Ant hives are composed of numerous workers and soldiers and one Queen. The territorial instincts of ant spirits often lead to intense rivalry between hives.

Ants are builders, constructing complex warrens with multiple levels and no apparent logic visible by human standards. Ant spirits tend to be clean, tidy and quiet. They make their hives most often below ground in areas they have either tunneled or heavily modified.

Only rarely do ant spirits work alone. The Queen or her shaman usually prefers to send them against an objective en masse. When subtlety is called for (provided the shaman can convince the Queen that rolling out the army will do more harm than good), ant spirits work in small groups of two to four.

Fly Spirits

Fly spirits have a hive of sorts, but unlike ants or wasps, they have no caste system. All members of the hive, except for the Queen, are male. The males serve as both warriors and workers but prove less skilled and less effective than ant spirits in either role.

Fly hives are chaotic, noisy, ill-kept messes that reek with the overpowering odor of refuse. Fly spirits can build their hives almost anywhere, but they prefer ramshackle, broken-down buildings and similar areas.

Termite Spirits

Termite spirits have a caste system similar to that of ants, composed of workers, soldiers and a Queen. Adept at burrowing, termite workers build cement-hard "mounds" by mixing sand with their saliva to make a fast-setting, concretelike material. Though less territorial than ants, termites fight ferociously in defense of their territory.

Termites build their hives aboveground, usually inside abandoned human structures to avoid detection, unless they are in an isolated locale. The neat, tidy interior of a termite hive strongly resembles an ant hive. The area outside the hive, however, shows the signs of the termite spirits' presence: discarded materials and random destruction.

Wasp Spirits

Wasp spirits have no caste system, and multiple females can live in a single hive. Only the Queen reaches sexual maturity. Males are territorial and not overly intelligent. Females have a malign intelligence, especially prominent in the Queen. A Queen must lay her eggs in the body of a host creature who has been paralyzed with a toxin she secretes, usually accomplished during a spirit summoning. When the eggs hatch, the larvae either merge with the host and become flesh form or feed on the host and emerge as true-form spirits.

Wasp hives are far smaller than the hives of other insect spirits but manage to cram far more spirits into the smaller area. Wasp hives must be built in high places, open to the air. Wasp spirits prefer the upper stories of buildings and other towering structures.

BUILDING THE HIVE

Prior to summoning the Queen spirit, an insect shaman may only control a number of true-form worker and soldier spirits equal to (Potency x 10). The maximum total Force they may possess is equal to (Magic x Potency x 5). Flesh-form spirits of either type do not count against this total. All these spir-

its are loyal to the shaman and will act under his direction, unless their Queen explicitly orders otherwise.

Queen insect spirits have Spirit Energy in the same way as a free spirit (see *Spirit Energy,* p. 114), though she is not a free spirit until she gains autonomy from the insect shaman. Once summoned, the Queen spirit may add all or some of her Spirit Energy to the shaman's Potency. The exact amount can change at the Queen's whim. Any Spirit Energy given to the shaman cannot be used to bolster her own Force.

Working together, the Queen and the insect shaman can summon a number of Force Points worth of spirits per day equal to the Queen's Force plus Spirit Energy plus the shaman's Magic plus Potency. A soldier spirit is worth twice its Force in points; a worker spirit is worth a number of points equal to its Force.

The maximum number of true-form spirits in a hive is equal to the Queen's Force multiplied by the shaman's Charisma for soldiers, and the Queen's Force times the shaman's Willpower times 10 for workers.

The Queen and the shaman struggle constantly to balance their opposing forces. The Queen demands the shaman sacrifice points from his Potency to increase her Force or Spirit Energy at a ratio of 2 points of Potency for every 1 point of Force or Spirit Energy. At the same time, the shaman attempts to increase Potency in order to maintain the number of insect spirits he directly controls and his personal power.

QUEEN SPIRITS

The Queen spirit is the conduit of power for the shaman. Even before being summoned, she acts as the focus of his magic, a personal totem. Once she is in the physical world, the Queen chafes under the shaman's yoke and almost immediately attempts to become free. In addition to the usual ways a spirit can go free, the Queen can try to break control in the same way as an ally (see *Ally Spirits,* p. 107), or attempt to go free whenever the shaman increases or decreases in Potency. Because the Queen and the shaman are non-player characters, the gamemaster can simply set the Queen free when it suits the adventure. An insect shaman does not have to summon the Queen spirit, but the shaman's powers quickly reach a limit without her active presence on the physical plane.

The Queen works to make her hive on Earth stronger and safer and to extend its influence. This can be a brutally direct effort to bring more spirits into the world, possess more humans, and take over territory, or a more subtle design involving use of compulsive substances, political influence, or wealth.

The original shaman (or a more competent replacement) functions as the hive's principal representative in the human world.

An insect shaman can only summon one Queen. If she is banished or destroyed, all of the shaman's magic departs with her, making the character mundane forever after. The shaman also receives a number of Mental Flaws (see p. 22, *SRComp*) equal in points to the Queen's Spirit Energy. If the Queen is disrupted, the shaman loses the use of any additional Potency she provided through her Spirit Energy (and thus any extra insect spirits controlled with that Potency) until she returns to the world.

If the Queen is destroyed, all her worker and soldier spirits, whether summoned by herself or the shaman, are also destroyed, unless they become free spirits (see *Free Insect Spirits,* p. 132).

If the Queen goes free, the shaman retains his power only if the Queen wills it. A Queen will typically only keep the shaman around if she needs aid in summoning more insect spirits or has other needs that will be difficult to fulfill. If a Queen makes a willing alliance with a shaman, they enter into a spirit pact (see p. 124).

SOLITARY INSECT SPIRITS

Solitary spirits, so called because they require no hive, are often more powerful and cunning than their communal counterparts. Some have nests where they live, but they feel no strong connection to a nest and can leave it at any time, subject to the will of the shaman (if one exists).

Insect shamans who follow solitary insect totems feel compelled to summon female insect spirits known as Mothers. Unlike Queens, most Mother spirits are capable of summoning other Mother spirits. This makes solitary insect spirits much more adept at perpetuating their nest and significantly reduces the need to keep the insect shaman around.

Solitary insect spirits are classified as males and females, instead of workers or soldiers. Calculate the flesh-form physical Attributes as if they were soldiers for both male and female. Note that not all female spirits are Mothers (except in the case of cicadas).

Beetle, Cicada, Firefly, Mantid and Roach are all examples of solitary spirits (see pp. 136–37 for statistics).

Beetle Spirits

Male beetles superficially resemble horned stag beetles. Infertile females resemble the more common ground beetle. Mother beetles usually appear as a cross between the two. Male beetles are winged; females are not.

Beetles usually dwell in or around nests overseen by one, and occasionally two, Mothers. Beetles usually tunnel into damp or moist ground to build their nests. Male beetle spirits, which are always soldiers, are generally more aggressive than the females and tend to hunt alone. They are also quite territorial and engage in non-damaging "sparring" with other male beetles in which they lock horns and wrestle.

Beetle spirits are summoned as described in *Building the Nest* (see p. 132).

Cicada Spirits

All female cicada spirits are Mothers and must be treated as such; there are no infertile female

cicadas. Male cicadas produce a loud, infernal buzzing using their abdominal membranes to announce that a cicada Mother or shaman is investing new cicada spirits.

Cicada males and Mothers are summoned as described in *Building the Nest* (see p. 132).

Firefly Spirits

Firefly spirits appear as soft-bodied beetles that intermittently emit a yellow-green glow from their lower abdomens. Generally, male fireflies glow only when agitated or when within a few dozen meters of a firefly Mother. Female fireflies flash when their nest Mother or shaman is investing new spirits. Large groups of males sometimes cluster together in buildings or trees and engage in long sessions of synchronized flashing.

Firefly spirits are summoned as described in *Building the Nest* (see p. 132).

Mantid Spirits

Mantid spirits fly in the face, so to speak, of what humanity knows about insect spirits. Generally considered destructive and malign, mantids differ from other insect spirits in one interesting respect. Though other insects seek single-mindedly to propagate their species, one of the mantid's primary goals is to consume other insects.

Singularly powerful, mantid spirits can be difficult for a shaman to control. The male mantid spirit, substantially less intelligent and less powerful than the female, exists primarily to serve the female. Male Mantid shamans are nearly unheard of; the stronger and more cunning female mantid spirit chafes under male control. Female Mantid shamans develop a stronger partnership with mantid spirits, though they, too, risk their safety in dealing with these formidable beings.

At any one time, a Mantid shaman can only control one female spirit and a number of males equal to her Magic. The shaman summons mantid spirits according to the rules given in *Summoning Insect Spirits,* p. 128. To summon a female mantid spirit, use the rules for summoning a Queen.

Male mantids serve a female for a short period of time, until the female is ready to create more mantid spirits. At that time the male and female spirits merge, after which the female can produce more spirits. The merging destroys the male spirit.

The female mantid spirit can create new mantids every 2D6 weeks. When she is ready to create new spirits, she must merge with and consume at least one male mantid to produce the energy necessary to invest the new spirits. She can consume a number of male mantid spirits whose total Force

Ratings equal her Force plus her Spirit Energy. If she exceeds that energy threshold and cannot fully consume the male mantid currently merging with her, the male retains only the Force the female could not consume. The next time the female creates new mantids, she will begin the process by consuming the half-eaten male. Each merging and consumption takes a number of hours equal to the male mantid's Force.

Following each merging and consumption cycle, a female can invest a number of new mantid spirits with a total combined Force equal to twice the Force she consumed. The investment must be made into a human host body of the same sex as the mantid spirit created. Investing a male mantid costs the female mantid spirit 1 point of the total Force available for each point of Force given to the new spirit. Investing a female mantid requires 2 points for each point of Force the newly created spirit will have. The investment process takes 1 hour per point of Force given to the new spirit. Female mantids always manifest in flesh-form, showing no signs of the insect form. Each female mantid also gains the power of aura masking (p. 117) and the memories of her host, whom she can mimic. Male mantids always invest as true-forms. Despite their different forms, the female mantid can always merge and consume the male mantid. As long as a shaman controls her, a female mantid spirit cannot produce other females, unless the shaman allows it.

Female mantids can also consume other insect spirits in place of males, using the consumed insect's Force to propagate.

Mantids tend to live among humanity, becoming as much a part of it as their alien nature permits.

Mosquito Spirits

Mosquitoes are among the most feared of insect spirits because of the female's ability to suck blood from warm-blooded creatures. The mosquito usually feeds on prey that has been physically subdued or is sleeping, draining the creature's blood until the creature dies. Male mosquitoes are fairly benign (as such things go) and usually protect the Mother mosquito while the females go hunting for blood to feed the Mother.

To suck a victim's blood, the mosquito must first make a successful attack, inflicting normal damage, to "pierce" the target. On its next action, the mosquito makes an Opposed Test using its Force against the target's unaugmented Body. Each success inflicts 1 box of damage on the target, representing the blood being sucked away. The mosquito will continue to suck until the victim is dead, and it cannot take any other actions while sucking. The target may break away by winning an Opposed Strength Test against the mosquito.

Mosquito "cocoons" must be deposited in still or very slow-moving water. They are summoned as described in *Building the Nest* (see p. 132), except that their incubation time is 10 days.

Roach Spirits

Roach spirits build nests, not because they have to, but because they like to. Male roach spirits cluster around the Mother that "birthed" them, creating the nest. More than one female roach spirit can occupy a nest (subject to the group dynamics of the Mothers), but more than three Mothers rarely share a location.

Roach spirits are summoned as described in *Building the Nest* (see below), except that their incubation time is 10 days.

BUILDING THE NEST

With the exception of mantids (p. 131), an insect shaman serving a solitary insect totem summons male and female spirits according to the rules in *Summoning Insect Spirits,* p. 128.

The shaman can only control a number of spirits of either sex equal to (Magic + Willpower) x Potency. Once he has reached that number, he cannot summon any more spirits without the aid of at least one Mother spirit. With the assistance of a Mother, an unlimited number of spirits can be brought into existence.

Mother spirits are harder to summon than males or ordinary females. The summoning takes place according to the standard insect spirit rules (p. 128), with an investiture time of 10 days. When calculating Drain, add 50 percent (round fractions up) to the Mother's Force. For example, a Mother spirit summoned at Force 5 would have an effective Force of 8 for the Drain Resistance Test. A Mother spirit has Spirit Energy (see p. 114), as do Queens, but has no other free spirit powers or abilities unless she gains her freedom. Mother spirits always manifest in true-form.

Each day, a Mother can create male and female spirits by investing host bodies with Force, up to a maximum total Force equal to her Force plus her Spirit Energy. The maximum Force the Mother can invest in a single spirit equals her own Force.

For a Mother to produce another Mother requires a number of days equal to twice the "birthing" Mother's Force, which creates another Mother with the same Force as the first. A Mother spirit cannot create other Mother spirits in this manner unless the shaman allows it or she is a free spirit. During the time the Mother spends bringing forth another Mother, she can create no other spirits. A Mother that is produced by a free spirit Mother will also be a free spirit.

FREE INSECT SPIRITS

Normally, Queens are the only hive insect spirits that become free spirits—other insects are too dependent on the hive and are destroyed when the Queen is killed. Occasionally, unusual conditions permit a drone insect spirit to become a free spirit upon the death of its Queen. This is most common for "good merges," insect spirits that have taken on the appearance and memories of their hosts. This effect may be the result of human memories and form giving the spirit an indi-

viduality lacking in the other spirits of the hive.

Solitary insects, used to more independence, are more likely than their hive counterparts to go free, especially Mothers. The gamemaster can decide if any given insect spirit becomes a free spirit, keeping in mind that such spirits are rare. Alternatively, the gamemaster can make a Force Test for each spirit when its Queen/Mother dies, using a target number equal to twice the Queen's/Mother's Force plus Spirit Energy. Good merges make a test against the Queen's/Mother's Force plus Spirit Energy. Spirits that make a successful test go free.

If an insect spirit goes free, it immediately gains 1D3 free spirit powers and 1 point of Spirit Energy. The spirit is no longer bound to a Queen or an insect shaman and can pursue its own agenda and goals. Free insect spirits retain all their other abilities and gain Spirit Energy and power in the same way as other free spirits (p. 114). They cannot, however, summon or produce other insect spirits as can a Queen Spirit.

Many insect spirits gain the ability to feed on other spirits when they go free. Treat this as essence drain power (p. 10, *Critters*) that works only against spirits. For every 4 Force Points drained from a target, a free insect spirit with this power gains 1 Karma Point.

A free insect spirit can be a trickster, a shadow, or a hunter. As the name implies, hunters prey upon other spirits and exist solely to dominate through destruction.

Because the home plane of insect spirits is an unknown and alien place, only insect shamans may undertake astral quests to determine a free insect spirit's true name. Others who try invariably die or go insane.

INSECT SPIRIT POWERS

Insect spirits have certain special powers, mostly focused in the Queen/Mother. True-forms also possess the standard spirit powers per the basic *Shadowrun* rules.

Animal Control (Insects)

Type: M • Action: Complex • Range: LOS • Duration: Sustained

A Queen/Mother can send swarms of normal insects of her own type to gather information (experiencing through their senses), attack en masse (deadly in the case of wasp spirits), and so on.

Aura Masking

Type: M • Action: Automatic or Simple • Range: Self • Duration: Always

This power is the same as the aura masking of free spirits (see p. 117). However, because the insect spirit does not have its own Spirit Energy, use the Queen's/Mother's Spirit Energy for all tests. If the Queen/Mother has not yet been summoned, use the grade of the insect shaman who summoned the spirit.

Compulsion

Type: P • Action: Complex • Range: LOS • Duration: Sustained

A Queen/Mother can exude a wide variety of pheromones that create overriding compulsions in humans. She can affect anyone smelling these essences, which are effective to a dis-

tance of her Force in meters. She can also secrete the pheromones in a form that can be mixed into food or drink, used as a drug, and blended with other substances.

Make an Opposed Test between the Queen's/Mother's Force and the target's Willpower. Each net success allows the Queen/Mother to control one of the target's actions. The spirit must control the target immediately upon exercising the Compulsion power; it cannot compel a target's future actions.

Share Minds

Type: M • Action: Automatic • Range: Special • Duration: Always

All spirits under the control of the Queen/Mother with this power share a constant two-way telepathic bond. Any of her subjects can send her a telepathic message with a Free Action, and she can do likewise in return. Through it, she can also see and hear anything they are experiencing by taking a Free Action to do so. She can only use one subject at a time in this manner.

This bond only connects the Queen/Mother and her subjects. For a subject to contact another subject, they must relay a message through the Queen, and few consider sending such messages worth risking her displeasure.

Skill

Type: M • Action: Complex • Range: Self • Duration: Always

When summoned, a worker can have any one Build/Repair or other non-magical skill the summoner chooses. It can use this skill with a rating equal to its Force.

Summoning

Type: M • Action: Exclusive Complex • Range: Special • Duration: Permanent

Queens and Mothers use the summoning power to bring other insect spirits into the physical world using the rules in this chapter.

BLOOD MAGIC

Blood magic is practiced by initiates of several magical traditions, including voodoo, Aztec, and some sects of druids and nature magicians. It is also said to be practiced by secretive magical societies such as the Black Lodge and Ordo Maximus. The most famous and successful practitioners of blood magic are the Aztlan blood mages, a cult that follows a magical tradition that can be traced back to their Mesoamerican ancestors.

Because of the visceral and usually murderous nature of sacrificing, it is illegal in most nations. This includes all the nations of North America except for Aztlan, where it may be practiced legally only by initiates of certain prescribed (read: Aztechnology-sanctioned) magical groups. In his will, the dragon Dunkelzahn placed a bounty of 1,000,000 nuyen on blood-magic users, and the Draco Foundation supports this bounty (see p. 27, *Portfolio of a Dragon*).

SACRIFICE GEAS

The sacrifice geas *cannot* be learned without the aid of a group that already knows the technique. The sacrifice geas requires the character to kill a sentient being once every 24 hours in order to maintain the use of his magic, otherwise the geas is broken. The character must be in physical contact with the victim, so the killing must be done with the bare hands or a personal weapon (knife, sword, spurs, club and so on). Killing by spell or ranged weapon does not count for fulfilling this geas.

SACRIFICING METAMAGIC

Sacrificing *cannot* be learned without the aid of a group that already knows the technique. It can never be learned by a self-initiate. Some magical threats learn sacrificing from astral quests or spirits, but player characters cannot follow the same path without losing their sanity.

An initiate using sacrificing can reduce Drain of any Magical Skill test by drawing on the life energy of a willing or unwilling "donor."

To use sacrificing, the initiate inflicts a physical wound on the donor, who must be within arm's reach. For symbolic purposes, the damage must be inflicted with a melee weapon wielded by the initiate and must draw blood. The donor must be restrained or otherwise incapable of resisting. The initiate makes a Melee Combat Skill test with a Target Number 2 as part of the Complex Action of the spellcasting. The initiate may choose not to use all the successes in order to inflict lesser damage. The donor makes a normal Damage Resistance Test, except that Combat Pool dice cannot be used.

The spell is cast at the same time as the wound is inflicted. Each box of Physical damage inflicted on the donor reduces the effective Force of the spell for the purpose of calculating Drain without reducing the Force for the Sorcery and Spell Resistance Tests. For example, 4 boxes of Physical damage allow the caster to resist the Drain of a Force 9 spell as if the spell were only Force 5. If the damage kills the donor, the effective Force of the spell is reduced an additional amount equal to half the donor's Essence (round down).

Only sentient creatures can be used as donors. The most common donors are humans and metahumans, along with whatever paranormal critters the gamemaster considers acceptable (sasquatches and dragons certainly qualify). Spirits cannot be used as donors unless the spirit inhabits a living body, such as an ally spirit inhabiting an animal form.

