

Metamagic

Absorption

Absorption is a metamagic technique that allows a defending mage to counter all or some of an incoming spell similar to spell defense, but then repurpose that spell energy for their own spells.

Absorbing a spell involves allocating spell defense dice as normal, but for each die that successfully defeats the Force of the incoming spell a die is added to the Absorption Pool. This pool operates exactly as a Magic Pool but is its own pool so can effectively double the number of Magic Pool dice the initiate has available. The Absorption Pool cannot exceed twice the initiate's Magic rating.

While it is normal for Absorption Pool dice to be used up immediately they do not need to be so used. However maintaining an Absorption Pool is like maintaining a spell and inflicts a +2 modifier to all other tasks while the pool is maintained.

Absorption Pool dice can be released harmlessly if they are no longer desired but in any turn during which an initiate has held an Absorption Pool they must resist Moderate drain with a power equal to the number of dice left in the pool at the end of the turn.

Defensively Absorption does defeat incoming spells just like spell defense. In the case of area spells, only those protected by allocated dice are saved, others are affected normally.

Ally Conjunction

This metamagic allows an initiate to conjure Ally Spirits. See p. 67 The Grimoire

Anchoring

See p. 47 The Grimoire.

Animal Attunement

An initiate who knows the Animal Attunement metamagic can bond to a living animal in a manner similar to bonding a focus. Each attuned animal counts towards the magician's limit of active foci. In order to attune to an animal the initiate must first befriend or subjugate the animal with an Animal Handling 5 or Charisma 9 test with a base time of fourteen days. Once the animal is prepared in this fashion the initiate then pays Karma equal to the animal's Essence and the attuning is complete.

Once attuned to the animal the initiate is able to use Sense Link through the animal and may issue very basic telepathic commands to the animal. Both of these abilities have a range of (Initiate's Magic + Charisma + Willpower)x10 meters. If the animal goes beyond this range then the link is temporarily severed. Also, if the animal suffers a Moderate or greater wound the link is temporarily broken and the initiate suffers Light Stun that cannot be soaked. The link can be re-established once the animal has healed.

In the case of particularly small animals such as rats, small birds, even insects, a single attunement (and associated Karma expenditure) will attune a number of animals equal to the initiate's Magic rating. However even with an attuned flock of birds the initiate can only use the powers of the attunement on one at a time.

Centering

The magician must select a Centering Skill. This is usually one related to artistic or intellectual endeavours. Examples include Guitar, Classical Greek, Pseudo-Yogic Posturing, NovaScream Expression, Painting, and many others besides. The Centering Skill cannot be a direct combat skill. The gamemaster is final arbiter on whether a skill can count as a Centering Skill. A magician is not limited to only one Centering Skill and there are advantages to having more than one in order to accommodate various situations that may require avoiding noise or motion. In order to designate a Centering Skill the magician must buy a level of that skill with Karma at the time the skill is so designated. A Centering Skill may never be chip-based, it must be a skill known by the magician and raised the hard way. A Centering Skill may also fulfill a geas.

To use Centering the magician makes a Centering Test when casting a spell, conjuring a spirit, enchanting a focus, creating fetishes, or any other magical activity that does not occur in astral space. Centering cannot be used astrally. The magician must be able to use the skill in order to make the Centering Test. ex. a magician with Singing as their Centering Skill who is currently drowning in Puget Sound would not be able to use Centering. When using Centering the target number for the Centering Test is equal to the target number the magical activity would have.

The successes from the Centering Test may be used in the following ways:

- Centering for Spellcasting - Every 2 successes achieved on the Centering Test count as 1 success for the spell being cast.
- Centering for Enchanting - Every 2 successes achieved on the Centering Test add 1 success to the results of the Enchantment Test.
- Centering for Conjuring - Every 2 successes achieved on the Centering Test count as 1 success for the spirit being conjured.
- Centering versus Drain - Every 2 successes achieved on the Centering Test count as 1 success to resist drain.
- Centering versus Penalties - Every 2 successes achieved on the Centering Test reduce any penalties against a magical action by 1. This reduction only affects penalties, not the base target number. ex. a magician is wounded but still needs to enchant a focus, they could use Centering versus Penalties to reduce or remove their wound penalties to the enchanting target number.

