

Shadowrun Spell Directory

Glossary of Terms:

Type: The type of spell, whether Physical (P) or Mana (M).

Range: The range of the spell as defined in Shadowrun 2nd Edition p. 128 (see The Grimoire p. 123 for Extended Range): Touch (T), Limited (L), Extended (E), or Line-of-Sight (LOS)

Target: Indicates how to calculate the target number for the Spell Success Test. A notation of (R) means that the spell is Resisted and so the target will roll dice to reduce the casting magician's successes. If no (R) is present, the spell is Unresisted and only the casting magician rolls dice.

Damage: The base Damage Level: Light (L), Moderate (M), Serious (S), or Deadly (D). This section will also indicate whether the spell does normal or Stun damage.

Duration: The duration of the spell, whether Instant (I), Sustained (S), or Permanent (P). If Permanent has an extra notation, such as Permanent (10 Turns), that indicates the number of turns the spell must be sustained before it actually becomes permanent.

Drain: The Drain Code of the spell. The f/2 or f/2+/-x notation indicates that the Drain Resistance Test is made against one-half the Force of the spell (round down), or one-half the Force plus or minus some number. The second notation indicates whether the drain is Light (L), Moderate (M), Serious (S), or Deadly (D).

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Combat Spells

Combat Spell Notes:

Combat spells can only affect targets the magician can see.
Armor does not help in the Spell Resistance Test.
Mana spells only affect living targets.

Death Touch

A particularly lethal combat spell that requires the casting magician to touch the target. The spell causes Physical damage to a single target.

Type: M	Range: T	Target: Willpower (R)
Damage: D	Duration: I	Drain: f/2-1S

Fireball

An area-effect spell that causes Physical damage using the elemental effects of Fire.

Type: P	Range: LOS	Target: Body (R)
Damage: S	Duration: I	Drain: f/2+3D

Fire Bolt

A powerful bolt of energy that causes Physical damage to a single target using the elemental effects of Fire.

Type: P	Range: LOS	Target: Body (R)
Damage: S	Duration: I	Drain: f/2+1D

Fire Cloud

An area-effect cloud of magical energy that causes Physical damage using the elemental effects of Fire.

Type: P	Range: LOS	Target: Body (R)
Damage: M	Duration: I	Drain: f/2+1D

Fire Dart

An energy dart that causes Physical damage to a single target using the elemental effects of Fire.

Type: P	Range: LOS	Target: Body (R)
Damage: L	Duration: I	Drain: f/2+1M

Fire Missile

A bolt of magical energy that causes Physical damage to a single target using the elemental effects of Fire.

Type: P	Range: LOS	Target: Body(R)
Damage: M	Duration: I	Drain: f/2+1S

Hellblast

An area-effect spell that causes Physical damage using the elemental effects of Fire.

Type: P	Range: LOS	Target: Body (R)
Damage: D	Duration: I	Drain: f/2+6D

Mana Bolt

A powerful bolt of magical energy that causes Physical damage to a single target.

Type: M **Range:** LOS **Target:** Willpower (R)
Damage: S **Duration:** I **Drain:** f/2S

Mana Dart

A small dart of magical power that does Physical damage to a single target.

Type: M **Range:** LOS **Target:** Willpower (R)
Damage: L **Duration:** I **Drain:** f/2L

Mana Missile

A bolt of magical power that causes Physical damage to a single target.

Type: M **Range:** LOS **Target:** Willpower (R)
Damage: M **Duration:** I **Drain:** f/2M

Manaball

An area-effect spell that causes Physical damage.

Type: M **Range:** LOS **Target:** Willpower (R)
Damage: M **Duration:** I **Drain:** f/2S

Manablast

An area-effect spell that causes Physical damage using the elemental effect of Blast.

Type: M **Range:** LOS **Target:** Willpower (R)
Damage: M **Duration:** I **Drain:** f/2D

Mana Cloud

Type: M **Range:** LOS **Target:** Willpower (R)
Damage: M **Duration:** I **Drain:** f/2S

Powerblast

An area-effect spell that causes Physical damage using the elemental effect of Blast.

Type: P **Range:** LOS **Target:** Body (R)
Damage: M **Duration:** I **Drain:** f/2+1D

Power Bolt

A powerful bolt of magical energy that does Physical damage to a single target.

Type: P **Range:** LOS **Target:** Body (R)
Damage: S **Duration:** I **Drain:** f/2+1S

Power Dart

A small dart of magical power that does Physical damage to a single target.

Type: P **Range:** LOS **Target:** Body (R)
Damage: L **Duration:** I **Drain:** f/2+1L

Power Missile

A bolt of magical power that causes Physical damage to a single target.

Type: P **Range:** LOS **Target:** Body (R)
Damage: M **Duration:** I **Drain:** f/2+1M

Powerball

An area-effect spell that causes Physical damage.