An initiate can also use *himself* as a donor, inflicting physical damage and drawing on his own life force to reduce the Drain of his spells. Assume a character can inflict any desired level of Physical damage on himself.

Many magical scholars believe sacrifice (both as an ability and as a geas) is incredibly dangerous and can only lead to grave consequences.

Characters who know sacrificing metamagic can also summon blood spirits (see p. 133).

BLOOD SPIRITS

Blood spirits can only be conjured by initiates who know the techniques of sacrificing metamagic. Blood spirits are primarily summoned by magicians from Aztlan and—much more rarely—by magicians of other traditions. A blood spirit is summoned from the blood of a sacrificed creature. The Force of the spirit is dependent on the nature of the creature sacrificed (consult the Blood Spirit Table). Because it requires a blood sacrifice, summoning a blood spirit is illegal in most parts of the Sixth World. Blood spirits are also notoriously dangerous and difficult to control and *always* turn on their summoner if freed.

Summoning Blood Spirits

Conjuring a blood spirit takes a number of hours equal to the desired Force. At the end of the ritual, the sacrifice is made—the victim must be killed for the sacrifice to work. The summoner makes a Conjuring Test against the desired Force of the spirit. Each success indicates one service the blood spirit will perform. Blood spirits are bound and controlled in the same way as elementals and may be used for remote service like elementals (p. 187, *SR3*). The summoner resists Drain normally (p. 162, *SR3*).

Awakened animal sacrifices add +1 to the Maximum Force (for example, a devil rat could be sacrificed to summon a Force 2 blood spirit). If the sacrifice is an initiate or equivalent Awakened critter (such as a dragon), the conjurer can use invoking (p. 75) and summon the blood spirit in its great form (p. 106).

The blood spirit appears in physical form as a cloud of blood-red mist or a blood-red humanoid with claws, wings and a hooked beak. The spirit must remain within Force x 100 meters of sentient beings and cannot venture outside this range. Blood spirits use their essence drain power to replenish the Essence they lose. They cannot gain greater than their Force

BLOOD SPIRIT TABLE	
Sacrifice	Maximum Force
Small animal (cat, rat)	1
Medium animal (dog, ocelot)	2
Large animal (jaguar, horse)	3
Mundane sentient	Essence
Awakened sentient	Magic

in additional Essence. If a blood spirit is prevented from draining Essence to replenish itself, it will turn on its summoner.

Blood spirits can become free spirits (p. 113). A free blood spirit is a terrifying entity indeed. It still must feed on living Essence to survive, though free blood spirits only lose 1 point of Essence per week rather than 1 point per day. Free blood spirits have been known to engage in spirit pacts with magical threats (see *Spirit Pact,* p. 124).

Blood Spirit

B	Q	S	C	W	I	E	R
F + 1	(F + 2) x 3	F – 2	F	F	F	F/A	F + 1

INIT: (F + 1) + 10 + 1D6, Astral (F + 1) + 20 + 1D6
Attack: Strength (M)
Powers: Essence Drain, Fear, Guard, Materialization, Noxious Breath
Weaknesses: Essence Loss (1 point per day)

THE CORRUPTED

Shamans are not the only magicians drawn to strange and twisted forms of magic. Others face the threat of corruption as well. In some ways, the corrupted are far worse than toxic or insect shamans. It can be argued that such shamans are victims of fate, but the corrupted *choose* their path. These magicians draw on the deepest and most terrible side of human nature, milking human misery, death and despair for all the power it can give them. The corrupted do not always achieve this alone. They are sometimes aided by spirits as twisted and terrible as they, tempters who offer magicians power beyond their wildest dreams.

To increase Potency, the corrupted magician must cause human misery and suffering upon which to "feed." Each corrupted magician establishes a personal style or "flavor" of harm that he or she inflicts. Some are demented serial killers, carrying out arcane rituals in conjunction with their murders, while others are vice-merchants who revel in the slow and sure destruction of human lives through the drugs, chips, or other poisons they peddle. Some of the corrupted lead cults of devoted followers, delighting in crushing the human spirit, while others work to lead innocents into temptation. For every human vice and misery, there is one of the corrupted who considers it an art form. Success in these plots increases the Potency and power of the corrupted magician.

The corrupted operate secretly, but eventually the greater and greater atrocities required to increase Potency reveal their true nature. The magician constantly works to balance the need to hide from the authorities and the burning desire for more power. Many of the corrupted become drifters to better conceal their activities. No matter how sane or normal a corrupt magician may appear, all the corrupted suffer from a deep and abiding sickness of the spirit that qualifies them as sociopathic,

if not outright psychopathic. A corrupt magician might be a raving madman or a quiet and unassuming professional person, but both are in touch with powers no sane magician can experience.

Shadow free spirits (p. 114) have the ability to enter into a symbiotic pact with a corrupt magician, as described under *Spirit Pacts,* p. 124.

Corrupt Potency

The corrupted begin with a Potency of 1D6 ÷ 2 (round down). Tasks to increase Potency vary depending on the corrupt magician but may include:

• Killing a certain number of victims in a prescribed ritual manner during certain celestial alignments or other auspicious times.

• Corrupting an innocent person into committing a crime or other act against their nature.

• Addicting a certain number of people to a particularly degrading or dangerous vice.

• Destroying a symbol of hope, achievement, or happiness for one or more people.

PETRO VOODOO

Though followers of voodoo (p.19) are shamans, they have a tradition similar to the corrupted. Voodoo is a path born in the crucible of slavery and oppression. Petro voodoo feeds on the fires of revenge and hatred sparked by that legacy. A houngan who practices Petro voodoo calls on all the hateful and terrible aspects of the loa to exact revenge against those the houngan considers unjust, behaving much like avenger toxic shamans (see p. 124). A Petro houngan increases his Potency Rating by taking actions suitable to his twisted goals.

The Petro pantheon is similar to the loa described on pp. 103–4, but they often go by different names. Ghede, for example, is Baron Samedi, the loa of graveyards, zombies and evil magic. Legba is known in Petro as Carrefour, the patron of demons and the powers of the night. Erzulie goes by the name Ge Rouge ("of the Red Eyes") and is the embodiment of the vengeful woman scorned, and so on. The loa spirits summoned by Petro houngans have the same abilities as standard loa spirits.

Petro houngans tend to be more skilled at controlling zombies; they can control a number of zombies at one time equal to (Charisma + Potency) x 2.

THE TWISTED WAY

Adepts focus inward to find magic. Some adepts look into themselves and find nothing but rage, hatred and despair, or a cold and inhuman disregard for life. These wretched souls often become followers of the Twisted Way. They draw upon the most terrible emotions in the depths of their spirits to fuel their magic, shaping themselves into living weapons, predators that prey on other people. Like all magical threats, adepts who follow the Twisted Way gain Potency. For them, Potency provides additional Power Points that can be spent on powers suited to their twisted personal path. Losses in Potency remove these additional powers in the same manner. A follower of the Twisted Way can manifest tremendous power over time.

Followers of the Twisted Way are also known to manifest actual physical changes as their Potency grows. Many become more feral and bestial, gaining claws, fur and sharp teeth, or scaly hide and slitted pupils. Others become twisted and hideous or even gain a cold, inhuman beauty. There is no definite pattern to these changes, though they tend to manifest hand-in-hand with new powers; a gain in Potency might result in a scaly hide that grants mystic armor or strange eyes that provide improved vision.

Followers of the Twisted Way can be facilitated by shadow spirits in the same way as the corrupted (see *Spirit Pacts,* p. 124).

TWISTED POTENCY

Followers of the Twisted Way begin with a Potency of 1D6 ÷ 2 (round down). Tasks to increase Potency may include:

• Stalking and killing a certain type of victim in a way that challenges the hunter and creates maximum fear in the victim.

• Defeating a certain type of opponent in mortal combat.

• Clearly proving the adept's superior skill in a particular area, such as stealing a well-guarded item or killing a well-protected individual.

• Gaining dominance over a group of followers through superior strength, skill and cunning.

INSECT SPIRIT TABLE

Ant	B	Q	S	C	I	W	E	R	Attacks
Soldier	F + 1/F	(F + 4) x 4	F + 4	F	F	F	F/A	F x 2	(STR)M

INIT: Reaction + 10 + 1D6, Astral Reaction + 20 + 1D6
Powers: Enhanced Senses (Smell), Materialization, Paralyzing Touch, Venom
Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

	B	Q	S	C	I	W	E	R	Attacks
Worker	F – 2/F – 3	F x 3	F + 2	F	F	F	F/A	F	(STR)M

INIT: Reaction + 10 + 1D6, Astral Reaction + 20 + 1D6
Powers: Enhanced Senses (Smell), Materialization, Skill
Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

	B	Q	S	C	I	W	E	R	Attacks
Queen	F + 5/F	(F + 6) x 5	F + 6	F	F	F	F/A	F x 3	(STR)S

INIT: Reaction + 10 + 1D6, Astral Reaction + 20 + 1D6
Powers: Animal Control (Ants), Compulsion, Enhanced Senses (Smell), Fear, Materialization, Paralyzing Touch, Share Minds, Summoning, Venom
Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

Beetle	B	Q	S	C	I	W	E	R	Attacks
Male	F + 3/F x 2	(F + 1) x 4	F + 6	F	F	F	F/A	F x 2	(STR)S

INIT: Reaction + 10 + 1D6, Astral Reaction + 20 + 1D6
Powers: Enhanced Senses (Smell), Materialization
Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

	B	Q	S	C	I	W	E	R	Attacks
Female	F + 2/F	(F + 2) x 3	F + 2	F	F	F	F/A	F x 2	(STR)M

INIT: Reaction + 10 + 1D6, Astral Reaction + 20 + 1D6
Powers: Enhanced Senses (Smell), Materialization
Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

	B	Q	S	C	I	W	E	R	Attacks
Mother	F + 2/F x 2	(F + 2) x 4	F + 4	F	F	F	F/A	F x 3	(STR)S

INIT: Reaction + 10 + 1D6, Astral Reaction + 20 + 1D6
Powers: Animal Control (Beetles), Compulsion, Enhanced Senses (Smell), Fear, Materialization, Paralyzing Touch, Summoning, Venom
Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

Cicada	B	Q	S	C	I	W	E	R	Attacks
Male	F + 2/F – 2	(F + 1) x 4	F + 3	F	F	F	F/A	F	(STR)L

INIT: Reaction + 10 + 1D6, Astral Reaction + 20 + 1D6
Powers: Enhanced Senses (Smell), Materialization
Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

	B	Q	S	C	I	W	E	R	Attacks
Mother	F + 3/F	(F + 2) x 4	F + 2	F	F	F	F/A	F x 2	(STR)S

INIT: Reaction + 10 + 1D6, Astral Reaction + 20 + 1D6
Powers: Animal Control (Cicadas), Compulsion, Enhanced Senses (Smell), Fear, Materialization, Share Minds, Summoning, Venom
Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

Firefly	B	Q	S	C	I	W	E	R	Attacks
Male/Female	F/F – 2	(F + 1) x 4	F + 1	F	F	F	F/A	F x 2	(STR)L

INIT: Reaction + 10 + 1D6, Astral Reaction + 20 + 1D6
Powers: Enhanced Senses (Smell), Materialization
Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

	B	Q	S	C	I	W	E	R	Attacks
Mother	F + 1/F	(F + 2) x 4	F + 1	F	F	F	F/A	F x 2	(STR)M

INIT: Reaction + 10 + 1D6, Astral Reaction + 20 + 1D6
Powers: Animal Control (Firefly), Compulsion, Enhanced Senses (Smell), Fear, Materialization, Share Minds, Summoning, Venom
Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

Fly	B	Q	S	C	I	W	E	R	Attacks
Male	F/F – 2	(F + 1) x 4	F + 2	F	F	F	F/A	F x 2	(STR)M

INIT: Reaction + 10 + 1D6, Astral Reaction + 20 + 1D6
Powers: Enhanced Senses (Smell), Materialization, Pestilence
Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

	B	Q	S	C	I	W	E	R	Attacks
Queen	F + 4/F	(F + 4) x 5	F + 4	F	F	F	F/A	F x 3	(STR)S

INIT: Reaction + 10 + 1D6, Astral Reaction + 20 + 1D6
Powers: Animal Control (Fly), Compulsion, Enhanced Senses (Smell), Fear, Materialization, Share Minds, Summoning, Venom
Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

Mantid	B	Q	S	C	I	W	E	R	Attacks
Male	F + 2 /F + 1	(F + 5) x 4	F + 3	F	F	F	F/A	F x 3	(STR)M

INIT: Reaction + 10 + 1D6, Astral Reaction + 20 + 1D6
Powers: Enhanced Senses (Smell), Materialization, Venom
Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

Female	H* + F /F	(H* + F) x 4	H* + F	F	F	F	F/Z	*	(STR)S

* Female mantids are flesh-forms; use the host's Attribute Rating as the base, calculate Reaction normally.
INIT: Reaction + 10 + 1D6, Astral Reaction + 20 + 1D6
Powers: Animal Control (Mantids), Compulsion, Enhanced Senses (Smell), Fear, Share Minds, Summoning
Weaknesses: Vulnerability (Insecticides)

Mosquito	B	Q	S	C	I	W	E	R	Attacks
Male	F/F	(F + 3) x 4	F + 3	F	F	F	F/A	F x 2	(STR)M

INIT: Reaction + 10 + 1D6, Astral Reaction + 20 + 1D6
Powers: Enhanced Senses (Smell), Materialization, Paralyzing Touch
Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

Female	F – 1/F – 1	(F + 3) x 4	F + 2	F	F	F	F/A	F x 2	(STR)M

INIT: Reaction + 10 + 1D6, Astral Reaction + 20 + 1D6
Powers: Enhanced Senses (Smell), Materialization, Paralyzing Touch, Pestilence
Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

Mother	F + 2/F	(F + 3) x 4	F + 2	F	F	F	F/A	F x 2	(STR)M

INIT: Reaction + 10 + 1D6, Astral Reaction + 20 + 1D6
Powers: Animal Control (Mosquito), Compulsion, Enhanced Senses (Smell), Fear, Materialization, Paralyzing Touch, Pestilence, Share Minds, Summoning
Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

Roach	B	Q	S	C	I	W	E	R	Attacks
Male	F + 2/F + 1	(F + 4) x 4	F + 2	F	F	F	F/A	F x 2	(STR)M

INIT: Reaction + 10 + 1D6, Astral Reaction + 20 + 1D6
Powers: Enhanced Senses (Smell), Materialization, Venom
Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

Mother	F + 3/F + 2	(F + 3) x 4	F + 1	F	F	F	F/A	F x 2	(STR)S

INIT: Reaction + 10 + 1D6, Astral Reaction + 20 + 1D6
Powers: Animal Control (Roach), Compulsion, Enhanced Senses (Smell), Fear, Materialization, Share Minds, Summoning, Venom
Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

Termite	B	Q	S	C	I	W	E	R	Attacks
Worker	F – 2/F – 3	F x 3	F + 3	F	F	F	F/A	F	(STR)M

INIT: Reaction + 10 + 1D6, Astral Reaction + 20 + 1D6
Powers: Enhanced Senses (Smell), Materialization, Skill
Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

Soldier	F + 1/F	(F + 4) x 4	F + 5	F	F	F	F/A	F x 2	(STR)M

INIT: Reaction + 10 + 1D6, Astral Reaction + 20 + 1D6
Powers: Enhanced Senses (Smell), Materialization, Paralyzing Touch, Venom
Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

Queen	F + 5/F	(F + 6) x 5	F + 6	F	F	F	F/A	F x 3	(STR)S

INIT: Reaction + 10 + 1D6, Astral Reaction + 20 + 1D6
Powers: Animal Control (Termite), Compulsion, Enhanced Senses (Smell), Fear, Materialization, Paralyzing Touch, Share Minds, Summoning
Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

Wasp	B	Q	S	C	I	W	E	R	Attacks
Male	F/F – 1	(F + 4) x 4	F + 3	F	F	F	F/A	F x 2	(STR)M

INIT: Reaction + 10 + 1D6, Astral Reaction + 20 + 1D6
Powers: Enhanced Senses (Smell), Materialization, Paralyzing Touch, Venom
Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

Female	F + 1/F – 1	(F + 4) x 4	F + 4	F	F	F	F/A	F x 2	(STR)M

INIT: Reaction + 10 + 1D6, Astral Reaction + 20 + 1D6
Powers: Enhanced Senses (Smell), Materialization, Paralyzing Touch, Venom
Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

Queen	F + 4/F	(F + 5) x 5	F + 5	F	F	F	F/A	F x 3	(STR)S

INIT: Reaction + 10 + 1D6, Astral Reaction + 20 + 1D6
Powers: Animal Control (Wasp), Compulsion, Enhanced Senses (Smell), Fear, Materialization, Paralyzing Touch, Share Minds, Summoning, Venom
Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

THE GRIMOIRE

T his chapter describes a number of spells that are commonly used in the shadows. The name given for each spell is the typical name used by shadowrunners. Spellcasters from different backgrounds may have different names for their spells, but their effects, and their game statistics, remain the same.

Each spell has the following characteristics: Type, Target, Duration and Drain. Except where noted, if a spell has two versions (for example, Slay and Slaughter), the first version affects a single target while the second creates an area effect.

Type is either Mana (M) or Physical (P). See p. 178, *SR3,* for more information.

Target is the target number of the spell. Willpower (W), Body (B), Intelligence (I) and Force (F) are the most common target numbers. Spells that affect non-living objects use Object Resistance (OR) as the target number (see p. 182, *SR3*). Other spells have a specific target number listed. Spells cast on an unwilling target require a Spell Resistance Test (p. 183, *SR3*).

Duration is either Instant (I), Sustained (S), or Permanent (P). See p. 178, *SR3,* for more information.

Drain consists of a modifier to the Drain's Power (based on half the spell's Force, rounded down) and the Drain Level, the base Damage Level the Drain causes. Some spells, such as those that inflict or heal damage, have a variable Drain Level. The Drain Level is based on the level of damage the spell may cause or heal. If a modifier would raise the Drain Level above Deadly, add +2 to the Drain Power instead for each level above Deadly.

COMBAT SPELLS

Any combat spell from the *SR3* rules can be given a range of Touch by reducing the spell's Drain by 1 level, creating spells such as Death Touch (p. 191, *SR3*) and Stun Touch (below).

All combat spells are damaging and are resisted by the target.

Shattershield
Type: M · Target: F · Duration: I · Drain: (M)

The Shattershield spell is a Deadly damage spell specifically designed to break through astral barriers. The caster must be touching the barrier's physical component or astral form. The target number is the Force of the barrier. For the barrier to resist the spell, make a test using its Force in dice (the creator of the barrier can also add spell defense dice to this test, regardless of his location). If the caster achieves more successes than the barrier, the barrier is destroyed. Otherwise, there is no effect.

Slay (Race/Species)
Type: M · Target: W · Duration: I · Drain: −1(D)
Slaughter (Race/Species)
Type: M · Target: W · Duration: I · Drain: +1(D)

These powerful spells inflict Deadly Physical damage. Each race or species requires a separate Slay or Slaughter spell: Slay Ork, Slay Human, Slay Dog, Slay Western Dragon, Slay Elemental and so on. The spell discriminates based only on biological species, not social status or any other quality.

Spiritbolt
Type: M · Target: F · Duration: I · Drain: −1(Damage Level)
Spiritblast
Type: M · Target: F · Duration: I · Drain: −1(Damage Level +1)

These spells work like Manabolt and Manaball (p. 191, SR3), respectively, except they only damage spirits.

Stun Touch
Type: M · Target: W · Duration: I · Drain: −1(Damage Level −1)

This spell works like Stunbolt (p. 191, SR3), except the caster must touch the target.