Cleansing

The Cleansing metamagic allows a magician to remove temporary background count and astral impressions from an object or area. To cleanse an area of background count the cause of the background count must first be removed. (ex. The reservoir must no longer be polluted or the gang war must be ended) Permanent background counts cannot be cleansed. (ex. the workings done over so long at the Great Pyramids have created too powerful an impression to be cleansed.)

After the cause has been removed the initiate then makes a Sorcery test against a target number equal to twice the background count. Each 2 successes reduces the background count by 1. Thereafter the initiate must soak (original background count)D drain.

Cognition

Initiates who know Centering metamagic can learn Cognition. Cognition allows the initiate to use their Centering skill to reduce penalties on Intelligence linked skills and tests or for additional successes on such tests in a manner akin to using Centering to reduce drain. Furthermore an initiate with Cognition gains a Task Pool of 1 and reduces the Karma cost for increasing skills by 1 to a minimum of 1.

Dispelling

Dispelling allows an initiate to break a spell without engaging the spell in astral combat. The magician can only break a spell with a Force Rating less than or equal to their initiate grade. Dispelling is an Exclusive process, no other activities, such as maintaining a spell or fighting, may be undertaken while attempting to Dispel.

To attempt Dispelling the magician makes a Sorcery Success Test against a target number equal either to the Force Rating of the target spell or the amount of Karma spent to Quicken the spell, whichever is greater. Dice may be added from the Magic Pool and/or Karma Pool. For each 2 successes on the Sorcery Success Test the Force Rating of the target spell is reduced by 1. Once the target spell's Force Rating is reduced to 0 the spell is broken.

Whether or not the Dispelling succeeds, the Dispelling magician must make a Drain Resistance Test using the target spell's original Force Rating and Drain Code. If the target spell's Force Rating is higher than the Dispelling magician's Magic attribute then the magician suffers physical drain.

Dispelling has no effect on spirits nor permanent magical effects such as healing. It can break spells held by spell locks, sustained spells, Quickened spells, and Anchored spells.

Filtering

An initiate who already knows Cleansing metamagic can also learn to Filter. Filtering allows an initiate to ignore a permanent background count while casting spells in a tainted area.

The initiate must spend an exclusive complex action and make a Magic attribute test against a target number equal to the Background Count in the area. The Filter will remain in effect for a number of turns equal to: # of successes x (10-background count). Once the time runs out the initiate can re-Filter without penalty.

Invoking

Invoking metamagic allows a magician to conjure a Great Form spirit without undertaking the normally requisite astral quest. In order for the initiate to Invoke a Great Form spirit they must make their Conjuring and Drain tests against a target number equal to twice the desired Force of the spirit in question minus their Initiate grade, to a minimum of the actual Force of the spirit. Note that this affects only the target number, not the actual Force of the spirit, so it does not change the drain level nor any other elements affected by the Force of the spirit.

Masking

Masking hides the true nature of the magician's aura, allowing them to appear mundane when assensed. Initiates may be able to penetrate to the true aura of the Masking magician. Likewise initiates may be able to see the true auras of creatures who can otherwise use Masking on the astral plane.

When an initiate assenses a Masked aura the gamemaster should make a secret test. The exact test conditions will vary depending on the true nature of the thing being assensed.

The basic format follows that of a Magic Success Test, with a target number equal to the Force, Magic, or Essence of the target as appropriate.

A number of successes equal to the Masked target's initiate grade, minus the assensor's grade, is needed to succeed. If the target's grade is less than or equal to half of the assensor's then only 1 success is needed to see through the Masking.

Assume that an initiate's aura is always Masked unless intentionally showing their 'true colors'.

Also assume that an initiate must intentionally try to assense a Masked aura if studying a crowd.

An astrally projecting or perceiving initiate cannot Mask their aura completely. An astral body that looks mundane with no meat body attached is pretty odd. The Masking initiate can choose to make their astral form look like a normal magician's instead of an initiate, however.