Type: P **Range:** LOS **Target:** Body (R)
Damage: M **Duration:** I **Drain:** f/2+1S

Ram

The Ram spell damages inanimate targets. Against barriers successes from the casting are added to the spell's Force which is then compared to the target's Barrier Rating to determine the effect. See Barriers p. 98 SR2.

Against vehicles the spell uses the vehicle's Body rating as the target number, plus any vehicular armor, and follows the standard rules for non-armor piercing attacks against vehicles. See Vehicles, Weapons, and Magic p. 108 SR2.

Type: P **Range:** LOS **Target:** Object Resistance Table
Damage: S **Duration:** I **Drain:** f/2+1S

Ram Touch

The Ram Touch spell functions the same way as the Ram spell but requires the casting magician to touch the target.

Type: P **Range:** T **Target:** Object Resistance Table
Damage: S **Duration:** I **Drain:** f/2-1M

Redirect

The Redirect spell sends the energy of an incoming physical attack back against the attacker in the form of a powerful mental shock.

To use the spell the magician must have a higher initiative than the attacker and must delay their action. The magician makes a Spell (4) Test. If the successes on the Spell Test exceed the attacker's Attack Test successes then the magician avoids the attack and sends it back to the attacker who suffers Stun damage with a damage code equal to the initial attack. The attacker may resist this damage with Willpower but Armor has no effect. If the magician and attacker score the same number of successes then the Redirect spell has no effect and the magician takes damage as normal from the attack.

The magician must resist Drain with a Power of one-half the Force of the spell and a Damage Level one less than the Damage Level of the initial attack.

Type: P **Range:** LOS **Target:** 4
Damage: See above **Duration:** I **Drain:** See above

Rot

The rot spell causes inanimate organic matter such as leather, wood, meat, paper, and the like to decay rapidly and disintegrate. Against animated corpses this spell has a base Damage Level of Serious with a target number equal to the corpse's Body modified by any Armor or magic.

Note that vampires, banshees, ghouls, and other such victims of HMHV are not actually dead beings they are not affected by this spell.

Type: P **Range:** LOS **Target:** Object Resistance Table
Damage: S **Duration:** I **Drain:** f/2+1M

Shattershield

The Shattershield spell is specifically designed to break through magical barriers such as wards. The spell strikes the barrier with a single attack. If the attack is successful reduce the Barrier or Ward Rating by 1 and another 1 for each 2 additional successes beyond the first.

Type: M	Range: LOS	Target: Force (R)
Damage: D	Duration: I	Drain: f/2S

Slay (Race/Species)

Each version of this spell has a different, specific formula. Slay Ork, Slay Human, Slay Dog, Slay Western Dragon, Slay Cockroach, Slay Feathered Serpent, and so forth are all separate spells.

Type: M	Range: LOS	Target: Willpower (R)
Damage: M	Duration: I	Drain: f/2-1S

Sleep

An area-effect spell that causes Stun damage.

Type: M	Range: LOS	Target: Willpower (R)
Damage: M	Duration: I	Drain: f/2-1S

Spirit Bolt

A bolt of magical energy that causes Physical damage to a single spirit.

Type: M	Range: LOS	Target: Force (R)
Damage: S	Duration: I	Drain: f/2-1S

Sterilize

This area-effect spell kills small life forms such as bacteria and other microorganisms. In addition it also renders skin flakes, stray hairs, spilled blood, and so forth that might be left behind unusable as a material link. This spell does not affect organisms classified as bioweapons.

Successful application of the spell requires only 1 success.

Type: P	Range: LOS	Target: 4
Damage: D	Duration: I	Drain: f/2+1D

Strip Armor

This spell causes any armor worn by an individual or mounted on a vehicle to explode off of its mountings, destroying the armor and possibly wounding the bearer. The base damage for this spell is M (L against Vehicles), due to the mildly explosive destruction of the armor, and is not improved by successes. Instead the spell permanently degrades armor one point for each two successes achieved. In the case of personal armor, with both Ballistic and Impact ratings, the spell reduces the two ratings simultaneously.

Type: P	Range: LOS	Target: Object Resistance Table
Damage: M	Duration: I	Drain: f/2S

Stun Bolt

A bolt of magical energy that causes Stun damage to a single target.

Type: M	Range: LOS	Target: Willpower (R)
Damage: S	Duration: I	Drain: f/2-1S

Stun Cloud

An area-effect spell that causes Stun damage.

Type: M **Range:** LOS **Target:** Willpower (R)
Damage: M **Duration:** I **Drain:** f/2-1S

Stun Dart

A missile of magical energy that causes Stun damage to a single target.

Type: M **Range:** LOS **Target:** Willpower (R)
Damage: L **Duration:** I **Drain:** f/2-1L

Stun Missile

A missile of magical energy that causes Stun damage to a single target.