Wreck (Object)
Type: P · Target: OR · Duration: I · Drain: +1(Damage Level −1)
Ram (Object)
Type: P · Target: OR · Duration: I · Drain: +1(Damage Level −2)

Wreck is a version of Powerbolt (p. 191, SR3) that works only against a specific inanimate object. Each different type of object requires a separate Wreck spell: Wreck Vehicle, Wreck Door, Wreck Gun, Wreck Computer and so on.

Ram works just like Wreck, except the caster must touch the target.

DETECTION SPELLS

Detection spells can only be cast on willing *subjects.* Each spell provides a new or enhanced sense to the subject, which is then directed at *tar-* gets, who can resist detection of the sense by making a Spell Resistance Test (p. 183, SR3) using Willpower. The results reduce the caster's successes.

The range of the sense provided by a detection spell is (Force x Magic) meters. To turn any detection spell in the basic SR3 rules into an Extended Sense (see p. 56) version, increase the Drain Level of the spell by one level. This increases the range of the sense to (Force x Magic x 10) meters.

Most detection spells require the caster to touch the subject of the spell (see *Touch Range,* pp. 49, 56). To convert touch-range spells into spells that will work on subjects within line of sight, increase the Drain Level by one level.

Analyze Magic
Type: M · Target: F · Duration: S · Drain: (L)

This spell allows the subject to analyze a spell, spirit, or magical item as if assensing it. The Force of the spell, spirit, or focus is the target number. To determine the information the subject acquires, consult the Assensing Table (p. 172, SR3); Aura Reading Skill may *not* be used as a complement to this spell. The caster must touch the subject of the spell.

Animal (Sense)
Type: M · Target: W · Duration: S · Drain: (M)

Animal Sense enables the subject to borrow a single sense of any non-sentient, non-paranormal animal. Unlike other detection spells, this spell does not provide a new magical sense that targets can resist. Instead, the animal whose sense is borrowed resists the spell. If successful, the subject uses the animal's sense as if it were his own; anything "sensed" by the animal sense does not make a Resistance Test. Any Perception Tests made using the sense are limited to a maximum number of successes equal to the successes achieved when casting this spell.

The subject uses only the sense of the target animal, not his own. The subject has no control over the animal's actions and cannot target spells using the animal's sight. The animal must be within range of the spell. As long as the caster sustains the spell, the subject can switch to the sense of any other animal within range as a Simple Action. Each different sense requires a different spell: Animal Sight, Animal Smell, Animal Sonar (only useful on creatures like bats) and so on. The caster must touch the subject of the spell.

Astral Window
Type: M · Target: F · Duration: S · Drain: (L)

This spell allows the subject to see through astral barriers (which are normally opaque) on the astral plane. Each net success achieved by
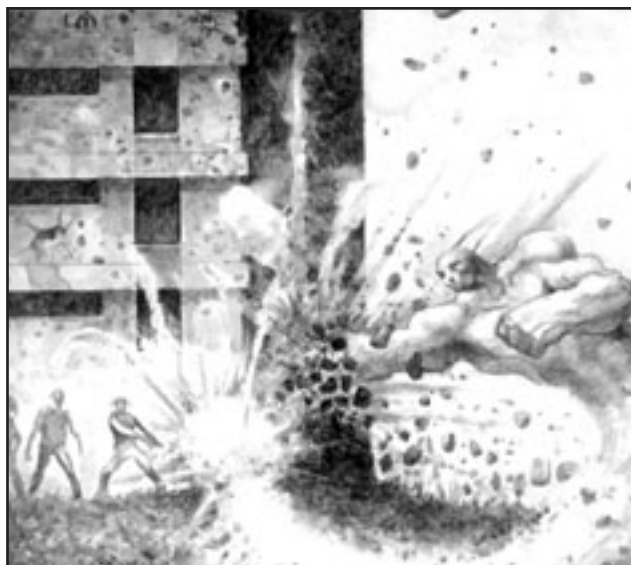
the caster allows the subject to see through 1 Force Point of astral barrier (up to a maximum equal to the Force of the spell). If the caster's successes do not equal or exceed the Force of the barrier, the barrier remains opaque to the subject. The barrier resists this spell using Force. Only the subject can see through the barrier. Magicians cannot cast spells at targets they see through a barrier using Astral Window. Using this spell does not alert the creator of the barrier. The caster must touch the subject of the spell, and the subject must be astrally active.

Catalog
Type: P • Target: 6 • Duration: S • Drain: +1(M)

An area-sense spell, Catalog allows the subject to compile a comprehensive, itemized list of all the non-living items within the area of the spell. If the Sorcery Test is successful, the subject can write or dictate a list of the quantity of all items in range of the sense in a manner similar to automatic writing. Extra successes indicate the level of detail and description the list provides. Once the spell is dropped, the caster will not recall the exact numbers or items. If there are items in the area that the subject would not recognize by sight, they will be listed as "unknown." The caster must touch the subject of the spell.

This spell is often used to check inventories against theft and offers a means of checking manifests to ensure that no contraband is being smuggled among other items.

Diagnose
Type: M • Target: W • Duration: I • Drain: −1(L)

This spell gives the subject information on the target's general health and any illnesses, injuries, or other medical problems the target might have. One success tells the subject if the target is healthy or ill and provides a general idea of the target's Essence (normal or low). Three successes diagnose a specific illness or injury and five successes detect specific viruses (such as HMHVV) and internal injuries. The maximum successes allowed equal the Force of the spell. The caster must touch the subject of the spell.

Enhance Aim
Type: M • Target: 6 • Duration: S • Drain: (M)

The subject of this spell can more easily hit targets (who are within range of the sense) with ranged attacks. For every 2 net successes on the Sorcery Test, the subject receives a −1 target number modifier, with a maximum modifier equal to half the spell's Force. This effect is cumulative with non-cyber targeting devices (laser sights, scopes, smartgoggles and so on) and with optical-based cyberware (optical vision magnification), but not with electronic-based cyberware (smartlinks). The caster must touch the subject of the spell.

Eyes of the Pack
Type: M • Target: 6 • Duration: S • Drain: (M)

This spell allows the subject to use the sight of any voluntary metahuman targets within range. As long as the caster sustains the spell, the subject can see through the eyes of any member of the "pack" (switching to another target requires a Simple Action). The subject does not have any control over the target's actions and cannot cast spells or astrally perceive through the borrowed vision. Successes for any Perception Tests made using the borrowed sight may not exceed the number of successes achieved in casting this spell. Anything seen through the borrowed sight does not resist the spell. The caster must touch the subject of the spell.

Night Vision
Type: P • Target: 6 • Duration: S • Drain: +1(L)

This spell grants a voluntary subject low-light vision like that provided by the low-light cybernetic enhancement (p. 300, *SR3*). The caster must touch the subject of the spell.

Translate
Type: M • Target: 4 • Duration: S • Drain: (M)

This spell sets up a low-level telepathic connection between the subject and a voluntary target, allowing them to understand each other's speech as if the subject spoke the target's native language. The spell generally translates intent better than exact phrasing, and so cannot be used for delicate diplomacy where the tact of a skilled translator is needed, but it does find its uses for international corporate and government types. The successes on the Sorcery Test indicate the quality of the translation, up to a maximum number of successes equal to the spell's Force. The caster must touch the subject of the spell.

HEALTH SPELLS

All health spells require the caster to touch the target. To convert these spells to line-of-sight range, increase the spell's Drain Level by one level.

Alleviate Allergy
Type: P • Target: 10 − Essence • Duration: S • Drain: (Allergy Level)

This spell allows the caster to block or reduce an allergy's effects on the target. Every 2 successes reduce the allergy's severity by one level, with a maximum number of successes equal to the spell's Force. The spell does not remove the allergy, only alleviates its effects. The spell does not aid against Vulnerabilities (p. 265, *SR3*). For example, if a vampire is exposed to sunlight while under the effects of Alleviate Allergy, the subject is protected from the harmful effects of the sunlight. Alleviate Allergy does not protect the vampire from the additional damage caused if he is attacked with a wooden weapon. This spell only alleviates the effect of one allergy at a time.

Allergies have four severity levels (see p. 15, *Critters*), which equate to the four Damage Levels for purposes of determining Drain: Nuisance (L), Mild (M), Moderate (S) and Severe (D).

Awaken
Type: M • Target: 4 • Duration: I • Drain: −2(Stun Damage Level)

A single success when casting the Awaken spell causes an unconscious target to become immediately awake and alert. The target remains conscious for a number of minutes equal to the spell's Force times the caster's successes. At the end of that period, the character relapses into unconsciousness. This spell does not cure Stun damage—it only temporarily mitigates its

effects. A character brought to consciousness using this spell still suffers half their Stun damage modifiers.

Cause Allergy
Type: P · Target: 10 – Essence · Duration: S · Drain: +2(Allergy Level +1)

This spell can cause the target to suffer from an allergic reaction chosen by the caster of the spell. The caster chooses a severity level and the specific material the target will react to, at the gamemaster's discretion (see the description of the critter weakness Allergy, p. 15, *Critters*). The target resists the spell using Body. If the spell is successful, the subject suffers the effects of the allergy. Every 2 additional successes stage the severity level up one level, to a maximum of Severe. Severe allergies to some substances (such as sunlight or iron) can be fatal if sustained long enough. For as long as it is sustained, the Alleviate Allergy spell cancels the effects of this spell.

Allergies have four severity levels, which equate to the four Damage Levels for purposes of determining Drain: Nuisance (L), Mild (M), Moderate (S) and Severe (D).

Cripple Limb
Type: P · Target: B · Duration: S · Drain: +1(S)

This spell can cripple any organic limb (arm, leg, tail, fin, wing) the caster touches. It has a Threshold (see p. 50) equal to half the subject's Body and is resisted using Body. If the spell succeeds, the affected limb becomes difficult to use while the spell is sustained. For any tests made using the limb, add a target number modifier equal to the Force of the spell plus any successes above the Threshold.

Decrease Reaction
Type: M · Target: 10 – Essence · Duration: S · Drain: +1(D)
Decrease Cybered Reaction
Type: P · Target: 10 – Essence · Duration: S · Drain: +2(D)

Decrease Reaction decreases the Reaction Attribute of the target. The target resists using Reaction. Every 2 net successes reduce the target's Reaction by 1, to a maximum reduction equal to the Force of the spell. Targets whose Reaction is reduced to 0 still roll Initiative dice, but they automatically fail Surprise Tests. This spell will not affect targets whose Reaction is boosted by cyberware.

Decrease Cybered Reaction works the same as above but also affects targets whose Reaction is cyber-enhanced.

Decrease Reflexes –1
Type: P · Target: 10 – Essence · Duration: S · Drain: +2(D)
Decrease Reflexes –2
Type: P · Target: 10 – Essence · Duration: S · Drain: +4(D)
Decrease Reflexes –3
Type: P · Target: 10 – Essence · Duration: S · Drain: +6(D)

Decrease Reflexes reduces the number of Initiative dice available to the target up to the number indicated (–1, –2, or –3). Every 2 net successes on the Sorcery Test remove one Initiative die. The target resists the spell using Reaction. Any character who loses all his Initiative dice as a result of this spell uses Reaction for Initiative.

Fast
Type: M · Target: 4 · Duration: P · Drain: –2(M)

This spell allows the target to ignore feelings of hunger or thirst for (Force + successes) x 12 hours after the spell becomes permanent. This does not alleviate the need for food or water, only the desire for them and the symptoms of going without. Wealthy people often use Fast as a "diet spell."

Intoxication
Type: P · Target: B · Duration: P · Drain: +1(D)

This spell causes inebriation. Add the rating of blood filters to the target's Body for the Spell Resistance Test. The target suffers a +1 target number modifier for each net success on the Sorcery Test, up to the Force of the spell. Antidote and Detox can negate the effects of this spell, using the spell's Force as the toxin's Strength. Otherwise, the target recovers completely from the spell's effects after Force ÷ 2 hours.

Nutrition
Type: P · Target: 4 · Duration: P · Drain: +1(M)

The Nutrition spell provides a target with nourishment, allowing them to live off pure mana for (Force + successes) x 12 hours. The spell prevents starvation and dehydration, but it does not satisfy feelings of hunger or thirst.

Preserve
Type: P · Target: 4 · Duration: P · Drain: +1(M)

Preserve prevents inert organic matter from drying out, decaying, or putrefying. It can be used on such mundane things as food and drink, but it is most often used by forensic spellcasters to protect cadavers from decay before autopsy, or to preserve small organic samples (hair, skin) taken from a crime scene for use as a material link (see *Ritual Sorcery,* p. 34). The material remains preserved for (Force + successes) x 12 hours after the spell is made permanent.

ILLUSION SPELLS

DIRECTED ILLUSION SPELLS

Agony
Type: M · Target: W · Duration: S · Drain: (M)
Mass Agony
Type: M · Target: W · Duration: S · Drain: (S)

Agony inflicts an illusion of terrible pain on the target. The target suffers a target number penalty equivalent to filling in a number of Stun damage boxes equal to the caster's net successes. The maximum successes allowed equal twice the spell's Force. This is not actual damage, only a measure of the effect of the spell.

If the caster generates 10 or more successes, the subject is racked with pain, unable to move or act. The target can make a Willpower (Force) Test each Initiative Pass in which they have an action; if they achieve more successes than the caster on this test, they manage to ignore the incapacitating pain and act for one Action (though they still suffer a +4 target number modifier).

Blindness
Type: P · Target: I · Duration: S · Drain: +1(M)
Mass Blindness
Type: P · Target: I · Duration: S · Drain: +1(S)

These spells impose a modifier to all visual Perception Tests made by the target at +1 for every net success, up to a maximum equal to the Force of the spell. The target has to take a Simple Action and make a Perception Test to see *anything*. The spell interferes with the brain's ability to receive visual information, so targets with cybereyes are affected. Cameras and other visual sensors are also affected.

Chaff
Type: P · Target: OR · Duration: S · Drain: (S)
Flak
Type: P · Target: OR · Duration: S · Drain: (D)

Chaff is a version of Chaos (p. 195, *SR3*) that only affects non-living sensor devices. The sensor is bombarded with a storm of input; for each success on the Sorcery Test, the sensor receives a +1 target number modifier, up to a maximum equal to the Force of the spell.

Dream
Type: M · Target: W · Duration: S · Drain: (M)

The caster may craft any type of dream image and transmit it to a sleeping target. The images cannot cause actual harm but may entertain, relax, or frighten. Successes determine the dream's vividness and complexity. Targets who have severe nightmares do not recover Stun damage while they persist, and any rest during that time is lost. The target will vividly remember the dream when awakened. The Dream spell is often cast using ritual sorcery (p. 34) as a means of sending warnings, threats, or torment to an enemy. It is also used in modern psychological and therapeutic counseling involving directed dreaming.

Flash
Type: P · Target: I · Duration: I · Drain: (S)

This area-effect spell creates a physical illusion of a bright flash of light. Targets in the area resist the spell using Intelligence. Each net success scored by the caster blinds the target, adding +1 to target numbers, with a maximum modifier equal to the spell's Force. This modifier is reduced by –2 per full Combat Turn as the character's vision returns to normal. Flare-compensation cyberware reduces the modifiers by –2. Because this is a physical illusion, cameras, cybereyes and other sensors are affected.

Stink
Type: M · Target: W · Duration: S · Drain: (M)
Stench
Type: M · Target: W · Duration: S · Drain: (S)

These spells create an illusion of a sickening stench. Every net success adds +1 to the victims' target numbers, up to a maximum equal to the Force of the spell, as they gag and retch. At the gamemaster's discretion, a character who suffers a target number modifier higher than his Willpower must make a Body (Force) Test at the beginning of each Combat Turn or spend the turn throwing up.

INDIRECT ILLUSION SPELLS

Camouflage
Type: M · Target: 4 · Duration: S · Drain: (L)
Physical Camouflage
Type: P · Target: 4 · Duration: S · Drain: +1(L)

This spell colors the subject in a camouflage pattern that mimics his or her surroundings. The camouflage coloring adds a +4 target number modifier to Perception Tests to see the subject and to ranged combat attacks made against the subject.

Camouflage works against living viewers, Physical Camouflage also works against technological sensors.

Double Image
Type: M · Target: 4 · Duration: S · Drain: (S)
Physical Double Image
Type: P · Target: 4 · Duration: S · Drain: +1(S)

Double Image creates an exact image of the subject that appears next to them and mimics everything they do. The caster must touch the person who is being "duplicated." The caster has limited control of the double and can adjust its movement (to keep it from walking through walls and so forth), though in tight quarters this may be difficult. A character who does not fully resist the spell will not be able to tell the original and double image apart; the double sounds, smells and looks like the original. The double is insubstantial; bullets and melee attacks will go right through it. Physical Double Image affects technological sensors as well.

Foreboding
Type: M · Target: 4 · Duration: S · Drain: (D)

This area spell gives any living beings who enter its range feelings of imminent danger, fear and unease. Characters will simultaneously feel chilled and nervous; their hackles will rise and they'll feel slightly panicked. In game terms, any character who wishes to stay in the area or move through it must succeed in an Opposed Willpower Test against the spell's net successes. If they fail, they're too spooked to stay in the area and must leave it immediately.

Hot Potato
Type: M · Target: 4 · Duration: S · Drain: (M)

This area-effect spell creates the illusion that all metal within the range is extremely hot to the touch. Characters who do not fully resist the spell must succeed in an Opposed Willpower Test against the spell's net successes or drop anything metal they are holding (if they are wearing something metallic, they must take it off). A character who maintains contact with metal is distracted by the "burning" sensation and suffers a target number modifier equal to the spell's net successes, to a maximum equal to the spell's Force.

Vehicle Mask

Type: P • Target: 4 • Duration: S • Drain: +1(S)

This is similar to a Physical Mask spell (p. 195, *SR3*) but is specifically used to mask vehicles (including drones). The caster can only mask vehicles with a Body equal to or less than the spell's Force. The vehicle must be masked to look like another vehicle of roughly the same size (Body). This spell can also affect a vehicle's Signature Rating; every 2 net successes can be used to raise or lower the Signature by 1, to a maximum modifier equal to the spell's Force.

MANIPULATION SPELLS

CONTROL MANIPULATIONS

All control manipulations are resisted by the target's Willpower and have a Threshold (see p. 50) equal to half the target's Willpower.

Alter Memory

Type: M • Target: W • Duration: P • Drain: D

This spell allows the caster to alter a single memory of the target, even erasing it altogether. The Threshold is half the target's Willpower. Each time the subject is confronted by the falseness of the memory, another Resistance Test is made against the caster's original successes. If the subject scores enough successes to overcome the spell, the subject's true memories return. Successes are not cumulative.

Calm Animal

Type: M • Target: W • Duration: S • Drain: (M)

Calm Pack

Type: M • Target: W • Duration: S • Drain: (S)

Calm Animal calms any single creature of animal-level intelligence, making it non-aggressive while the spell is sustained. The Threshold is half the target's Willpower.

Compel Truth

Type: M • Target: W • Duration: S • Drain: +1(M)

This spell forces the target to speak only the truth. The Threshold is half the target's Willpower. The target can say something he or she *believes* to be true, even if it is not. The subject may choose not to speak or to withhold information but cannot directly lie.

The UCAS and CAS consider the use of this spell by law enforcement authorities to be a violation of a suspect's right against self-incrimination. Other nations have been known to use this spell (among others) to get to the truth in legal cases.

Control Animal

Type: M • Target: W • Duration: S • Drain: (S)

Control Pack

Type: M • Target: W • Duration: S • Drain: (D)

Similar to the Control Thoughts spell (p. 196, *SR3*), Control Animal only works on nonintelligent animals (as determined by the gamemaster). The Threshold is half the target's Willpower. Paranormal animals can resist this spell with either Willpower or Essence, whichever is higher.

