

MAGICAL ABILITIES

Magicians in the Sixth World can be broadly categorized as following the Shamanic or Hermetic traditions. These traditions are only two of a great variety, but they are the most prominent.

Shamanic mages gain their power from spirits, herbs, nature and tribal traditions, and must choose a **Totem** as the focus of their power.

Hermetic mages treat Magic as a science, learning their spells as formulae from musty spellbooks. The Hermetic mage understands the universe as a complex construct of arcane forces.

MAGIC RATING

Every Magician in Shadowrun has a **Magic Rating**. This Rating begins at 6, and can be increased through a process called **Initiation**. Magic Rating can also be decreased. Any time a Mage loses Essence, takes a Deadly wound, or is treated with modern medicine there is a chance for Magic Rating loss. If a Magician's Magic Rating ever drops below 1, they are no longer able to use Magic.

Magic Rating determines in part the power a Magician can put into their spells and conjuring. If the Rating of the spell or spirit they are invoking is equal to or below their Magic Rating, the **Drain** of the casting results as mental fatigue. If the Magic Rating is less than the Rating of the Magic being cast, the Drain becomes physical damage as the Magician's body suffers burst blood vessels, torn muscles and other injuries from exposure to an overdose of pure magical power.

DRAIN

The act of drawing magical energy from Astral Space into the material world through the magician's nervous system causes damage. After casting any spell, the magician must make a

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Willpower Resistance Test to avoid fatigue. The Target Number for this test is normally the Force of the spell. The spell description shows the Fatigue Category and Staging Number of the Drain. If the magician fails to offset the Drain completely, the remaining Fatigue damage is marked on the Mental Damage track of the Condition Monitor. If the Force of the spell is higher than the magician's Magic attribute, the remaining damage is marked on the Physical damage track.

SORCERY

Sorcery spells can be cast quickly, or as ritual spells. All spells may affect living things, but only physical spells may affect inanimate objects. Magical constructs, such as a spirit or Astral form may only be affected by mana spells.

Combat spells create destructive energies.

Detection spells are used to sharpen senses or analyze the environment.

Health spells can heal damage, disease, madness and other conditions.

Illusion spells can create convincing false sounds and images.

Manipulation spells affect matter and energy.

SPELLCASTING

Spells cast immediately in the "here and now" as opposed to rituals use the Spellcasting concentration of the Sorcery skill. Beginning with the Magician's first Action during combat, Spellcasting actions occur as follows:

Refresh Magic Pool

A magician's Magic Pool is equal to their Sorcery skill rating. Any dice dedicated to spell defence will not be

available.

Spell Declaration

The magician declares the spell they will cast, if any other spells are being sustained or dropped, the target(s) of the spell and the Force at which the spell will be cast.

Any spells being sustained cause the Target Number of the currently cast spell to be +2 per sustained spell.

A magician must be able to see the target(s). Binoculars, glasses, and magic or technology that penetrates darkness count for Line of Sight. A magician cannot cast at invisible or Astral targets, nor through remote observation systems such as cameras or drones.

The Force of the spell can be any Force up to the maximum Force the magician has learned.

Area Effect spells may have their radius of effect changed by 1m in either direction by removing dice from the success test. The cost is one die per meter to increase the radius, or two dice per meter to narrow the radius.

Success Test

Spellcasting is a Resisted Success Test based on the Force Rating of the spell plus any Magic Pool dice. The Target Number is the rating of the attribute opposing the type of spell, Body for physical and Willpower for mana.

NOTE: Despite what is stated on pages 81 and 92 of the Shadowrun rulebook, there is no further Damage Resistance Test for Combat spells. The results of this Success Test alone are used to determine spell damage. This bypasses all armor worn (except dermal armor.)

Spell Defense

Magicians can assist themselves and their teammates by allocating dice from

their Magic Pools toward spell defense. If the magician decided to allocate spell defense dice, these dice are available to anyone the magician can see. This can be done repeatedly, with as many dice as have been allocated, up to a number of times per action equal to the magician's Sorcery skill. These dice add to the Body or Willpower dice spell targets use to resist a spell. Each person gets the total number of dice, they are not divided up between allies.

Determine Result

If the force Success Test yielded more successes than the Resistance Test of the intended target, the spell is successful. A combat spell must generate a number of successes equal to its Staging number to cause any damage at all, and is staged up normally with each additional number of successes equal to the Staging number.

Other types of spell may require a threshold number of additional successes. These will be found in the individual spell descriptions.

Determine Drain

Once the result of the spell has been established, the caster must use their Willpower dice, plus any Magic Pool dice the caster wishes to employ, to offset the Drain of the spell.

RITUAL SORCERY

Ritual Sorcery is unlikely to occur during the scope of this Shadowrun adventure. Should a magician wish to attempt Ritual Sorcery, remember that a physical link to the target must be in the possession of the ritual team, such as a brick from a building or an item containin the DNA of a living being.

Full rules for Ritual Sorcery appear in the Shadowrun core rulebook on pages 83 and 84.