Metaplanar Projection

An initiate with this metamagic power can project into the astral metaplanes.

Object Attunement

An initiate who knows the Object Attunement metamagic can bond to any manner of object in a manner similar to bonding a focus. Each attuned object counts towards the magician's limit of active foci. In order to attune to the object the initiate must spend 7 days and make an appropriate B/R Skill 5 test. Once this has been successful the initiate pays Karma equal to the Object Resistance as found on the appropriate table. Once attuned to the object the initiate gains a -1 target number for any skill tests involving the object. N.B. Cyberware cannot be attuned.

Plant Attunement

An initiate who knows the Plant Attunement metamagic can bond to any plant in a fashion similar to bonding a focus. Each attuned plant counts towards the magician's limit of active foci. In order to attune to a plant the initiate must spend 7 days and make a Biology (Botany) 5 test. Once this has been successful the initiate pays Karma equal to the plant's Essence (usually 6). Once attuned to the plant the initiate gains bonus dice based upon the type of plant attuned to as detailed below.

Hardwood Trees (Oak, Ash, etc.) - +1 die for resisting damage, +1 die for Combat spells, +1 die for summoning forest spirits and earth elementals.

Evergreen Trees (Pine, Fir, etc.) - +1 die for social skills, +1 die for Manipulation spells, +1 die for summoning forest spirits and fire elementals

Softwood Trees (Spruce, Cedar, etc.) - +1 die for B/R skills, +1 die for Manipulation spells, +1 die for summoning hearth spirits and earth elementals

Decorative Flowers (Lilies, Daisies, etc.) - +1 die for art skills, +1 die for Illusion spells, +1 die for summoning hearth spirits and water elementals

Protective Flowers (Holly, Rowan, etc.) - +1 die for combat skills, +1 die for Manipulation spells, +1 die for summoning hearth spirits and earth elementals

Wild Flowers (Flax, Larkspur, etc.) - +1 die for athletics, +1 die for Health spells, +1 die for summoning prairie spirits and earth elementals

Culinary Herbs (Parsley, Thyme, etc.) - +1 die for sociology, +1 die for Illusion spells, +1 die for summoning field spirits and fire elementals

Medicinal Herbs (Chamomile, Ginger, etc.) - +1 die for biotech, +1 die for Health spells, +1 die for summoning hearth spirits and water elementals

Weeds (Dandelion, Thistle, etc.) - +1 die for stealth, +1 die for Combat spells, +1 die for summoning city spirits and fire elementals

Narcotic Plants (Poppy, Tobacco, etc.) - +1 die for magical skills, +1 die for Detection spells, +1 die for summoning sky spirits and air elementals

Vines/Creepers (Ivy, Philodendron) - +1 die for technical skills, +1 die for Manipulation spells, +1 die for summoning mountain spirits and earth elementals

Mosses (Haircap, Peat, etc.) - +1 die for survival skills, +1 die for Illusion spells, +1 die for summoning swamp spirits and water elementals

Cacti (Hedgehog, Saguero, etc.) - +1 die for survival skills, +1 die for Combat spells, +1 die for summoning desert spirits and water elementals

Psychometry

An initiate with the psychometry metamagic can open themselves to the astral impressions of an object or place in an effort to gain knowledge of the events surrounding that object or place.

In order to use Psychometry the initiate needs the special skill of Aura Reading and rolls those dice against a target number according to the table below. It is possible for there to be more than one set of impressions on a place or object and this can result in mixed and confusing readings. (Ex. A church with regular services will have that set of impressions as well as the impressions of the murder that occurred there a week ago.) Psychometry takes a number of minutes to perform equal to the highest target number present and the initiate may do nothing else during that time.