BERGTING

Mob Mind
Type: M • Target: W • Duration: S • Drain: +1(D)

An area version of Control Thoughts (p. 196, *SR3*), Mob Mind only targets those within range of the spell. In large crowds, only some parts of the crowd may be affected by the spell. Each person in the crowd resists the spell individually, but the gamemaster may choose to make a single test for a large NPC group; pedestrians are assumed to have Willpower 3. Targets must be controlled en masse; they cannot be given separate actions to undertake. The Threshold is half the target's Willpower.

Mob Mood
Type: M • Target: W • Duration: S • Drain: +1(S)

An area version of Control Emotion (p. 196, *SR3*), this spell gives the caster control of a crowd's mood. Only those within range of the spell will be targeted, so in large crowds only part of the crowd may be affected by the spell. Each person in the crowd resists the spell individually, but the gamemaster may choose to make a single test for a large NPC group; pedestrians are assumed to have Willpower 3. The Threshold is half the target's Willpower.

ELEMENTAL MANIPULATIONS

Laser
Type: P • Target: 4 • Duration: I • Drain: +1(Damage Level +1)
Nova
Type: P • Target: 4 • Duration: I • Drain: +1(Damage Level +2)

The Laser spell fires a beam of coherent light at the target that causes burning damage like a laser with elemental light effects (p. 52). Creatures allergic or vulnerable to sunlight take additional damage from this spell (p. 15, *Critters*). Nova is an area-effect version of Laser that creates a searing wave of intense light that sweeps over the targets.

Steam
Type: P • Target: 4 • Duration: I • Drain: (Damage Level +1)
Smoke Cloud
Type: P • Target: 4 • Duration: I • Drain: (Damage Level +2)

Steam creates a blast of hot fumes that are directed at a target, inflicting Stun damage and creating elemental smoke effects (see p. 52). Smoke Cloud is an area-effect version that creates a thick wave of choking smoke over an area. The effects of these spells block vision, adding a +4 perception modifier to Perception Tests. Air filters add half their rating (round down) as armor against this spell.

Thunderbolt
Type: P • Target: 4 • Duration: I • Drain: (Damage Level +1)
Thunderclap
Type: P • Target: 4 • Duration: I • Drain: (Damage Level +2)

These spells strike the target with an explosion of air, making a thunderous noise. In addition to causing Stun damage and the elemental effect of blast (see p. 52), the spell deafens the target for 1 Combat Turn for every 2 successes generated by the caster (up to a maximum equal to the spell's Force).

TELEKINETIC MANIPULATIONS

Animate
Type: P • Target: OR • Duration: S • Drain: +1(M)

This spell causes inanimate objects to move. The object moves according to its structure (balls can roll, rugs may crawl, humanoid statues can walk, and so on). The spell imparts a certain amount of flexibility, allowing solid objects such as statues to move as if they had joints. The caster can only move the whole object, not just one part of it, such as computer keys or vehicle weapons. Maximum movement rate is a number of meters per turn equal to the Magic x successes (up to a maximum equal to the spell's Force). The gamemaster may reduce this rate at his discretion. Use the caster's successes for Strength or Quickness if necessary.

Bind
Type: P • Target: Q • Duration: S • Drain: +2(M)
Net
Type: P • Target: Q • Duration: S • Drain: +2(S)

The target of the Bind spell is constricted by invisible bands of magical energy, which wrap around the target and impede the movement of his limbs. The target's Quickness is used as the caster's target numbe, and for the target's Spell Resistance Test. Combat Pool dice may not be used. Targets bound in this manner cannot move normally; they may attempt to crawl, hop or dodge, but reduce their Quickness by the caster's successes (to a maximum equal to Force) for purposes of determining movement rate or Combat Pool.

The target can attempt to break the bands by making a Strength (Force) Test. The target must achieve more successes than the caster achieved in the Sorcery Test to break free.

Both spells may be used against inanimate objects such as sentry guns or drones to restrict moving or rotating parts, though this may not stop some drones and vehicles, depending on their method of propulsion.

Catfall
Type: P • Target: 4 • Duration: S • Drain: +1(M)

The Catfall spell slows a subject's fall and ensures that the subject always lands upright. Multiply the successes by the spell's Force to determine the maximum distance in meters the subject may fall without danger of injury. If the subject falls a greater distance, subtract the maximum distance of the spell before calculating damage.

Deflect
Type: P • Target: 4 • Duration: S • Drain: +2(M)

The Deflect spell protects the subject by turning aside ranged combat attacks. Every 2 successes give the subject an additional Combat Pool die, up to a maximum number of bonus dice equal to the spell's Force. These dice can be used only for Dodge and Damage Resistance Tests against ranged physical attacks. The effects of this spell are subtle enough to be discounted as a missed shot or poor aim (at least at first).

Gecko Crawl
Type: P • Target: 4 • Duration: S • Drain: +2(M)

The Gecko Crawl spell allows the subject to walk along vertical or overhead surfaces at a movement rate equal to Magic x successes (maximum equal to Force) in meters per turn. The subject is still affected by gravity and will fall if separated from the surface. The gamemaster may require Climbing Tests in order for the subject to climb especially slick surfaces.

Lock
Type: P • Target: 4 • Duration: S • Drain: +2(M)

This spell telekinetically holds any door, portal, closure, or other similar object closed with a Strength equal to the successes (up to twice the spell's Force).

Mana Bind
Type: M • Target: Q • Duration: S • Drain: +1(M)
Mana Net
Type: M • Target: Q • Duration: S • Drain: +1(S)

These mana versions of the Bind and Net spells (see p. 145) only work against living or magical targets.

Redirect
Type: P • Target: 4 • Duration: I • Drain: +1(Damage Level)

This spell captures the energy of a melee attack (against the caster or anyone within line of sight) and redirects it as telekinetic force toward another target as a ranged combat attack. The caster of the spell must have delayed his action (see p. 103, *SR3*) and must cast Redirect after the melee attack succeeds but before the target resists the damage. If the spellcasting successes do not exceed the melee attack successes, the attack hits as normal. (If the caster was being attacked, he may only resist with Body, not Combat Pool.) If the caster achieves more successes, the attack inertia is instantly redirected toward any target within line of sight. At least one net spellcasting success is necessary to succeed in the ranged attack. Extra successes (up to the spell's Force) improve the attack per the standard rules. The redirected attack has a base damage equal to the melee attack's damage. The target of the redirected attack may dodge and resist as normal. The Power of the redirected attack cannot exceed the spell's Force.

Shape Earth
Type: P • Target: 4 • Duration: S • Drain: +2(M)

This spell moves and shapes a number of cubic meters of earth equal to the caster's Magic. The material can be moved and reshaped in any way the caster desires, at a Movement Rate equal to 1 meter per success (up to a maximum equal to the spell's Force) per Combat Turn. This allows the caster to rapidly dig or fill in holes or tunnels, dig trenches, or push over earthen barricades. The spell only works on soil and rock, not processed mineral materials such as glass, metal, or concrete, and the spell's Force must at least equal the Barrier Rating of the material affected (1 for loose soil, 2 for packed earth, 4 for gravel or loose rock and 6 or more for stone). Material reshaped by the caster remains in its current form when the spell ends. If that form cannot be supported by the material, it will collapse.

Shape Water
Type: P • Target: 4 • Duration: S • Drain: +2(M)

This spell works in the same manner as Shape Earth (see above), but it affects water.

Use (Skill)
Type: P • Target: 6 • Duration: S • Drain: +2(L)

Use Skill is a limited form of the Magic Fingers spell (p. 197, *SR3*), allowing the caster to use a single skill telekinetically. The successes determine the maximum rating at which the skill may be used (up to Force). The caster must know the skill. Separate spells exist for each skill. The gamemaster determines which skills may be used in this manner. Typical examples include Use Unarmed Combat, Use Electronics, Use Demolitions and so on. Only skills that require a physical action can be used with this spell.

TRANSFORMATION MANIPULATIONS

Alter Temperature
Type: P • Target: 4 • Duration: S • Drain: +2(M)

This spell can change the ambient temperature in an area, increasing or decreasing it by 5 degrees centigrade for every 2 successes, with a maximum change equal to the spell's Force times 5 degrees (for example, a Force 4 spell could alter the temperature no more than plus or minus 20 degrees centigrade). The gamemaster may judge any effects of extreme temperature on the area affected, but usually sufficiently high or low temperatures will cause characters without proper protection to suffer 4L Stun damage each minute of exposure. The temperature may also interfere with the operation of some machines.

Astral Armor
Type: M • Target: 6 • Duration: S • Drain: +1(M)

This is an astral version of the Armor spell (p. 198, *SR3*). It protects a single subject from astral combat attacks and only works in astral space. One success surrounds the character with a magical field that provides an Armor Rating equal to the Force of the spell. Extra successes do not add additional armor. This spell does not protect the subject from the effects of background count or mana warps.

Clean (Element)
Type: P • Target: 6 • Duration: P • Drain: +1(S)

This area spell clears all impurities out of a volume of air, earth, or water, leaving it completely clean. Each element requires a separate spell. For example, Clean Air could be used to cleanse a room of toxic fumes, or Clean Water could purify a drinking supply. Successes determine how thoroughly the element is cleaned; muddy water would require only 1 or 2 successes to clean, but contaminated runoff could require as many as 5 successes to make it drinkable.

Control Fire
Type: P • Target: See text • Duration: S • Drain: +2(M)

This area-effect spell controls normal flames within line of sight. The target number is the Power Rating of the flames. The

caster can cause the flames to move up to 1 meter per success, provided there is fuel for them to burn. The caster can also cause the flames to flare or die out, increasing or decreasing the Power Rating by 1 for every 2 successes (with a maximum change in Power equal to Force). This spell cannot affect magical fire (such as fire elementals) but can affect flames created by the effects of spells such as Ignite or those created by elemental effect (fire) spells.

Small campfires typically have a Power of 3 or 4, but a burning building or forest fire may have a Power as high as 15 or 20.

Create Food
Type: P • Target: 4 • Duration: P • Drain: +1(S)

This spell produces food out of thin air. The number of successes (to a maximum of the spell's Force) equals the number of adult humans the food will serve. Created food is plain but filling. With the gamemaster's permission, extra successes can be used to improve the quality of the food.

Fashion
Type: P • Target: 6 • Duration: P • Drain: +1(L)

This spell instantly tailors clothing, transforming garments into any fashion the caster wishes. The successes measure the degree of style in the tailoring. The spell cannot change clothing's protective value, only its cut, color and fit. The weight of the clothing does not change, and it must cover approximately the same amount of area (a jump suit can't be converted into a bikini). This spell cannot change clothing with a total Armor Rating (ballistic and impact) higher than Force (+1 per 2 successes). The caster must touch the clothing.

Firewall
Type: P • Target: 4 • Duration: S • Drain: +2(S)

Creates a wall of flames with a height equal to half the spell's Force in meters and a length or radius equal to half the caster's Magic. The flames do (Force)M damage to anything coming in contact with them and provide Partial Cover for anyone behind the wall (p. 112, *SR3*). A Firewall is not solid and does not block attacks, though it may ignite objects that pass through it with a successful elemental secondary effects roll (p. 52).

Fix
Type: P • Target: OR • Duration: P • Drain: (S)

The Fix spell repairs damage to non-living materials, including vehicles. The caster must touch the object. Fix can repair any item with a weight equal to the caster's Magic in kilograms or less. It can only repair broken items when all the pieces are present. Each success repairs 1 point of Barrier Rating (or box of damage), up to a maximum equal to the Force of the spell. The Fix spell can only be used once to repair any set of damage.

Flame Aura
Type: P • Target: 4 • Duration: S • Drain: +2(M)

The Flame Aura spell creates a rippling aura of flames around a subject's body, extending out a number of centimeters equal to the spell's successes.

Anyone attacking the subject in melee combat must resist (Force)M damage. Impact Armor protects against this damage if the gamemaster decides the attacker struck with an armored portion of his or her body. Any successful melee attack made by a being surrounded by a flame aura increases the Power of its Damage Code by +2.

Freeze Water
Type: P • Target: 4 • Duration: I • Drain: +1(M)

This area-effect spell turns water into ice. It does not affect living beings (including spirits). If the spell is used in a large body of water, it freezes all water in its range. Water freezing in containers or pipes may cause them to burst. The ice created by the spell melts normally according to the ambient temperature. Increase the target number of this spell if cast on especially polluted water. The number of successes (up to a maximum equal to Force) determines the degree to which the water is frozen. For example, if cast during a rainstorm, 1 success would create sleet in an area, 3 successes would create snow, and 5 hail.

Glue
Type: P • Target: 4 • Duration: S • Drain: +2(M)
Glue Strip
Type: P • Target: 4 • Duration: S • Drain: +2(S)

This spell bonds the target to one surface with which it is currently in contact, with a Strength equal to the Force of the spell. Pulling the two surfaces apart requires a successful Strength (Force) Test with a number of successes greater than the successes achieved on the Sorcery Test. If either surface has a Barrier Rating lower than the strength of the bond, that surface will be torn apart in the process of being separated (living subjects take Moderate damage, staged down by extra successes from the Strength Test).

Limited Armor
Type: P • Target: 6 • Duration: S • Drain: +2(L)

This version of the Armor spell (p. 198, *SR3*) only offers protection from a specific type of damage. Each type of damage is a different spell. Types of limited armor include: Blade (all bladed weapons), Blast (grenades and other explosives), Bullet (bullets and other ballistic weapons), Cold (all cold and ice elemental effects), Heat (heat and fire, including elemental fire spells), and any others approved by the gamemaster.

Limited Physical Barrier
Type: P • Target: 6 • Duration: S • Drain: +2(M)

This version of the Physical Barrier spell (p. 198, *SR3*) only offers protection from a specific type of damage. Each type of damage is a different spell. See Limited Armor for types of limited physical barriers.

Makeover
Type: P • Target: 6 • Duration: P • Drain: +1(M)

This spell creates a complete makeover for a voluntary subject, including cosmetics, hair and clothes. It even polishes teeth and eliminates plaque. Changes are as permanent as those

made in a beauty salon. The number of successes measures the degree of style in the makeover.

Mana Static
Type: M · Target: 4 · Duration: P · Drain: (D)

This area-effect spell creates a background count of 1 for every 2 successes the caster rolls (up to a maximum background count equal to the Force of the spell or 5, whichever is lower). As with normal background count (p. 83), the static increases the target numbers of all magical tests made in the area, including the caster's. Once the spell is made permanent, the background count begins to recede at a rate of 1 point per hour.

Mist
Type: P · Target: 4 · Duration: I · Drain: +1(M)

Creates a thick fog that fills an area with a radius equal to the caster's Magic in meters. The fog is dense and difficult to see through, imposing a +1 vision penalty for every 2 successes (up to a maximum modifier of the spell's Force or +8, whichever is less). The mist dissipates quickly, based on the surrounding temperature and winds; reduce the vision modifier by –2 per Combat Turn.

Reinforce
Type: P · Target: OR · Duration: S · Drain: +1(M)

This spell increases the Barrier Rating of an object no larger than the caster's Magic in square meters. Every 2 successes increase the Barrier Rating by +1, with a maximum increase equal to the Force of the spell.

Shapechange
Type: P · Target: B · Duration: S · Drain: +1(M)

Transform
Type: P · Target: B · Duration: S · Drain: +1(S)

Shapechange changes a voluntary target into a normal critter, chosen by the caster. The Threshold is equal to half the target's Body plus the difference between the critter's and the target's unaugmented Body Attributes. (This difference cannot exceed the spell's Force.) For example, shapechanging a Body 3 human into a Body 8 tiger requires the spellcaster to beat a Threshold of 6 [(3 ÷ 2) = 1, 1 + (8 − 3)]. Use the critter statistics given on p. 19 of *Critters.* If the critter form being taken has an Armor Rating, add the armor to Body for determining the Threshold.

A shapechanged character uses the critter's physical Attributes and their own mental Attributes, calculating Reaction and Combat Pool normally. Shapechanged characters do not receive any extra Initiative dice (even if the critter does), but they do get the critter's Reach bonus, if any. At the gamemaster's discretion, physical attacks by a shapechanged character may be treated as attacks with hand razors or spurs to reflect claws and teeth.

The Shapechange spell does not transform clothing or equipment, which may be ripped or destroyed during the change. Cyberware, paid for with Essence, is transformed into the critter form but cannot be used in that form. Shapechanged characters may cast spells and conjure, but they cannot speak and are otherwise limited by the critter's form.

Transform is a variant of Shapechange that can be used on involuntary targets.

Spell Shield
Type: M · Target: 6 · Duration: S · Drain: (M)

Spell Wall
Type: M · Target: 6 · Duration: S · Drain: (S)

Spell Shield adds half the caster's successes (round down, with a maximum bonus equal to Force) to the target numbers of any spells cast at the subject. Spell Shield works on both the physical and astral planes.

Spell Wall is an area version of Spell Shield that forms a dome with a radius and height equal to the caster's Magic Attribute in meters. Any targets within the dome are protected from spells cast by characters outside the dome.

Spirit Barrier
Type: M · Target: 6 · Duration: S · Drain: (S)

Spirit Barrier is a variant of Astral Barrier (p. 198, *SR3*) that only works against spirits, including materialized spirits. Spirit Barrier also impedes the use of spirit powers.

Sterilize
Type: P · Target: 4 · Duration: I · Drain: +1(M)

This area-effect spell kills bacteria and other microorganisms and destroys material such as skin flakes, stray hairs and spilled blood. Organic material affected by this spell cannot be used as a material link (see *Ritual Sorcery,* p. 34). Because the spell does not affect biomaterial attached to a living being, it does not kill the various helpful and harmful microorganisms living inside a creature.

In game terms, each success achieved in casting this spell (up to a maximum equal to the spell's Force) adds a +2 target number modifier to any skill tests made to collect and use sterilized biomaterial to identify someone.

Wind
Type: P · Target: 4 · Duration: S · Drain: +2(M)

This spell produces a fierce gust of wind in whatever direction the caster desires, affecting an area with a radius equal to the caster's Magic Attribute in meters. The Strength of the gust is equal to the successes on the Sorcery Test (up to the Force of the spell), and it can scatter light objects such as paper and leaves. Freestanding items with a Barrier Rating lower than the spell's Strength are knocked over. Living targets in the area of effect must make a Knockdown Test (p. 124, *SR3*) against the Strength of the spell when the spell is cast and at the beginning of each Combat Turn.

ADEPT POWERS

Blind Fighting
Cost: .5

The adept has a mystical "sixth sense" that allows them to function more effectively without sight. Blind fighting reduces the visibility modifier for blind fire or full darkness to +4. Targets attacked by an adept using this power still gain standard bonuses from cover.

Counterstrike
Cost: .5 per level

The counterstrike power gives an adept an especially strong ability to strike back at attackers. For each level of the power, roll an additional die for Counterattack Tests in melee combat, either armed or unarmed (p. 122, *SR3*). These dice can only be used for counterattacks.

Delay Damage
Cost: 1 (Obvious) or 2 (Silent)

The delay damage power allows an adept to inflict damage in unarmed melee combat that does not take immediate effect. The adept declares the use of delay damage and then makes a standard Attack Test against the target. The target makes a Damage Resistance Test as normal.

If the attack is successful and the target does not completely resist the damage, delay damage converts the attack into a "charge" of magical force that lingers in the target's aura for up to 24 hours. After a predetermined period, which is defined by the adept when the attack is made, the damage from the attack takes effect against the target.