MAGIC Cont'd

CONJURING

Summoning, controlling and banishing spirits are acts that fall under the Conjuring skill. The basic kind of spirits that may be conjured in Shadowrun are nature spirits and Elementals. Only a mage may summon an Elemental, and only a shaman may summon a nature spirit. Drain from Summoning is resisted with Charisma rather than Willpower.

Summoning Nature Spirits

A shaman may only summon a nature spirit in its own environment, a forest spirit must be summoned in a forest, a city spirit in a city, and so forth. The Shaman chooses the Force of the spirit, which becomes the Target Number for an Unresisted Conjuring Success Test. The Force may be any number, and is not limited by the shaman's Magic attribute.

Each success rolled by the shaman is one service the spirit will perform. The spirit's attributes are equal to its Force. Nature spirits disappear at sunrise, no matter what.

If the fatigue from the Drain Test resulting from the summoning knocks the shaman unconscious, the spirit is uncontrolled.

See individual nature spirit descriptions on pp185-6 in Shadowrun for the powers of the spirits.

Summoning Elementals

Mages may summon Elementals given the necessary time and equipment, and an Elemental may be summoned at any desired Force rating. Elementals must have a source of their element - a fire elemental and a bonfire, etc.

Unlike the summoning of a nature spirit, Elementals require one hour of casting per point of Force. The number

of successes in the Unresisted Conjuring Success Test is the number of services the Elemental will perform. The Elemental will be bound to the mage until all services have been rendered. The mage may have a number of bound Elementals in service equal to the mage's Charisma Attribute.

Elementals may perform the services of aid sorcery, aid study, sustain spells, physical service and remote service. See Shadowrun, pages 86-7 for full descriptions of these powers.

Control Contests

Two magicians can vie for control of a spirit. Only shamans may attempt to control nature spirits, and only mages may attempt to control Elementals. An opposed Conjuring Success Test is made between the two magicians, the Target Number is the Force of the spirit. Both magicians can use foci or totem modifiers.

If the original summoner wins this contest, the spirit remains under their control. If the summoner loses this Test, both magicians roll a Resistance Test against Drain. If neither rolls any successes, the spirit is uncontrolled and both magicians test against the original Drain of the summoning.

Banishing

The Conjuring skill can be used to banish a spirit. The magician makes an Opposed Success Test against the Force of the spirit. Spirit focus and totem modifiers apply. If the magician is the original summoner of the spirit, add dice equal to the summoner's Charisma. The spirit's TN is the banishing magician's Magic Rating. The winner reduces the loser's Rating by one per net Success. If the magician has their Magic Rating

reduced to 0, the magician passes out. If the spirit has Force reduced to 0, it ceases to exist. The winner determines if there will be another round of Banishing combat. Reduced Rating points return at a rate of 1 point per hour.

ASTRAL SPACE

When in Astral Space, nonliving items have an astral presence, but do not act on other astral forms. Living beings (including the Earth as a whole), spells, and the traditional elements of water, air and fire are also tangible in Astral Space. The elements are of low density and do not impede movement. Vegetation blocks astral movement. One cannot see or assense through a wall, for example, but can pass right through it in order to do so. Writing cannot be read while the reader is in Astral Space.

Astral Perception

A magician may spend an action to switch their senses from normal space to Astral Space or vice versa. Astral Perception can be used to assense any item that is actually there, magical energy surrounding an item, a Ritual Sorcery Sending, a being's aura, or a magical spell. More in-depth information can be gained by making a TN 4 Unresisted Success Test using Conjuring or Sorcery as appropriate.

Astral Projection

A magician who is projecting astrally leaves their body in an extremely vulnerable state. They cannot perceive the normal world while projected, and their body is defenseless in a coma-like state.

The magician has an astral form, astral Strength is equal to Charisma. Astral Quickness is equal to Intelligence. Astral Body is equal to Willpower. The

appearance of the astral form is the idealized appearance of the magician.

Magicians may move astrally at a rate of Astral Quickness multiplied by 3 for Drawfs and Trolls, and by 4 for Humans, Elves and Orks. Astral travel inflicts no fatigue, and this rate of travel allows the observation of astral surroundings. A magician can move Magic Attribute time 1,000 kph, but will not be able to assense or see detail while moving at this rate of speed.

While astrally projecting, a magician's body loses 1 point of Essence per hour. If Essence drops below 0, the magician dies. If the magician's body is moved while the magician is in Astral Space, the magician must search for their body by making a Success Test against their Body or Willpower score (whichever is higher) against a TN of 6 with a base time of 6 hours.

Astral Combat

Anything with an astral presence may be engaged in astral combat. This works like Melee Combat, no ranged attacks may be made save spellcasting. Sorcery skill is used instead of Armed or Unarmed Combat, treating net successes as inflicting damage with a Staging of 1. When resisting damage, the Staging equals the Rating of the magic weapon being used, or 1 if the magician is unarmed. Astral Pool may be used for counter-attack (as in standard melee combat) or to Dodge, but not both.

Most magic entities and barriers are attacking using their Force or other abilities. See Shadowrun page 91 for more information on how specific astral forms are attacked.