Psychometry Target Number

<u>Time</u>	<u>Target Number</u>
Less than 1 Day	6
Less than 1 Month	8
Less than 1 Year	10
More than 1 Year	12
More than 10 Years	14

Modifiers

Subject is a Place	+1
Subject is made of metal	+1
Subject is a bonded focus	-(Force rating)
Subject has strong connections to the events being read	-2
Initiate has strong connections to the events being read	-2
Violence or strong emotions	-2
Violent death	-3
Distractions during reading	+1
Subject has multiple impressions +1/impression	
Subject has been Cleansed	+6

Successes

0
1
2
3
4+

Results

No information
superficial and disjointed impressions
disjointed but longer and more meaningful impressions
more coherence and deeper insight, multiple sensory types
coherent and significant impressions, multiple senses

Quickening

Quickening is a metamagic that can make any sustained spell permanent without the need for a spell lock.

To quicken a spell, the magician must cast the spell in question, sustain it for a certain period of time, and pay Karma equal to the Force of the spell. Also, this requires the magician to assense the spell in order to properly manage the astral energies as the Karma is being paid.

The magician must declare that they are trying to Quicken the spell at the time it is cast. After the spell is cast the caster must make two Drain Resistance tests, whether or not the spell has been successfully made permanent. The first test comes when the spell is cast. The second is made when the spell becomes permanent at the end of the sustaining period, or whenever the magician decides to leave off and not make the spell permanent.

The base time to sustain the spell is a number of actions equal to the total number of dice rolled for the Spell Success Test. At the end of the last action required to sustain the spell the magician pays Karma equal to the Force Rating of the spell. The spell is now permanent.

Reflecting

An initiate with Reflecting can use spell defense dice to redirect a spell instead of defeating it. Spell defense dice are allocated as normal on the initiate's action and are rolled against the Force of the incoming spell. If the initiate gains more successes than the original caster, then the spell is reflected back at the original caster and the initiate's net successes are rolled along with the original Force of the spell to determine the effect of the spell on the original caster.

As silly as it might be, it is possible for the original caster to reflect the spell back again if they know this technique as well. Yes, with powerful enough magicians, spell volleyball can be a thing.

Against area effect spells Reflecting only protects those with spell defense dice allocated to them and only the original caster is affected by a successfully reflected spell.

Severing

Severing allows an initiate to cut their ties with material links they have left behind. The severing requires a test of the initiate's Magic rating versus the Magic rating of the magician leading the ritual sorcery against the initiate. The ritual magician also receives +1 to their Magic rating for each additional magician participating in the ritual. If the initiate achieves more successes than the ritual magician then the link is rendered worthless, the ritual fails, and the ritual magicians must immediately soak drain.

Shielding

Shielding is the initiated version of Spell Defense, see p. 132 SR2. It works exactly the same way with two advantages. Shielding increases the number of dice a protected character rolls to resist a spell and it also enhances the resisting attribute, thus increasing the attacking magician's target number. Shielding and Spell Defense are mutually exclusive.

An initiate gains a number of additional Shielding dice equal to their initiate grade on top of those provided by the Magic Pool. These additional dice may only be used for Shielding.

Symbolic Link

Instead of needing a material link for ritual sorcery an initiate with this technique can use a symbol of the target to target the spell. Though not as effective as a material link, symbolic links are much easier to acquire. The below table shows the target number modifiers for using symbolic links.

- Object favored by subject +2
- Object often handled by the subject +3
- Object recently handled by the subject +4
- Symbolic Representation (drawing, photo, etc.) +6

Virtuoso

An initiate with the Virtuoso metamagic can create a work that is so inspired that it is intoxicating when astrally observed and even mundanes find it intensely affecting. A virtuoso work creates a background count, attuned to the artist, in the area around it equal to its Rating.

Furthermore a virtuoso work adds its Rating to the Impact of the piece.

For performance arts, the artist must succeed at a (skill) 6 test in order to activate the background count whenever the piece is performed.

Material arts can be used as materials in enchanting, reducing the enchanting target number and first bonding Karma cost by its Rating. This use of virtuoso art tends to offend the artist as the work, while not destroyed, becomes a permanent part of the enchanted object. Additionally material virtuoso artworks are material links to the artist.

To create a virtuoso work requires an appropriate art skill 9 test and thirty days of time. Successes can be divided between the Rating of the work and time. Karma pool may be permanently expended to increase the rating as well, up to the initiate's rating in the relevant skill.