An attack made by an adept with the obvious form of this power is handled as a normal attack—it just seems to do no damage at the time. An adept with the silent form of this power merely needs to bump into, brush against or otherwise touch the target unobtrusively. The victim may not defend or counter-attack, but the attacker cannot use Combat Pool. The attack itself is not evident as such, and the target is not likely to remember the contact at all.

Once a delayed damage attack has been set in motion, the adept must sustain the power until it takes effect. During this time, the adept can perform no Exclusive magical activities and suffers a +2 modifier to all tests. The adept can drop the power at any time, but doing so dissipates the damage; there is no effect against the target.

Anyone who observes the target in astral space and achieves at least 2 successes on an Assensing Test (p. 171, *SR3*) notices the magical charge in the target's aura. The charge can be removed before it takes effect by making a Dispelling Test against a target number equal to the Power of the attack, with a Drain equal to the attack's Damage Code.

Adept assassins with delay damage and killing hands are capable of striking a victim with the confidence that the target will die hours later, when the adept has secured an alibi hundreds of miles away.

Distance Strike
Cost: 2

This power allows an adept to "transmit" an unarmed attack over a short distance and strike a target without physically touching them. The power has a range in meters equal to the adept's Magic and inflicts the standard damage for an unarmed attack. The adept makes an Unarmed Combat Test as normal, ignoring Reach modifiers. The target uses Combat Pool

and Body dice to resist the attack as a ranged attack; in other words, the target cannot counterattack, and if the target rolls more successes on his or her Dodge Test than the attacker's successes, the attack is a complete miss. Targets on the other side of an astral barrier cannot be affected by this power, on either the physical or astral planes.

Falcon uses distance strike against a corporate guard. Falcon rolls his Unarmed Combat 6, plus 4 Combat Pool dice, against Target Number 4, gaining 6 successes. The guard first makes a Dodge Test using 5 Combat Pool dice against Target Number 4, getting 4 successes. He then makes a Damage Resistance Test using his Body 4 against a Target Number 5 (Falcon's Strength 7 modified by his 2 points of Impact Armor), earning 2 more successes. Falcon's killing hands do base 5M damage, so the guard takes a Moderate wound.

Empathic Sense
Cost: .5

Empathic sense grants a limited form of magical awareness that allows an adept to sense the feelings of those he can see with his unaided vision. Make a Perception (4) Test and use the Assensing Table (p. 172, *SR3*) to determine the emotional information the adept gains. Masking can defeat this power, but if the adept using the empathic sense power is also an initiate, resolve an attempt to penetrate the masking normally (see p. 76). Note that adepts using this power are not actually assensing, and so cannot use Aura Reading Skill; nor are they considered dual-natured.

Flexibility
Cost: .5 (Level 1) or 1 (Level 2)

Flexibility makes an adept's limbs unusually limber, able to twist and bend more than a normal person's. For each level of this power, the adept may reduce the target numbers for Athletics (Escape Artist) Tests by 1. This includes tests made to slip out of ropes, handcuffs and other such bindings as well as tests made to escape from a hold in unarmed combat. The adept can also make Flexibility Tests to squeeze through small openings and passages that would be difficult for a normal person of the character's size to fit through, such as transoms, ventilation ducts, and other close quarters. The gamemaster may determine appropriate target numbers for such tests.

Freefall
Cost: .25 per level

For each level of freefall, an adept can fall a distance of 2 meters without suffering injury or making a Damage Resistance Test, provided that the surface the adept falls onto is not in itself dangerous. If the adept falls a distance greater than the allowance of the power, subtract the maximum distance cushioned by the power from the distance fallen before calculating damage. If the adept falls onto a dangerous surface—an alley covered with shards of glass or a burning floor, for example—freefall still protects against the falling damage, but the adept may take damage from the surface at the gamemaster's discretion.

Great Leap
Cost: .25 per level

Adepts with great leap are able to make incredible jumps into the air and over long distances. Each level of great leap adds a die for Jumping Tests (see *Jumping,* p. 47, *SR Comp*). Each level is also added to the character's Quickness for determining the maximum distance a character can jump.

Roshi is being chased across the rooftops and comes upon a 10-meter gap between buildings. Roshi's Quickness is 6, and he has great leap level 4, so 10 meters is the maximum distance he can jump. He goes for it, rolling his 5 Athletics dice and 4 great leap dice against a Target Number 10. He gets 1 success, so he makes the jump, leaving his pursuers behind to gape.

Iron Will
Cost: .5 per level

The iron will power protects an adept's mind from outside influence. Each level provides an additional die when resisting any attempt to control or alter the adept's mind, including manipulation spells and critter powers. This power does not defend against illusion or mana-based combat spells.

Magic Sense
Cost: .5

The magic sense power allows an adept to sense magical energies and effects within a radius equal to the adept's Magic Attribute x 5 in meters. Use the Detection Spell Table (p. 192, *SR3*) to determine the target number for the adept's Perception Test and the information gained. Use of this power does not make adepts astrally active.

Missile Mastery
Cost: 1

An adept with missile mastery has such a highly developed talent for throwing weapons that normally harmless items such as pens, credsticks and ID cards become deadly weapons in the adept's hands. Adepts attack with such items using Throwing Skill. Unorthodox missiles such as pens have a base Damage Code of (one-half adept's Strength, rounded down)L. Impact armor resists damage from these attacks. Items with an edge or point inflict Physical damage, while blunt objects inflict Stun damage. When throwing standard missile weapons, such as shuriken and throwing knives, adepts with missile mastery add +2 to the weapon's Power.

Nerve Strike
Cost: 1

Nerve strike allows an adept to inflict damage that affects a target's nervous system. The adept makes a standard unarmed attack against a base Target Number of 4 plus the target's Impact Armor Rating. Rather than inflicting damage, every 2 net successes reduce the target's Quickness by 1. If Quickness is reduced to 0, the target is paralyzed. Lost Quickness is recovered at a rate of 1 point per minute. Nerve strike is most effective against human and metahuman oppo-

nents. When used against critters, the base Target Number is 6 (or higher, if the critter has an unusual anatomy). Targets that lack a functional nervous system, such as machines, spirits and zombies, are immune to this power.

Quick Draw
Cost: .5

The quick draw power allows an adept to use the quick-drawing rules (p. 107, *SR3*) to quick draw weapons other than pistols. In other words, the adept can draw and use a single melee weapon, missile weapon, throwing weapon or firearm in one action. The adept need not spend 2 actions to draw and ready the weapon and attack; drawing or readying the weapon and attacking occur in the action used for the Attack Test. If using a weapon requires a Complex Action, the adept may draw the weapon and attack in a single Combat Phase. If the weapon requires only a Simple Action to use, the adept can draw it and make two Attack Tests in a single Combat Phase. The adept must succeed in a Reaction (4) Test to quick draw.

Quick Strike
Cost: 3

Adepts with the quick strike power possess the ability to leap into action with startling suddenness. This power allows the adept to act first in one Initiative Pass per Combat Turn. This action uses up the adept's action for that Initiative Pass. This power cannot be used during an Initiative Pass when the adept does not have an action. The adept's Initiative Score is not affected. The adept must be unwounded to use this ability.

Rooting
Cost: .25 per level

By taking a Simple Action, an adept with the rooting power can become an immovable object. Each level adds 1 die to all tests to resist being knocked down, thrown, levitated or otherwise moved against his will. The adept cannot move while using this power but can otherwise act normally (including making attacks), modifying all target numbers by +2.

Sixth Sense
Cost: .25 per level

Adepts with sixth sense possess the ability to immediately sense personal danger and leap into action with startling suddenness. Each level allows the adept to roll an additional die when making Reaction Tests for Surprise (p. 108, *SR3*). These dice do not apply to any other type of Reaction Test or Initiative roll.

Smashing Blow
Cost: 1

Smashing blow allows an adept to focus magical energy into a devastating strike designed to smash through barriers. The adept makes an Unarmed Combat Test against a Target Number 4. Add the successes to the adept's Strength and compare the result to the unmodified Barrier Rating, determining the effect according to the Barrier Effect Table (p. 124, *SR3*). This power can be devastating when combined with the increased strength or strength boost powers. Smashing blow can be used against objects (including astral barriers) by adepts with astral perception; the power adds +2 to the adept's Charisma for such attacks.

Slash 'n' Burn needs to get through a door (Barrier Rating 6). He takes a moment to concentrate and focus his inner energies, then with a mighty rebel yell strikes the door with a smashing blow. Slash's player rolls his Unarmed Combat 6 against a Target Number 4 (the gamemaster decides there are no modifiers). He generates 3 successes. Added to Slash's Strength 5, the result of 8 reduces the Barrier Rating of the door by 1 to a rating of 5. Slash's next roll generates 4 successes for a total of 9. Because that result is more than 1.5 times the reduced Barrier Rating, the door's rating is reduced to 4 and Slash punches a half-meter opening in it.

Spell Shroud
Cost: .25 per level

Adepts with the spell shroud power have the ability to "cloak" their presence from detection spells. For each level of the power, the adept adds 1 die to Spell Resistance Tests against detection spells only. Note that the spell shroud power does not affect attempts to read the subject's aura via astral perception or otherwise spot the character in astral space; nor does it affect Masking Tests.

Temperature Tolerance
Cost: .25 per level

The adept's body is exceptionally resistant to extremes of heat and cold. For each level of temperature tolerance, the adept gains an additional die for resisting the effects and damage of exposure to extreme temperatures. This power protects against both the primary and secondary effects of elemental manipulation spells.

Traceless Walk
Cost: .5

An adept with the traceless walk power can move over soft or brittle surfaces such as snow, sand, or thin paper without leaving any visible traces. An adept with this power makes no noise from contact with the floor or ground (though movement from clothes or gear may still cause noise); apply a +4 modifier to hearing-based Perception Tests. An adept with this power will not trip ground-based motion or pressure sensors. The adept cannot walk across liquid surfaces (but can cross deep snow without sinking) and can still be tracked by nonvisual clues, such as scent.

True Sight
Cost: .25 per level

An adept with the true sight power is more resistant to the effects of illusions. Each level of this power gives the adept an additional die when making Resistance Tests against illusion spells and illusion-based critter powers.

TOTEMS

Though the totems in the basic *Shadowrun* rules are all animals, other totems embody figures from the natural world, forces of nature and mythological archetypes, among others. All totems use the standard rules, and any shaman the world over may use any totem.

ANIMAL TOTEMS

Badger
Badger is a small creature, but he takes on creatures much larger than himself and wins. He likes to stick his nose where it doesn't belong, digging for secrets as well as to fortify his position. He is a masterful fighter and hunter and capable of amazing savagery in defending what is his.
Environment: Forest
Advantages: +2 dice for combat spells, +2 dice for forest spirits
Disadvantages: Badger shamans may go berserk in combat, the same as Bear shamans (p. 163, *SR3*).

Bat
Bat is well-traveled, rarely staying in one place. A seeker, she sets far-reaching goals and gets restless when not moving. She is adaptable and can make herself at home anywhere. Bat shamans get distracted and irritable if forced to stay in one place for more than a week.
Environment: Anywhere
Advantages: +2 dice for detection and manipulation spells, +1 die for spirits of the sky
Disadvantages: +2 to all magical target numbers when in direct sunlight.

Boar
Strong and aggressive, Boar defends his home ferociously. He rarely attacks without good reason, but once roused he will not yield until he has driven the enemy far from his territory. Neither clever nor subtle, Boar uses violence in combat rather than strategy. If someone invades a Boar shaman's territory, he must attack. This might

involve a Boar shaman socially or verbally attacking someone who invades his personal space or physically attacking an intruder in the shaman's home or lodge.

Environment: Forest

Advantages: +2 dice for combat spells, +1 service from any spirit summoned for combat purposes

Disadvantages: –1 die for illusion spells. Boar shamans must make a Willpower (6) Test to withdraw from conflict.

Bull

Others both admire and fear Bull for his prowess, glad of his presence as a defender but wary of his ambition. Proud Bull never forgets a slight or an insult. He is generous to those he cares for and hostile to those who might harm them. As a leader, Bull is often required to render judgment, and his judgment is sometimes harsh.

Bull shamans never forget any insult or slight and must avenge it in equal measure. Bull cannot support any cause he knows is unjust.

Environment: Forest, mountains or plains

Advantages: +2 dice for health spells, +1 die for combat and detection spells

Disadvantages: A Bull shaman must have a minimum Charisma of 4.

Cheetah

Cheetah is a swift-moving warrior. She cares little for subtlety, preferring the most direct route to any goal. A master of many skills, Cheetah seems never at a loss. Cheetah shamans prefer to acquire a certain level of competence at a wide range of skills. A Cheetah shaman prides herself on her competence and hates to admit she is incapable of any task.

Environment: Savannah

Advantages: +2 dice for combat spells, +2 dice for savannah (prairie) spirits

Disadvantages: –1 die for health spells. Cheetah shamans must have a minimum Reaction of 4.

Cobra

Cobra is stealthy and dangerous, hypnotizing her prey to bring them close. She is slow to make choices, but her moves are deliberate and she does not compromise. She deals on her own terms and does not like being surprised. Cobra cannot fight to stun. She will either abstain from fighting or go straight for the kill.

Environment: Jungle

Advantages: +2 dice to combat and illusion spells, +1 die for jungle (forest) spirits

Disadvantages: If surprised (p. 108, *SR3*), a Cobra shaman adds a +1 modifier to all target numbers for the remainder of that combat.

Crab

Crab is the crusty old hermit of the sea. He carries his home on his back as he plods steadfastly through life. Crab may grumble and complain, but he never wavers in his belief in the way of things.

Crab shamans are grumpy curmudgeons, very fixed in their ways. They have no time for frivolity or play, preferring to get right to the heart of a matter.

Environment: On or by the sea

Advantages: +2 dice for sea spirits, +1 die for all Damage Resistance Tests (including Drain Tests)

Disadvantages: –1 die for illusion spells. A Crab shaman must make a Willpower (6) Test to change his mind, much like Dog (p. 164, *SR3*).

Crocodile

Crocodile is a relentless pursuer of prey and a savage foe in combat. With no fixed home, he wanders far, and he knows all the secrets of the sea.

Environment: On or by the sea

Advantages: +2 dice for combat spells, +1 die for illusion spells, +2 dice for sea spirits

Disadvantages: Crocodile shamans may go berserk in the same way as Shark shamans (p. 166, *SR3*).

Dove

Dove is a peaceful messenger and mediator. She helps others to the point of martyring herself. She is in tune with her environment and prides herself on remaining aware in all circumstances.

Environment: Forests and savannah

Advantages: +2 dice for health spells, +1 die for detection spells, +1 die for spirits of the sky

Disadvantages: Dove shamans cannot cast combat spells. They hate the thought of hurting others and must make a successful Willpower (6) Test to purposely inflict physical damage on a metahuman.

Elk

Elk is a gentle and wise protector. He stands majestic before his opposition. When there is no threat to be faced, he wanders the land in deep contemplation. Elk fears little and is surprised by less, as he knows that when he falls, another will replace him.

Environment: Plains, forests and tundra

Advantages: +1 die for health spells, +1 die for spell defense, +2 dice for spirits of the land

Disadvantages: –2 dice for combat spells

Fish

All glimmering scales and swift fins, Fish is quick and clever, evading the fisherman's hook and the predator's jaws. In the east he is Carp, while in the west he is often seen as wise Salmon, but regardless of the mask he wears, Fish is wise. He can give much insight to those swift enough to catch him. Fish shamans love secrets but loathe giving them away. They always bargain for the best deal when parting with information.

Environment: On or near water

Advantages: +2 dice for detection spells, +2 dice for one spirit of the waters (shaman's choice)

Disadvantages: –1 die for combat spells

Fox

Fox is the essence of sly wit and cunning. He is a master thief and trickster. Fox often uses human bounty to sustain him. He does not care for battle, preferring to outwit or trick his opponents. When forced into battle Fox always fights to kill, not stun or capture.
Environment: Anywhere on land
Advantages: +2 dice for illusion spells, +2 dice for any one spirit of the land or spirit of man (shaman's choice)
Disadvantages: –1 die for combat spells. A Fox shaman must make a Willpower (6) Test to spare a fallen enemy.

Gecko

Fast moving and always on the lookout, Gecko is impossible to pin down. He is a prankster but not a thief. Extremely adaptable and difficult to kill, Gecko always manages to get into places where he shouldn't go. Unfortunately, he often brings his friends along for the fun.
Environment: Anywhere
Advantages: +2 dice for illusion or manipulation spells (shaman's choice), +1 die for resisting any type of poison
Disadvantages: –1 die for combat spells

Goose

Goose is proud and territorial, known to become loud and boisterous when threatened. She is acquainted with the high places as well as the low and skilled at blending in and claiming a place as her own.
Environment: Anywhere near water
Advantages: +2 dice for detection spells, +1 die for combat spells, +2 dice for a single spirit of the land, sky or waters (shaman's choice)
Disadvantages: Goose shamans know their chosen territory well. Away from their home city or region, however, they suffer +2 to all magical target numbers. If the shaman moves to a new home, it takes a full turn of the moon (28 days) to acclimate to the new locale and eliminate the penalty.

Horse

Swift and strong, Horse is the embodiment of freedom. She roams across the land and cannot bear confinement. Though never willful or malicious, Horse can be unpredictable. Horse is also a figure of fertility, ensuring growth and prosperity to the land. Horse dislikes open conflict and prefers to avoid situations that limit her freedom. Horse shamans tend to be slippery types who avoid long-term commitments.
Environment: Prairie
Advantages: +2 dice for health spells, +2 dice for prairie spirits. Horse shaman initiates can also attempt to learn the Movement critter power (self only, three times a day; see p. 265, *SR3*) as a metamagical technique.
Disadvantages: –1 die when resisting combat or illusion spells (shaman must choose at character creation).

Hyena

Hyena is aggressive, capricious and cunning, serving her own needs above all else. She is quick to anger and fanatically defends her position against larger foes, fighting lions for her share of the kill.
Environment: Savannah
Advantages: +2 dice for combat spells, +2 dice for Banishing any spirits
Disadvantages: –1 die for health spells. Must make a Willpower (6) Test to perform an action with no benefit to herself.

Jackal

Like Rat, Jackal is a stealthy thief too selfish to share anything, even with his companions. He is also a reluctant warrior who would rather run than fight. Unlike Rat, Jackal is mischievous and playful and prefers to act unconventionally.
Environment: Savannah
Advantages: +2 dice for detection and illusion spells, +2 dice for savannah (prairie) spirits
Disadvantages: –1 die for all combat spells

Jaguar

Jaguar is a stalker who uses her skills and predatory instinct to track down her goals and finish them off with ruthless efficiency. Jaguar shamans rarely specialize, preferring to acquire a moderate level of competence in many skills rather than mastery of only a few.
Environment: Jungle
Advantages: +2 dice for detection spells, +2 dice for forest spirits
Disadvantages: –1 die for health spells

Leopard

Leopard possesses great stamina and can achieve enormous speed over short distances. He is aggressive, quick to anger and vicious when cornered. Leopard is reclusive and secretive, a nocturnal creature with superb night vision. He depends on his keen senses rather than on intellect but may still be deceived by appearances.

A Leopard shaman must never allow his family to be harmed. He will attack any creature attempting such an action and fight to the death if necessary.
Environment: Forest and savannah
Advantages: +2 dice for combat and health spells, +2 dice for all nature spirits at night
Disadvantages: –1 die for resisting illusion spells

Lizard

Lizard often seems lethargic, enjoying the warmth of the sun as he basks under the open sky. If necessary, he can move with great speed and fight with unsurpassed viciousness. Lizard is placid and slow to anger, except when his home or his freedom are threatened. Lizard sees much in his stillness and is very wise.
Environment: Desert, forest or mountains
Advantages: +2 dice for health spells, +2 dice for desert, forest or mountain spirits (shaman's choice)
Disadvantages: +2 to all target numbers while in tight quarters. When trapped in a confined place with no clear view of the sky, a Lizard shaman must make a Willpower (6) Test. The

shaman flies into a berserk panic for 3 turns, minus 1 turn for every success generated on the Willpower Test. While in a panic, the shaman will do everything possible to get out of the enclosed space.

Monkey

Monkey is clever and playful and likes people because they are funny. He is a foe of evil and enjoys taunting and frustrating the plans of those who would harm him or his friends. Monkey likes to taunt opponents, using magic to trick them and make them look foolish rather than slaughtering them. Monkey is very good at climbing and making his way through the most difficult places.

Environment: Forest

Advantages: +2 dice for manipulation spells, +2 dice for spirits of man

Disadvantages: −1 die for combat spells

Otter

Otter is playful and mischievous. She knows her territory well, all its secret places for fishing and hiding. Otter is clever and can outwit bigger creatures. At home on land or in the water, she watches everything with a careful eye. Otter is a prankster with a strange sense of humor. Otter shamans are always full of nervous energy and have difficulty sitting still for long periods of time.

Environment: On or near water

Advantages: +2 dice for illusion spells, +2 dice for river or sea spirits (shaman's choice)

Disadvantages: −1 die for combat spells

Parrot

Parrot is a colorful, wisecracking showoff. Her plumage is the brightest, her voice the loudest and her magic the showiest. She must be the center of attention and will drop everything to get in the spotlight.

Environment: Jungle

Advantages: +2 dice to illusion spells, +2 dice to jungle (forest) spirits

Disadvantages: Parrot's magic exists to bring applause. Apply a +1 modifier to all magical target numbers when a Parrot

shaman's magical actions are not witnessed by someone who can be impressed by them.

Polecat

Slinky and clever, playful but rough, Polecat prefers to tackle problems that she can sink her teeth into. A night hunter, she can be both tenacious and bloodthirsty.

Environment: Anywhere on land

Advantages: +1 die for combat spells (+1 more die for combat spells at night), +2 dice for spirits of the land

Disadvantages: −1 die for health spells. In combat, a Polecat shaman will single-mindedly continue to attack an opponent until they are downed, ignoring other opponents; the shaman must make a Willpower (6) Test to break off the attack.

Prairie Dog

Prairie Dog is playful, fun-loving and friendly. He is not naive, however, always keeping an eye out for danger. He relies on his family and friends to help him as he helps them. Prairie Dog shamans pride themselves on making friends with neighbors and building a support network. They always know multiple ways of getting somewhere and rarely follow the same route twice in a row.

Environment: Anywhere on land

Advantages: +2 dice for detection spells, +1 die for illusion spells, +2 dice for spirits of the land

Disadvantages: −2 dice for combat spells. Prairie Dog shamans must have a minimum Charisma of 4.

Puma

Puma prefers to stalk her prey at night. She chooses guile over direct confrontation whenever she can, though she is a lethal fighter when pressed. Puma is a loner, and Puma shamans prefer to work alone, especially when doing magic. Their lodges are usually far from civilization.

Environment: Any isolated wilderness location except the desert

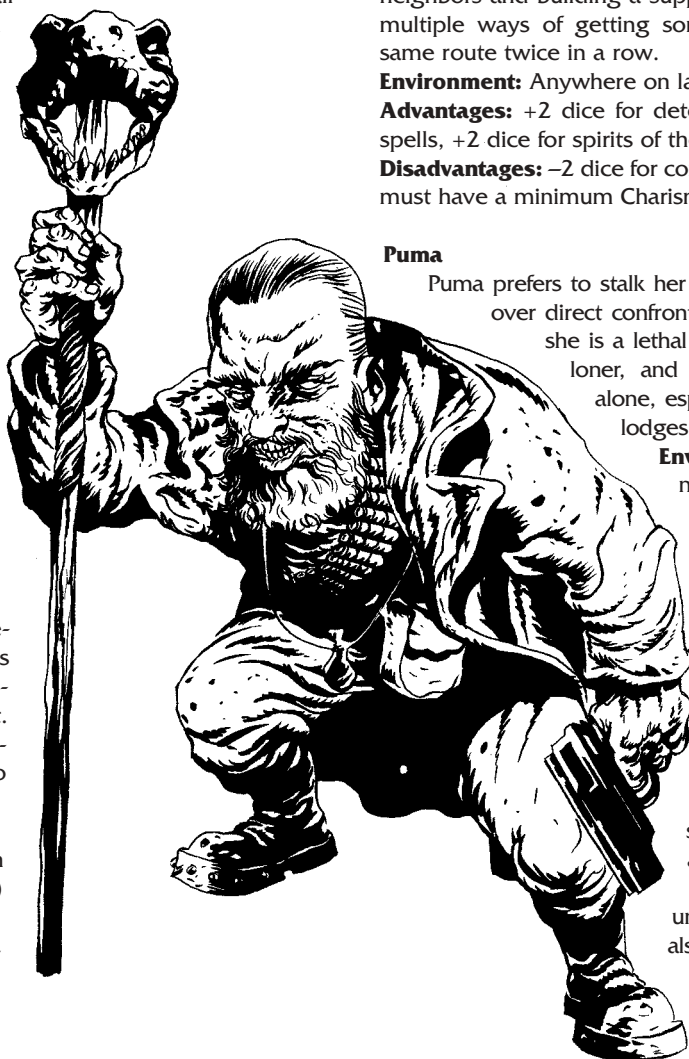**Advantages:** +2 dice for illusion spells, +2 dice for mountain spirits

Disadvantages: +2 to all magical target numbers when in direct sunlight or in crowds

Python

Python is slow and ponderous. Neither clever nor swift, he possesses enormous strength and recuperative powers and is merciless once he gains the upper hand. He is peaceful but unforgiving if provoked. He can also use his singular power of will to dominate others.

Environment: Jungle

Advantages: +2 dice for

health and control manipulation spells, +2 dice for jungle (forest) spirits

Disadvantages: A Python shaman must make a successful Willpower (6) Test to break off combat or any other sustained activity.

Scorpion

Scorpion is the dancer of death. He fears nothing because he can kill any foe. His poison is his strength. It gives Scorpion the power to do as he pleases. Scorpion is invisible in his home. He strikes enemies swiftly and without mercy.

Environment: Desert

Advantages: +2 dice for combat and illusion spells. Scorpion shamans can milk venom from ordinary and Awakened scorpions, and scorpion venom never does more than Light damage to a Scorpion shaman.

Disadvantages: +2 to all magical target numbers during the day, −1 die for all Conjuring Tests. Scorpion shamans become irritable and depressed when away from their desert homes: +1 to all of the shaman's magical target numbers for each day outside the desert to a maximum of +6.

Spider

Spider is the great weaver, the builder of all things. Her web links everything, showing what was and what will be. She is eternal change, the cycle of life and death, the center of all things. Her smile is both benevolent and fearsome, according to the time and her mood. She waits patiently, for in time, all things come to her.

Environment: The quiet, dark places into which others seldom look

Advantages: +2 dice for illusion spells, +1 die for all nature spirits

Disadvantages: +2 to all magical target numbers in the open, away from immediate shelter. +1 to all target numbers if a Spider shaman does not have sufficient time to plan and consider a situation.

Stag

Stag is noble and swift, a spirit of life and death. Stag represents the timeless cycle of birth, death and rebirth that encompasses all living things. He is detached from the physical world but wise in the secret ways. Stag shamans are proud and do not forget slights to their dignity, which they must avenge in equal measure.

Environment: Forest

Advantages: +2 dice for health and illusion spells, +2 dice for forest spirits

Disadvantages: −1 die for manipulation spells

Turtle

Turtle exists in harmony with his environment. Though fertile, he feels little responsibility toward his young. Turtle sees survival as a privilege to be earned. He finds combat an alien concept and prefers to hide from danger, relying on his hard shell to protect him. Turtle shamans feel little urge to protect others, even when doing so poses no danger to them. Turtle shamans tend to go through life in a detached state, observing things rather than becoming involved. This innate lack of curiosity often makes it difficult to rouse them to action.

Environment: On or near water

Advantages: +2 dice for illusion spells, +2 dice for one spirit of the waters (shaman's choice)

Disadvantages: −2 dice for combat spells

Whale

Whale appreciates beauty and the importance of tradition, and she holds personal honor dearer than all else. Loyal to those she adopts, Whale protects them with her life if necessary. Though slow to anger, her rage is terrible to behold. Whale shamans do not start fights—but they do *finish* them. A Whale shaman cannot break any oath, knowing her totem will punish her by withdrawing her magic. Of course, a smart Whale shaman knows the best way to avoid breaking an oath is not to make one.

Environment: On or near the sea

Advantages: +2 dice for combat spells, +2 dice for sea spirits

Disadvantages: −1 die for illusion spells

NATURE TOTEMS

Moon

Moon is changeable and secretive. She sees much from her high vantage point and keeps many secrets hidden from prying eyes under the veil of night. Moon is also a transformer, ever changing, unknowable. Moon shamans always take the subtle approach. They prefer to keep a low profile and act through subterfuge.

Environment: Wild places far from civilization, or the hidden corners of the city

Advantages: +2 dice for illusion and transformation manipulation spells, +1 die for detection spells, +1 die for spirits of the waters

Disadvantages: −1 die for combat spells. Moon shamans must make a Willpower (6) Test in order to engage in direct confrontation. Negotiation is not considered confrontation (Moon loves discussion), but arguments do fall into that category.

Mountain

Mountain is rooted in the very heart of the Earth but reaches toward lofty heights. He has limitless strength and endurance, but Mountain's inflexible nature limits him. Mountain is a stubborn and unyielding force, and Mountain shamans are difficult to persuade once they have made up their minds about something.

Environment: Mountain

Advantages: +2 dice for manipulation spells, +2 dice for mountain spirits

Disadvantages: −1 die for illusion spells. A Mountain shaman must make a Willpower (6) Test to change a course of action once it is chosen.

Oak

Oak is the strongest of trees, patient and noble. He protects others, shielding small plants and moss from the elements. Strong shields, buildings and ships are made from Oak. Oak does not rush into things without thorough consideration. Oak shamans protect anyone they have agreed to defend steadfastly, even unto death.
Environment: Forest
Advantages: +2 dice for health spells, +2 dice for forest spirits, +2 dice for hearth spirits in any structure built mostly of oak
Disadvantages: An Oak shaman must have a minimum Strength and Body of 4.

Sea

Sea is the birthplace of all living creatures. She is unfathomable and moody, tranquil and comforting one moment, fearsome and destructive the next. Though she possesses great wealth, she jealously guards what comes into her hands. Sea can be a powerful ally, but she must be courted with great care.
Environment: On or near the sea
Advantages: +2 dice for health and transformation manipulation spells, +2 dice for sea spirits and ship (hearth) spirits
Disadvantages: A Sea shaman does not give anything away for free. She must receive a suitable payment, which is determined by the shaman. A loved one may receive a valuable artifact for the price of a kiss, while someone in disfavor must pay handsomely for the smallest consideration. A Sea shaman is very proud and must make a Willpower (6) Test to avoid answering any slight or insult in kind.

Stream

Stream is a small and steady force, constantly moving. Capable of raging floods or low and sluggish ebbs, Stream is generally a balanced and peaceful force. Stream shamans value harmony above all else. They try to settle conflicts peacefully. They are aware of the occasional need to fight forces that would do them harm but avoid combat whenever possible.
Environment: Near the shores of a river or stream
Advantages: +2 dice for health spells, +2 dice for river spirits
Disadvantages: –1 die for combat spells

Sun

Sun is noble, heroic, flamboyant and courageous. Sun is an inspiration to his followers and a natural leader by example. All living things draw sustenance from his life-giving light. Sun is a supreme power for creation as well as destruction. From his place in the sky, he can observe all and rule justly. A Sun shaman refuses to follow any cause he believes is unjust. They maintain the highest possible standard for themselves and strive to excel at whatever they choose to do.
Environment: Anywhere under the open sky
Advantages: +2 dice for combat, detection and health spells. +2 dice for any spirit while in direct sunlight
Disadvantages: +2 to all Conjuring target numbers at night. A Sun shaman must have a minimum Charisma of 4.

Wind

Wind is a lofty force who makes his way through available spaces and openings. Wind is also a chaotic force, much like any untamed beast. Wind shamans are capricious. They obey no restraints other than what they impose on themselves. A Wind shaman can go from total calm to a flurry of activity with startling suddenness. They strongly dislike being tied down or restricted.
Environment: Anywhere under the open sky
Advantages: +2 dice for detection spells, +2 dice for spirits of the sky
Disadvantages: +2 to all magical target numbers while not under the open sky

MYTHIC TOTEMS

Fenrir

Fearless and aggressive, Fenrir can be quite murderous as well. He is vicious and ill-tempered and will hunt down any who offend him. Fenrir shamans are mean and ruthless individuals who have a disturbing tendency to treat others like their next meal. Fenrir shamans are overconfident and brutal, fearing almost nothing.
Environment: Forests
Advantages: +3 dice for combat spells, +1 die for forest spirits
Disadvantages: Fenrir shamans must make a Willpower (8) Test to back down or flee from any confrontation. If wounded, a Fenrir shaman goes berserk in the same manner as a Bear shaman (p. 163, *SR3*).

Gargoyle

A creature of living stone, Gargoyle is patient, able to remain motionless for hours, silently observing. He is a fierce fighter, willing to wait and watch for the ideal moment to strike and rend his prey. From his silent perch high above the city, Gargoyle sees much and knows the value of knowledge.

Gargoyle shamans prefer to carefully observe and gather information before making a move, planning their actions for maximum advantage. They refuse to act hastily and retreat if caught unaware, to plot their next move.
Environment: Urban
Advantages: +1 die for detection and illusion spells, +2 dice for city spirits
Disadvantages: –1 die for spirits of the waters. Gargoyle shamans must live in either a skyscraper or castlelike structure, which usually requires a high or luxury lifestyle (p. 240, *SR3*). Their homes always feature some sort of accessible perch, walkway or balcony near the roof.

Griffin

Griffin is the savage lord of the winds. He is intimate with the dance of hunter and prey. Griffin may terrorize his prey in combat, but he honors and respects a capable opponent, for the hunt is a sacred task, not a sport. Living high in his mountain lair, Griffin sees far and knows the secrets of the prey he depends on for life.

Griffin shamans are proud and do not suffer indignity from those they consider beneath them (which is most everyone else). Griffin shamans are honorable combatants and always declare the target of their attack, which is always the most powerful opponent they face in any battle. They attack only that target until the shaman or the enemy dies or is incapacitated. If a third party steps in to "help" the shaman, the shaman will consider it an insult.
Environment: Mountains
Advantages: +2 dice for combat spells, +2 dice for spirits of the sky
Disadvantages: Any time a Griffin shaman is insulted or offended, unless he succeeds in a Willpower (6) Test, the shaman will fly into a frenzy and attack the target.

Leviathan
Leviathan dives to the deepest and darkest depths of the sea, where he lives in eternal night. He carries his majestic bulk gracefully in the heart of the waters, and his song gives his wisdom and knowledge to all the creatures of the deep. Life is as simple and as complex as the movements of the tides and the endless dance of life in the sea. Leviathan shamans are almost preternaturally calm and unhurried and sometimes slow to react.
Environment: On or near the sea
Advantages: +1 die for health and manipulation spells, +2 dice for sea spirits
Disadvantages: –1 die for illusion spells

Pegasus
In myth, Pegasus sprang full grown from the severed neck of Medusa. A creature of beauty born of blood, Pegasus is wild and free. He is skittish and shy, avoiding strangers and elusive as the wind itself. He fights fiercely against the bridle, and only the bravest can earn his respect and friendship. Pegasus is loyal to such people, but not blindly so. An arrogant rider can still be brought low if he gets above himself.
Environment: Rural area under the open sky
Advantages: +2 dice to detection and health spells, +2 dice for spirits of the sky
Disadvantages: Pegasus shamans cannot bear captivity or limits on their freedom of movement. If they voluntarily enter a building or enclosed area, they must make a Willpower (6) Test to remain inside. If they fail, they still may stay inside but receive +1 to all target numbers while inside. Every (Willpower) hours the shaman must repeat this test. Additional failures add a cumulative +1 modifier to all tests. If the modifiers reach +8, the shaman enters a death frenzy.

A Pegasus shaman involuntarily confined (imprisoned, caught in a natural disaster, and so on) automatically suffers a +1 penalty to all target numbers. This penalty increases by 1 every (Willpower) hours. When the modifiers reach +8, he enters a death frenzy. Additionally, an imprisoned Pegasus shaman must make a Willpower (6) Test every (Willpower) hours or enter a death frenzy.

Death Frenzy: A Pegasus shaman in a death frenzy is a crazed creature who single-mindedly does anything possible to escape. Increase all the shaman's Attributes by 2 during the death frenzy. The shaman will immediately try to escape confinement. He does not fight unless opponents try to stop him. The gamemaster keeps a secret running total of any damage the shaman takes during the frenzy, though neither that damage nor any penalties apply. If the character's damage exceeds the Physical column of the Condition Monitor and his Body Rating, the shaman continues to live for a number of minutes equal to his Willpower, still possessed by the frenzy, then dies. If the shaman succeeds in escaping, the frenzy ends a number of minutes later equal to his Willpower. All damage taken during the frenzy takes effect at that moment. If the damage is enough to kill the shaman, he or she dies.

Phoenix
Bright and proud, Phoenix symbolizes beauty and rebirth. When the time comes for her to die, Phoenix builds her funeral pyre of the finest materials and then ignites it in a blaze of glory. She rises anew from the ashes to begin the cycle again, once more young and vibrant. The song of Phoenix is legendary in its magnificence, for Phoenix is a great artist and appreciates beauty. All Phoenix shamans summon spirits of the flames (p. 105) instead of spirits of man.
Environment: Desert and fields
Advantages: +1 die for health and illusion spells, +2 dice for spirits of the flames (p. 105). Phoenix shamans have a reputation, like their totem, for rising from the ashes. They can survive physical overflow damage of Body x 2. Each time the shaman's damage overflows the Physical column of the Condition Monitor, however, reduce the total by 1. Over time, this can effectively reduce the shaman to having no overflow at all.
Disadvantages: Phoenix shamans cannot summon spirits of man. They must have a minimum Charisma of 4. Phoenix shamans must also know a performance skill such as a musical instrument, singing or dance, which may be used as a geas or as a creative skill used for centering (see p. 72).

Plumed Serpent
Plumed Serpent is strongly associated with the people and nation of Aztlan, tied to its history and mythology. He is a warrior and a powerful magician who considers his actions carefully. Intimately aware of the delicate fabric of history and fate, he always considers how his actions will affect his land and his people. He would rather give his life than see his honor or the honor of his homeland besmirched.
Environment: Anywhere in Aztlan
Advantages: +2 dice for detection spells, +2 dice for spirits of the sky
Disadvantages: +2 to all magical target numbers outside the territorial borders of Aztlan

Thunderbird
Thunderbird is a majestic creature who is storm incarnate. His wings are dark clouds, his beak and claws lightning and his cries the clap of thunder. He is a primal force, often savage but necessary to the survival of the land and the continuation of the cycle of life. Thunderbird is a force to be respected and approached with great care, lest his anger be roused.

Environment: Under the open sky
Advantages: +2 dice for combat and detection spells, +2 dice for storm spirits
Disadvantages: −1 die for all magical tests while not under open sky. Thunderbird shamans are very moody and subject to bouts of savage fury in the same manner as Shark shamans (p. 166, *SR3*).

Unicorn

Fierce and free, Unicorn is a creature of the wild. She is shy and shuns the presence of man, save only the purest of heart. Though she prefers to avoid conflict, she is a staunch defender of the wilderness, protecting it unto death. Unicorn cannot abide corruption, and the touch of her horn serves as a panacea for all manner of toxins and diseases. Unicorn shamans must follow a strict moral code, upholding the sacredness of the wild and all its creatures. They will tolerate no corruption and work to root it out wherever they may find it, even at great personal risk.
Environment: Forest
Advantages: +2 dice for health and illusion spells, +2 dice for spirits of the land. A Unicorn shaman receives the Aura Reading Skill (p. 86, *SR3*) for free at one-half his starting Intelligence. The shaman may increase the skill rating using standard rules.
Disadvantages: Double all Essence losses from cyberware.

Wyrm

Wyrm is the great serpent, slow and ponderous. He is lazy and unable to seize the initiative when events occur rapidly. But he is also strong, with great recuperative powers and a dominating force of will. He is peaceable but unforgiving if provoked, and he does not know when to let go. Cast out for his association with death and the underworld, he shuns contacts with others.
Environment: Mountains
Advantages: +2 dice for health and manipulation spells, +2 dice for mountain spirits
Disadvantages: Wyrm shamans must make a Willpower (6) Test to quit a task and do something else instead. They must also sleep an average of seventy hours a week.

IDOLS

Adversary

The Adversary was the first rebel and is dedicated to usurping power and authority. Proud and willful, the Adversary is also a cruel and unfeeling cynic who would prefer to destroy the world if he cannot control it.

The Adversary is a common idol among toxic idol worshipers (see *Toxic Shamans,* p. 124).
Environment: Everywhere
Advantages: +2 dice for combat and manipulation spells
Disadvantages: If wounded, Adversary shamans go berserk in the same way as Bear shamans (p. 163, *SR3*). Adversary shamans must succeed in a Willpower (8) Test to be friendly and civil to authority figures.

Bacchus

Bacchus is the Idol of motion and revelry. He is a lover and a dancer and revels in unbridled passion. Bacchus shamans appreciate music and poetry, but they are also self-indulgent and irresponsible. Very few such shamans can fulfill long-term relationships or obligations; they are too easily distracted and caught up in the moment.
Environment: Anywhere on land
Advantage: +2 dice for illusion spells, +2 dice for spirits of man
Disadvantage: A Bacchus shaman must succeed in a Willpower (6) Test to continue on a course of action if something more interesting, prettier or more relaxing presents itself. Additionally, Bacchus shamans are easily distracted; apply a −1 Perception die modifier whenever a Bacchus shaman is in the presence of music, art, motion or great beauty.

Creator

The great artisan, the Creator shuns the splendor of his fellow Idols, preferring instead to tinker with his creations. Though this Idol did not create the world, he did create many of its treasures. Even more than his finished handiwork, the Creator loves what is yet to be created. His mind is so full of plans and ideas that deceit and intrigue have no place there; there are many legends of others taking advantage of his nature. Like their Idol, Creator shamans often find dealing with people awkward and uncomfortable. Though trusting by nature, they make bitter and determined enemies when wronged.
Environment: Urban or forest
Advantages: +2 dice for enchanting, +1 die for hearth and city spirits

Disadvantages: –1 die for combat spells. When confronted with something unusual or unique, a Creator shaman must make a Willpower (4) Test to avoid immediately using astral perception to examine the new find for 3 turns. Each success on the Willpower Test reduces this time by one turn, and 3 or more successes allow the shaman to ignore the impulse.

Dark King

The grim ruler of the Land of the Dead dwells in his kingdom deep beneath the Earth. He has dominion over the spirits of the dead and knows many of the secrets that lie hidden beneath the Earth.
Environment: Natural caves
Advantages: +2 dice for health spells, +2 dice for spirits of man
Disadvantages: Followers of the Dark King are physically weak, having suffered great trials. They must sacrifice 1 point from a starting physical Attribute.

Dragonslayer

This most heroic of Idols is also the most fun-loving. Though he fights to protect his own against all dangers, he loves a good party even more. He is a big brother who takes a friendly interest in everything his family does. Though sometimes naive, he makes a staunch friend and a deadly enemy. The dragons he slays have changed with the times. In addition to the literal dragons of legend, the Dragonslayer also fights such modern-day monsters as crime, pollution and corruption.

Dragonslayer shamans fight hard and play hard. Once the shaman has given his loyalty, he never breaks it. A Dragonslayer shaman must behave with honor and respect and demands the same from those around him.
Environment: Anywhere on land
Advantages: +3 dice for combat spells, +1 die for hearth spirits
Disadvantages: –1 die for illusion and detection spells

Fire-Bringer

The Fire-Bringer stole the secret of fire from the heavens and gave it to humanity as a gift and a tool. He is a figure of kindness and concern, but his good intentions sometimes get him into trouble and his plans sometimes fail to work out the way he envisions them. He is a shaper and a creator, forming new things from the primal clay and breathing the fiery spark of life into them.

Fire-Bringer shamans devote themselves to the betterment of others, even at their own expense. Most Fire-Bringer shamans devote themselves to a particular cause they follow with great zeal.
Environment: Urban
Advantages: +2 dice for detection and manipulation spells, +2 dice for spirits of man
Disadvantages: –1 die for illusion spells

Great Mother

The Great Mother is the embodiment of life-giving nature, giving her bounty freely to all who need it. Those who mistake her generosity for weakness are asking for trouble. Like any mother, she fights to the death to protect her children. Followers of the Great Mother are healers, both of the body and

the spirit; they cannot refuse aid to anyone who needs it. Shamans of the Great Mother follow the strictest moral code. They must fight against the forces of corruption, whether they be environmental, social, political or magical.
Environment: Anywhere
Advantages: +2 dice for health spells, +2 dice for field and forest spirits and all spirits of the waters
Disadvantages: –2 dice when in the presence of corruption

Horned Man

The embodiment of procreative power and energy, the Horned Man is the unfettered lord of the wild. Ancient and animalistic, he is ruled by instinct. Physical action and sensation shape his world, including brawling and lewd behavior. Of all the Idols, he is the most traditionally masculine, and male-dominated groups often venerate him.
Environment: Anywhere on land
Advantages: +2 dice for combat spells, +2 dice for all spirits of the land
Disadvantages: Shamans of the Horned Man must make a Willpower (6) Test to refuse a fight or physical contest. They are also lecherous and must make a Willpower Test against a target number equal to twice a seducer's Charisma to refuse any advances.

Lover

Beauty and passion incarnate, the Lover is desired by all. She is the perfect beauty but also embodies the irrationality and jealousy of lust. Her beauty makes her the object of attention but also the focus of a great deal of trouble. She is proud and often vain and will frequently take vengeance on mortals who spurn her or reject her beauty. The Lover is most often female, but some male examples do exist. Followers of the Lover are themselves quite vain and obsessed with their own appearance.
Environment: Urban
Advantages: +2 dice for illusion and control manipulation spells, +2 dice for spirits of the waters
Disadvantages: Followers must have a minimum Charisma of 6

Moon Maiden

The Moon Maiden is the Idol of the night sky. Moody, changeable, emotional, mysterious, sometimes gentle and pleasant and other times wild and uninhibited, she represents the triumph of woman's nurturing ways over man's destructive impulses. Not surprisingly, she is most venerated by women. A shaman of the Moon Maiden accepts no rules or restrictions save for her own personal convictions and the laws of Nature.
Environment: Anywhere
Advantages and Disadvantages: None

Sea King

The Sea King is the Idol of the waters. He is the ruler of the seas, with a grand court beneath the waves. His generosity and hospitality are as great as his temper when he is roused. The Sea King is as changeable as the sea itself and a master of disguise and shape-shifting. He is also skilled in creating new things, just as the sea is a source of new life. Sea King shamans

always exhibit proper behavior but never forget a slight or wrong done them.

Environment: Anywhere near the sea

Advantages: +2 dice for manipulation spells, +2 dice for sea spirits

Disadvantages: −1 die for combat spells. Sea King shamans also suffer from the Sea Legs Flaw (p. 24, *SR Comp*), without receiving any compensating Edges or Build Points.

Seductress

The Seductress is the incarnation of the corruption of body and mind. She has many desires and vices that she must frequently satisfy. She encourages jealousy and greed and seeks to inflame the wants of others. She avoids direct confrontation but gains pleasure when others fight for her attention or on her behalf. She exists to exploit weaknesses and will not hesitate to sacrifice those who get in her way.

The Seductress is commonly worshiped by toxic Idol worshipers (see *Toxic Shamans,* p. 124).

Environment: Urban

Advantages: +2 dice for illusion and control manipulation spells, +2 dice for spirits of man

Disadvantages: Seductress shamans must have a minimum Charisma of 6. They must also succeed in a Willpower (6) Test to avoid indulging themselves when a vice or corruption (drugs, BTLs, sex, and so on) is made available.

Siren

Siren is the great manipulator, who lures people to their doom. She specializes in attracting people's attention through whatever means are available and then encouraging them in a course of action that will lead to their destruction. She is wily and cunning and revels in sacrifice.

The Siren is commonly worshiped by toxic Idol worshipers (see *Toxic Shamans,* p. 124).

Environment: Sea

Advantages: +2 dice for illusion and control manipulation spells, +2 dice for sea spirits

Disadvantages: Siren shamans must have a minimum Charisma of 6. Sirens have difficulty focusing on more than one opponent at a time; they receive a +1 spellcasting modifier when attacked by more than one foe.

Sky Father

The Sky Father is the masculine counterpart to the Great Mother. He is the patriarch many say eclipsed the worship of the earth goddess over time. He is known for his clear sight and rulership over all he surveys as well as the terrible power that his mastery of the sky conveys. Lightning and thunder are his weapons, and nothing in the world escapes his view from his high throne.

Environment: Anywhere under the open sky

Advantages: +2 dice for detection and manipulation spells, +2 dice for storm spirits

Disadvantages: +2 to all target numbers if the shaman is entrapped or bound in any way

Trickster

The Trickster is the clever one, swift of mind and body, master of disguises and deception. He is always thinking up new pranks and ways to outwit his enemies rather than fighting them. He prefers to work in the service of others, turning and stealing behind their backs when they aren't looking. His tricks can often backfire, resulting in trouble for everyone, but the Trickster's cleverness always wins out in the end.

Environment: Anywhere

Advantages and Disadvantages: None

Wild Huntsman

An outsider even among the Idols, the Wild Huntsman walks the thin line between sanity and madness, but his frenzy hides an intimate knowledge of the sacred mysteries. As the Idol who gave humanity the intoxicating Cup of Knowledge, the Wild Huntsman is the patron of poets and artists along with numerous secret and esoteric cults. Wild Huntsman shamans are unpredictable. Sometimes half-crazy, often unkempt, they may not sleep or eat for days while in the thrall of a particular idea or emotion.

Environment: Forest, mountains or plains

Advantages: +2 dice for detection and illusion spells, +2 dice for storm spirits

Disadvantages: Wild Huntsman shamans can go berserk in combat in the same way as Bear shamans (p. 163, *SR3*).

Wise Warrior

The Wise Warrior is skilled in the art of war, for battle is an art to her, an exercise in the powers of the mind as well as the body. She studies the tactics of her foes and overcomes them through a combination of superior strategy and battle prowess. The Wise Warrior does not act out of savagery or battle-lust but from a position of knowledge and wisdom. Shamans of this Idol must follow the warrior's code of honor and conduct themselves properly or risk the loss of favor.

Environment: Urban

Advantages: +2 dice for combat and detection spells, +2 dice for resisting all damaging spells

Disadvantages: −1 die for illusion spells

LOA

Agwe

Agwe, the Loa of the Sea, appears as a powerful black man clad in seaweed and dripping water. He is like the Sea that he rules: strong and gentle but capable of sudden violence. He is proud and takes his role quite seriously. He often hosts his fellow Loa in his fantastic palace under the sea. Rituals to honor Agwe are involved and complex affairs, and the Loa's followers are often capable diplomats and gracious hosts. Followers of Agwe must seek diplomatic solutions to problems before resorting to violence.

Advantages: +2 dice for illusion spells

Disadvantages: −1 die for combat spells

Azaca

The eager "younger brother" of the Loa, Azaca is concerned with the growth and prosperity of the land. He tends to be impulsive, throwing himself into each new situation with abandon. Followers of Azaca tend to be rural caretakers of farming communities and the like.

Advantages: +2 dice for health spells

Disadvantages: A houngan of Azaca must make a Willpower (6) Test to avoid taking impulsive actions.

Damballah

Damballah is the Great Serpent of the Sky, an ancient and primal Loa. He has a slow dignity and grace about him, but he can move with surprising suddenness if required to do so. Damballah is often difficult to communicate with, his wisdom couched in metaphor and riddles. He rarely speaks in any human tongue.

Houngans of Damballah follow a strict moral code. The houngan must not break his word. They love to collect secrets and lore and will go to great lengths to do so, but they dole out their knowledge sparingly.

Advantages: +2 dice for detection and manipulation spells

Disadvantages: A houngan of Damballah must make a successful Willpower (6) Test to reveal a particularly good piece of information.

Erzulie

The Loa of Love and Passion is both the eternal innocent and the worldly-wise seductress. She is the most beautiful of women and the female companion to many other Loa in her various manifestations, loved and desired by all. Her desire is more than mere lust; it is the motivating passion that drives all things. Houngans of Erzulie are generally women. They always dress in the finest of clothes and have the best jewelry, perfume and other material comforts.

Advantages: +2 dice for illusion and control manipulation spells

Disadvantages: A houngan of Erzulie must maintain at least a Middle Lifestyle (p. 240, *SR3*). They suffer +1 to all magical target numbers while unkempt or less than stylish.

Ghede

Clever Ghede is the Loa of Death and the Dead. He respects nothing and laughs at the mortal fear of death. He is a trickster who enjoys shocking people out of their preconceptions with his sly and ribald sense of humor. He is also a glutton with a vast appetite, for Death must consume all things. Ghede is depicted as a man wearing a top hat, black tail coat and sunglasses (often with one lens missing) and carrying a cigar and a cane. Houngans of Ghede are gluttons, unable to resist an offer of food or drink, particularly rum, the Loa's favorite. They are also tricksters who love poking fun at others.

Advantages: +2 dice for health and manipulation spells

Disadvantages: A houngan of Ghede must make a Willpower (6) Test to avoid playing a trick in an inappropriate situation.

Legba

Legba is the Old Man of the Crossroads, divine messenger of the Loa, Opener of the Way and the boundary figure between the visible and invisible worlds. He is the first Loa invoked in ritual, so he may open the way for the others, and is well-respected for his great wisdom and authority. Legba is depicted as a bent old man walking with the aid of a staff. Followers of Legba are frequently the best leaders among houngans.

Advantages: +2 dice for detection and manipulation spells

Disadvantages: −1 die for combat spells. Houngans of Legba must have a minimum Charisma of 4.

Obatala

Obatala is depicted as a mulatto dressed entirely in white. He is the Loa of Purity and opposed to all forces of evil. He is also the spirit of thought and protector of the weak. Obatala is a force of peace, harmony and mediation. His followers are expected to oppose all forces of evil and corruption. Houngans of Obatala do not kill without a very good reason.

Advantages: +2 dice for detection, health and control manipulation spells

Disadvantages: Houngans of Obatala cannot cast combat spells. They suffer +2 to all magical target numbers when they are not wearing at least one article of white clothing.

Ogoun

Ogoun is the Loa of Iron and of War. He is a direct and active force, power in all of its forms. His followers are swaggering and proud, great warriors and political leaders. Ogoun is depicted as a powerfully muscled warrior in military dress, carrying a saber or a machete.

Advantages: +2 dice for combat spells

Disadvantages: −1 die for illusion spells. Houngans of Ogoun must make a Willpower (6) Test to back down from any insult to their honor or prowess.

Shango

Shango is the Loa of Lightning and Storm. He is depicted as a savage warrior, full of barely restrained energy, wielding a double-headed ax crackling with lightning. His voice is the peal of thunder. He is also associated with guns ("thunder-sticks") and fire. Shango and Ogoun are often rivals for the affections of Erzulie.

Advantages: +3 dice for Fire and Lightning elemental manipulation spells

Disadvantages: Houngans of Shango may go berserk in combat, in the same way as Bear shamans (p. 163, *SR3*).

ARCANE LORE

A **DEPT POWERS TABLE**
Unless otherwise noted, all page references are to the Adept Powers chapter in this book.

Power	Cost	Reference
Astral Perception	2	p. 168, *SR3*
Attribute Boost	.25 per level	p. 168, *SR3*
Blind Fighting	.5	p. 149
Body Control	.25 per level	p. 169, *SR3*
Combat Sense	1, 2 or 3	p. 169, *SR3*
Counterstrike	.5 per level	p. 149
Delay Damage	1 or 2	p. 149
Distance Strike	2	p. 149
Empathic Sense	.5	p. 150
Enhanced Perception	.5 per level	p. 169, *SR3*
Flexibility	.5 or 1	p. 150
Freefall	.25 per level	p. 150
Great Leap	.25 per level	p. 150
Improved Ability	.25 or .5 per level	p. 169, *SR3*
Improved Physical Attribute	.5 per level	p. 169, *SR3*
Improved Reflexes	2, 3 or 5	p. 169, *SR3*
Improved Sense	.25 each	p. 169, *SR3*
Iron Will	.5 per level	p. 150
Killing Hands	.5, 1, 2 or 4	p. 170, *SR3*
Magic Resistance	1 per level	p. 170, *SR3*
Magic Sense	.5	p. 150
Magical Power	1 per level	p. 22
Missile Mastery	1	p. 150
Missile Parry	1	p. 170, *SR3*
Mystic Armor	.5 per level	p. 170, *SR3*
Nerve Strike	1	p. 150

Power	Cost	Reference
Pain Resistance	.5 per level	p. 170, *SR3*
Quick Draw	.5	p. 151
Quick Strike	3	p. 151
Rapid Healing	.5 per level	p. 170, *SR3*
Rooting	.25 per level	p. 151
Sixth Sense	.25 per level	p. 151
Smashing Blow	1	p. 151
Spell Shroud	.25 per level	p. 151
Suspended State	1	p. 170, *SR3*
Temperature Tolerance	.25 per level	p. 151
Traceless Walk	.5	p. 151
True Sight	.25 per level	p. 151

SPELL TABLE

KEY

Name is self-explanatory. Spells marked with an asterisk (*) appear in *SR3;* the rest appear in this book.

Type is either Mana (M) or Physical (P). See p. 178, *SR3.*

Target is the target number of the spell. Willpower (W), Body (B), Intelligence (I), Quickness (Q), Force (F) and Object Resistance (OR) are the most common target numbers. Spells with an (R) that are directed toward an unwilling target require a Spell Resistance Test (p. 183, *SR3*). Spells with a (T) are resisted and have a Threshold, usually equal to half the target Attribute (see p. 50). Spells with (RC) are treated as a Ranged Combat attack. Spells with a (V) require a Voluntary Target. The target number for spells with (DT) can be found on the Detection Table, p. 192, *SR3.*

Duration is either Instant (I), Sustained (S) or Permanent (P). See p. 178, *SR3.*

Range is either line of sight (LOS) or touch (T). Spells with an (A) are area effect. For detection spells, the notation after the slash refers to the range of the sense: a directional (D) sense like sight or an area (A) sense detecting targets in all directions.

Drain consists of a modifier to the Drain's Power (based on half the spell's Force, rounded down) and the Drain Level, the base Damage Level the drain causes. Spells that inflict or heal damage have a variable Drain Level based on the level of damage the spell may cause or heal. If a modifier would raise the Drain Level above Deadly, add +2 to the Drain Power instead for each level above Deadly.

COMBAT SPELLS

Name	Type	Target	Duration	Range	Drain
Death Touch*	M	W(R)	I	T	(Damage Level −1)
Manaball*	M	W(R)	I	LOS(A)	(Damage Level +1)
Manabolt*	M	W(R)	I	LOS	(Damage Level)
Powerball*	P	B(R)	I	LOS(A)	+1(Damage Level +1)
Powerbolt*	P	B(R)	I	LOS	+1(Damage Level)
Ram (Object)	P	OR	I	T	+1(Damage Level −2)
Shattershield	M	F(R)	I	T	(M)
Slaughter (Race/Species)	M	W(R)	I	LOS(A)	+1(D)
Slay (Race/Species)	M	W(R)	I	LOS	−1(D)
Spiritblast	M	F(R)	I	LOS(A)	−1(Damage Level +1)
Spiritbolt	M	F(R)	I	LOS	−1(Damage Level)
Stunball*	M	W(R)	I	LOS(A)	−1(Damage Level +1)
Stunbolt*	M	W(R)	I	LOS	−1(Damage Level)
Stun Touch	M	W(R)	I	T	−1(Damage Level −1)
Wreck (Object)	P	OR	I	LOS	+1(Damage Level −1)

DETECTION SPELLS

Name	Type	Target	Duration	Range	Drain
Analyze Device*	P	OR	S	T/D	+1(M)
Analyze Magic	M	F(R)	S	T/D	(L)
Analyze Truth*	M	W(R)	S	T/D	(L)
Animal (Sense)	M	W(R)	S	T/D	(M)
Astral Window	M	F(R)	S	T/D	(L)

Name	Type	Target	Duration	Range	Drain
Catalog	P	6	S	T/A	+1(M)
Clairaudience*	M	6(R)	S	T/D	(M)
Clairvoyance*	M	6(R)	S	T/D	(M)
Combat Sense*	M	4	S	T	(S)
Detect Enemies*	M	DT(R)	S	T/A	(M)
Detect Individual*	M	DT(R)	S	T/A	(L)
Detect Life*	M	DT(R)	S	T/A	(L)
Detect (Life Form)*	M	DT(R)	S	T/A	−1(L)
Detect Magic*	M	6(R)	S	T/A	(L)
Detect (Object)*	P	DT	S	T/A	+1(M)
Diagnose	M	W(R)	I	T/D	−1(L)
Enhance Aim	M	6(R)	S	T/D	(M)
Eyes of the Pack	M	6(V)	S	T/D	(M)
Mindlink*	M	4(V)	S	LOS/D	(S)
Mind Probe*	M	W(R)	S	T/D	(S)
Night Vision	P	6(V)	S	T/D	+1(L)
Translate	M	4(V)	S	T/D	(M)

HEALTH SPELLS

Name	Type	Target	Duration	Range	Drain
Alleviate Allergy	P	10 − Essence(V)	S	T	(Allergy Level)
Antidote*	M	Toxin Power(V)	P	T	(Toxin Damage Level)
Awaken	M	4(V)	I	T	−2(Stun Damage Level)
Cause Allergy	P	10 − Essence(R)	S	T	+2(Allergy Level +1)
Cripple Limb	P	B(T)	S	T	+1(S)
Cure Disease*	M	Disease Power(V)	P	T	(Disease Damage Level)
Decrease (Attribute)*	M	10 − Essence(R)	S	T	+1(S)
Decrease (Cybered Att.)*	P	10 − Essence(R)	S	T	+2(S)
Decrease Cybered React.	P	10 − Essence(R)	S	T	+2(D)
Decrease Reaction	M	10 − Essence(R)	S	T	+1(D)
Decrease Reflexes					
−1 Initiative Die	P	10 − Essence(R)	S	T	+2(D)
−2 Initiative Dice	P	10 − Essence(R)	S	T	+4(D)
−3 Initiative Dice	P	10 − Essence(R)	S	T	+6(D)
Detox*	M	Toxin Power(V)	P	T	−2(Toxin Damage Level)
Fast	M	4(V)	P	T	−2(M)
Heal*	M	10 − Essence(V)	P	T	(Damage Level)
Healthy Glow*	M	4(V)	P	T	(L)
Hibernate*	M	4(V)	S	T	+1(M)
Increase (Attribute)*	M	Attribute(V)	S	T	+1(M)
Increase (Cybered Att.)*	P	Attribute(V)	S	T	+2(M)
Increase Reaction*	M	Reaction(V)	S	T	+1(S)
Increase Reflexes					
+1 Initiative Die*	M	Reaction(V)	S	T	+1(S)
+2 Initiative Dice*	M	Reaction(V)	S	T	+1(D)
+3 Initiative Dice*	M	Reaction(V)	S	T	+3(D)
Intoxication	P	B(R)	P	T	+1(D)
Nutrition	P	4(V)	P	T	+1(M)
Oxygenate*	P	4(V)	S	T	+2(L)
Preserve	P	4	P	T	+1(M)
Prophylaxis*	M	4(V)	S	T	+1(L)
Resist Pain*	M	4(V)	P	T	−2(Damage Level)
Stabilize*	M	4 + minutes(V)	P	T	+1(M)
Treat*	M	10 − Essence(V)	P	T	−1(Damage Level)

ILLUSION SPELLS

Directed Illusion Spells

Name	Type	Target	Duration	Range	Drain
Agony	M	W(R)	S	LOS	(M)
Blindness	P	I(R)	S	LOS	+1(M)
Chaff	P	OR	S	LOS	(S)
Chaos*	P	I(R)	S	LOS	+1(S)
Chaotic World*	P	I(R)	S	LOS(A)	+1(D)
Confusion*	M	W(R)	S	LOS	(S)
Dream	M	W(R)	S	LOS	(M)
Entertainment*	M	W(V)	S	LOS(A)	(L)
Flak	P	OR	S	LOS(A)	(D)
Flash	P	I(R)	I	LOS(A)	(S)
Mass Agony	M	W(R)	S	LOS(A)	(S)
Mass Blindness	P	I(R)	S	LOS(A)	+1(S)
Mass Confusion*	M	W(R)	S	LOS(A)	(D)
Stench	M	W(R)	S	LOS(A)	(S)
Stink	M	W(R)	S	LOS	(M)
Trid Entertainment*	P	I(V)	S	LOS(A)	+1(L)

Indirect Illusion Spells

Name	Type	Target	Duration	Range	Drain
Camouflage	M	4(R)	S	LOS	(L)
Double Image	M	4(R)	S	T	(S)
Foreboding	M	4(R)	S	LOS(A)	(D)
Hot Potato	M	4(R)	S	LOS(A)	(M)
Improved Invisibility*	P	4(R)	S	LOS	+1(M)
Invisibility*	M	4(R)	S	LOS	(M)
Mask*	M	4(R)	S	LOS	(M)
Phantasm*	M	4(R)	S	LOS(A)	(D)
Physical Camouflage	P	4(R)	S	LOS	+1(L)
Physical Double Image	P	4(R)	S	T	+1(S)
Physical Mask*	P	4(R)	S	LOS	+1(M)
Silence*	P	4(R)	S	LOS(A)	+1(S)
Stealth*	P	4(R)	S	LOS	+1(M)
Trid Phantasm*	P	4(R)	S	LOS(A)	+1(D)
Vehicle Mask	P	4(R)	S	LOS	+1(S)

MANIPULATION SPELLS

Control Manipulations

Name	Type	Target	Duration	Range	Drain
Alter Memory	M	W(T)	P	LOS	(D)
Calm Animal	M	W(T)	S	LOS	(M)
Calm Pack	M	W(T)	S	LOS(A)	(S)
Compel Truth	M	W(T)	S	LOS	+1(M)
Control Actions*	M	W(T)	S	LOS	+1(M)
Control Animal	M	W(T)	S	LOS	(S)
Control Emotion*	M	W(T)	S	LOS	+1(M)
Control Pack	M	W(T)	S	LOS(A)	(D)
Control Thoughts*	M	W(T)	S	LOS	+1(S)
Influence*	M	W(T)	P	LOS	(S)
Mob Mind	M	W(T)	S	LOS(A)	+1(D)
Mob Mood	M	W(T)	S	LOS(A)	+1(S)

Elemental Manipulations

Name	Type	Target	Duration	Range	Drain
Acid Stream*	P	4(RC)	I	LOS	+1(Damage Level +1)
Ball Lightning*	P	4(RC)	I	LOS(A)	+1(Damage Level +2)
Fireball*	P	4(RC)	I	LOS(A)	+1(Damage Level +2)
Flamethrower*	P	4(RC)	I	LOS	+1(Damage Level +1)
Laser	P	4(RC)	I	LOS	+1(Damage Level +1)
Lightning Bolt*	P	4(RC)	I	LOS	+1(Damage Level +1)
Nova	P	4(RC)	I	LOS(A)	+1(Damage Level +2)
Smoke Cloud	P	4(RC)	I	LOS(A)	(Damage Level +2)
Steam	P	4(RC)	I	LOS	(Damage Level +1)
Thunderbolt	P	4(RC)	I	LOS	(Damage Level +1)
Thunderclap	P	4(RC)	I	LOS(A)	(Damage Level +2)
Toxic Wave*	P	4(RC)	I	LOS(A)	+1(Damage Level +2)

Telekinetic Manipulations

Name	Type	Target	Duration	Range	Drain
Animate	P	OR	S	LOS	+1(M)
Bind	P	Q(R)	S	LOS	+2(M)
Catfall	P	4	S	LOS	+1(M)
Clout*	P	4(RC)	I	LOS	(Damage Level)
Deflect	P	4	S	LOS	+2(M)
Fling*	P	4(RC)	I	T	+1(M)
Gecko Crawl	P	4	S	LOS	+2(M)
Levitate*	P	4(R)	S	LOS	+2(M)
Lock	P	4	S	LOS	+2(M)
Magic Fingers*	P	6	S	LOS	+2(M)
Net	P	Q(R)	S	LOS(A)	+2(S)
Poltergeist*	P	4(R)	S	LOS(A)	+1(M)
Redirect	P	4(RC)	I	LOS	+1(Damage Level)
Shape Earth	P	4	S	LOS(A)	+2(M)
Shape Water	P	4	S	LOS(A)	+2(M)
Use (Skill)	P	6	S	LOS	+2(L)

Transformation Manipulations

Name	Type	Target	Duration	Range	Drain
Alter Temperature	P	4	S	LOS(A)	+2(M)
Armor*	P	6	S	LOS	+2(M)
Astral Armor	M	6	S	LOS	+1(M)
Astral Barrier*	M	6	S	LOS(A)	+1(S)
Clean (Element)	P	6	P	LOS(A)	+1(S)
Control Fire	P	Power of fire	S	LOS(A)	+2(M)
Create Food	P	4	P	LOS	+1(S)
Fashion	P	6	P	T	+1(L)
Firewall	P	4	S	LOS(A)	+2(S)
Fix	P	OR	P	T	(S)
Flame Aura	P	4	S	LOS	+2(M)
Freeze Water	P	4	I	LOS(A)	+1(M)
Glue	P	4	S	LOS	+2(M)
Glue Strip	P	4	S	LOS(A)	+2(S)
Ice Sheet*	P	4	I	LOS(A)	+1(S)
Ignite*	P	4(T)	P	LOS	+1(D)
Light*	P	4	S	LOS(A)	+2(M)
Limited Armor	P	6	S	LOS	+2(L)

Name	Type	Target	Duration	Range	Drain
Limited Physical Barrier	P	6	S	LOS(A)	+2(M)
Makeover	P	6(V)	P	LOS	+1(M)
Mana Static	M	4	P	LOS(A)	(D)
Mist	P	4	I	LOS(A)	+1(M)
Petrify*	P	B(T)	S	LOS	+1(S)
Physical Barrier*	P	6	S	LOS(A)	+2(S)
Reinforce	P	OR	S	LOS	+1(M)
Shadow*	P	4	S	LOS(A)	+2(M)
Shapechange	P	B(T)(V)	S	LOS	+1(M)
Spell Shield	M	6	S	LOS	(M)
Spell Wall	M	6	S	LOS(A)	(S)
Spirit Barrier	M	6	S	LOS(A)	(S)
Sterilize	P	4	I	LOS(A)	+1(M)
Transform	P	B(T)	S	LOS	+1(S)
Wind	P	4	S	LOS(A)	+2(M)

MAGICAL GEAR TABLE

Foci	Availability	Cost	Street Index	Bonding Cost
Anchoring Focus, Expendable*	4/48 hrs	Force x 3,000¥	2	1 x Force
Anchoring Focus, Reusable*	5/48 hrs	Force x 30,000¥	2	3 x Force
Centering Focus	5/48 hrs	Force x 75,000¥	2	3 x Force
Expendable Spell Focus	3/26 hrs	Force x 1,500¥	1	0
Power Focus	6/72 hrs	Force x 105,000¥	2	5 x Force
Shielding Focus	6/72 hrs	Force x 95,000¥	2	4 x Force
Specific Spell Focus	4/48 hrs	Force x 45,000¥	2	1 x Force
Spell Category Focus	5/48 hrs	Force x 75,000¥	2	3 x Force
Spell Defense Focus	5/48 hrs	Force x 75,000¥	2	3 x Force
Spirit Focus	4/48 hrs	Force x 60,000¥	2	2 x Force
Sustaining Focus	2/48 hrs	Force x 15,000¥	2	1 x Force
Weapon Focus	8/72 hrs	[(Reach +1) x 100,000¥] +Force x 90,000¥	2	(3 + Reach) x Force

*Cost given is for an unbonded focus. To purchase a bonded anchor (see examples under *Using Anchoring,* p. 71), add 2/48 hrs to the Availability, double the Street Index, multiply the base cost by 5, and add an additional cost of 1,000¥ x Force for any linked spells.

Magical Supplies	Availability	Cost	Street Index
Ally Conjuring Materials	Force/36 hrs	Force x 1,000¥	1
Elemental Conjuring Materials	Force/24 hrs	Force x 1,000¥	1
Enchanting Kit	6/72 hrs	10,000¥	2
Enchanting Shop	8/1 wk	100,000¥	3
Hermetic Library (per skill)	Rating/7 days	(Rating x Rating) x 1,000¥	1
Shamanic Lodge Materials	Force/24 hrs	Rating x 500¥	1
Watcher Conjuring Materials	Force/36 hrs	Force x 1,000¥	1

Fetishes			
Combat	3/24 hrs	200¥	1
Detection	3/24 hrs	50¥	1
Healing	3/24 hrs	500¥	1
Illusion	3/24 hrs	100¥	1
Manipulation	3/24 hrs	300¥	1

Ritual Sorcery Materials

Combat*	3/24 hrs	1,000¥ x Force	1
Detection	3/24 hrs	100¥ x Force	1
Healing	3/24 hrs	500¥ x Force	1
Illusion	3/24 hrs	100¥ x Force	1
Manipulation	3/24 hrs	1,000¥ x Force	1

*Combat spell ritual materials have a Legality Code of 8P–T.

Spell Formulas*

Light Drain	Force/24 hrs	Force x 50¥	2
Moderate Drain	Force/48 hrs	Force x 100¥	2
Serious Drain	Force/72 hrs	Force x 500¥	2
Deadly Drain	Force/7 days	Force x 1,000¥	2

*Treat variable Drain Level spells as base Deadly Drain. All formulas for combat and elemental manipulation spells, and other spells above Force 3, have a Legality Code of (8 – Force)P–T

Security Gear

Security Gear	Availability	Cost	Street Index	Legality
Biofiber	Force/1 wk	(100¥ x Force)/m^2	2	Legal
Biofiber Nutrient Solution	6/1 wk	5¥/m^2	1	Legal
FAB Strain-I				
50 m^3 aerosol	6/1 wk	5,000¥	2	9P–U
500 m^3 aerosol	8/2 wks	45,000¥	2	8P–U
FAB Strain-II				
aerosol	(Force)/2 wks	(5¥ x Force)/m^3	2	8P–U
encased nutrient colony	(Force x 2)/2 wks	(10¥ x Force)/m^3	2	8P–U
Guardian Vines	(Force x 2)/1 mo	(100¥ x Force)/m^2	5	8P–Z
Magemask	4/48 hrs	200¥	2	6P–U

Enchanting Material Costs (in nuyen)

Material	Raw Form	Refined Form	Radical Form
Herbals	50	100	200
Crystals	100	200	400
Semi-precious Gems	200	400	800
Precious Gems	500	1,000	2,000
Iron	50	100	200
Copper	100	200	400
Silver	300	600	1,200
Gold	10,000	20,000	40,000
Mercury	600	1,200	2,400
Tin	30	60	120
Lead	30	60	120
Orichalcum	<88,000¥ per unit>		

Enchanting Service Costs*

Task	Cost**
Gathering	(Skill x 50¥) per day
Refining	(Skill x 50¥) per unit
Making Radicals	(Skill x 80¥) per unit
Focus Formula Design	(Skill x 200¥) per day
Enchanting	(Skill x 250¥) per day, plus 5,000¥ per Karma Point spent

*This is a general figure for services rendered. Actual costs in game play should vary according to situation and game style.

**Initiates add their grade to Skill for determining costs.

MAGICIAN DATA SHEET

PERSONAL MAGICAL DATA

Tradition _____
Totem _____
Totem Bonuses/Penalties _____
_____

Library	Rating	Media	Size	Cost
Conjuring	_____	_____	_____	_____
Sorcery	_____	_____	_____	_____
Enchanting	_____	_____	_____	_____
Background	_____	_____	_____	_____

Lodge/Circle
Force _____
Location _____
Description _____
_____
Cost _____

Initiation
Grade _____
Metamagical Techniques _____
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Geasa _____
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Ordeal Completed _____
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MAGICAL GROUP

Name _____
Type _____
Strictures _____
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Members _____
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Notes _____
_____

ASTRAL DATA

Astral Pool _____
Combat Skill _____
Base Damage _____
Appearance _____
_____
_____
_____

Notes _____
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_____

MAGIC ITEMS

Item	Rating	Description
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

SPELLS

Name	Max. Force	Base Dmg.	Duration	Type	Target #	Target's Resist	Drain Code	Notes

SPIRIT RECORD SHEET

ALLY SPIRIT

Name _____ Native Plane _____

Force	B	S	Q	C	W	I	E	R
_____	___	___	___	___	___	___	___	___

INIT: _____ Astral INIT: _____

Attack: _____

Dice Pools
- Karma _____
- Combat _____
- Astral Combat _____

Homunculus
- Material _____
- Armor _____
- Allergy _____

Powers

Type	Action	Range	Duration	Effects
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Appearance
1 _____
2 _____
3 _____

Skills/Rating	Spells/Force
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

WATCHER SPIRITS

Number _____ Force _____ Length of life _____

NOTES

_____
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BOUND SPIRITS

Type _____ Force _____ Great Form (Y/N) _____

B	S	Q	C	W	I	E	R
___	___	___	___	___	___	___	___

INIT: _____ Astral INIT: _____

Attack: _____

Dice Pools
- Karma _____
- Combat _____
- Astral Combat _____

Great Form Bonus _____

Powers

Type	Action	Range	Duration	Effects
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Weaknesses _____

BOUND SPIRITS

Type _____ Force _____ Great Form (Y/N) _____

B	S	Q	C	W	I	E	R
___	___	___	___	___	___	___	___

INIT: _____ Astral INIT: _____

Attack: _____

Dice Pools
- Karma _____
- Combat _____
- Astral Combat _____

Great Form Bonus _____

Powers

Type	Action	Range	Duration	Effects
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Weaknesses _____

INDEX

END