Type: M **Range:** LOS **Target:** Willpower (R)
Damage: M **Duration:** I **Drain:** f/2-1M

Stun Touch

A hands-on spell that causes Stun damage to a single target.

Type: M **Range:** T **Target:** Willpower (R)
Damage: S **Duration:** I **Drain:** f/2-2M

Stunball

An area-effect spell that causes Stun damage.

Type: M **Range:** LOS **Target:** Willpower (R)
Damage: S **Duration:** I **Drain:** f/2-1D

Stunblast

An area-effect spell that causes Stun damage using the elemental effect of Blast.

Type: M **Range:** LOS **Target:** Willpower (R)
Damage: S **Duration:** I **Drain:** f/2+1D

Urban Renewal

This area-effect spell works in a manner similar to the Ram spell but affects only buildings. The gamemaster must use their discretion on the overall effects of this spell against important objects.

Type: P **Range:** LOS **Target:** Object Resistance Table
Damage: S **Duration:** I **Drain:** f/2D

Wrecker

This spell works in a manner similar to the Ram spell but affects only a single vehicle.

Type: P **Range:** LOS **Target:** Vehicle Body+Armor
Damage: S **Duration:** I **Drain:** f/2S

Detection Spells

Detection Spell Notes:

The amount or detail of information revealed by Detection spells is governed by the following table:

Successes	Results
1	Only general knowledge, no details
2	Detailed information with minor errors
3	All details accurate, minor items missing
4	Accurate and detailed information

Analyze Being

This spell allows the magician to learn the attribute layout of a creature of any type: spirit, critter, metahuman, etc. Each success reveals two of the target's attribute values. Attributes are limited to: Body, Quickness, Strength, Charisma, Intelligence, Willpower, Reaction, Essence, Magic, and Force. Values such as Body Index, Initiative Dice, Armor, Spirit Energy, etc. are not revealed by this spell.

Note that the metamagic power of Masking does not defeat this spell unless the target magician is using Active Masking.

Type: P	Range: E	Target: 4
Damage: -	Duration: I	Drain: f/2S

Analyze Device

A specific hypersense spell requiring a voluntary subject. The magician can analyze the purpose and basic operation of a device or piece of equipment. If the magician is familiar with the device or similar objects reduces the target number by 2.

Type: P	Range: L	Target: Object Resistance Table
Damage: -	Duration: S	Drain: f/2+1M

Analyze Magic

This spell allows the casting magician to analyze a magic item as if assensing it. To determine the effect of the spell make the Spell Force Test using the Force Rating of the spell, focus, or other magical phenomenon as the target number.

Type: M	Range: L	Target: See above
Damage: -	Duration: S	Drain: f/2M

Analyze Truth

The magician can tell whether a target's statement is the truth or not. The target makes a Spell Resistance Test using their Willpower against the Force of the spell to reduce the spellcaster's successes. The caster needs at least 1 success to determine validity. The spell does not work on written words nor sign language. The magician must hear a statement to know if it is true or not.

Type: M	Range: L	Target: Willpower (R)
Damage: -	Duration: S	Drain: f/2S

Animal Spy

The Animal Spy spell enables a magician to perceive his surroundings using the senses of any non-paranormal animal. The animal must be within a range of meters around the magician determined by the following formula: Successes x Magic Attribute x 5.

The spellcaster has no control over the animal's actions and cannot target spells using the animal's eyesight. As long as the magician sustains the spell he can switch to the senses of any other animal within the spell's range by spending a Simple Action.

If the gamemaster determines that a given animal would resist the spell then the animal may make a Willpower Test against the Force of the spell but most animals would be completely unaware of the spell.

Type: M	Range: L	Target: 4
Damage: -	Duration: S	Drain: f/2L

Astral Sense

The Astral Sense spell allows the caster to sense the presence of astrally active forms within the spell's range even if the caster is not astrally active at the time. Each success on the Spell Success Test allows the magician to sense astrally active forms of a Force or Magic rating equal to the total number of successes. ex. 3 successes allow a character to sense all things of Force or Magic Rating 3 or lower within range but not of Force 4 or higher.

This spell cannot differentiate between spirits, spells, and other astrally active forms. The magician only knows the number of things present.

Type: M	Range: L	Target: 10
Damage: -	Duration: S	Drain: f/2M

Catalogue

The Catalogue spell is a simple area-effect spell that enables the spellcaster to compile a comprehensive, itemized list of all of the non-living items within line of sight. If the Spell Test succeeds the caster becomes able to write or dictate a list of all items in a manner similar to automatic writing. If the spell's area contains items that the magician would not recognize they will be listed as unknown. The spell cannot catalogue what the spellcaster cannot see. A warehouse full of boxes, for example, will list the number of boxes rather than what the boxes contain. As soon as the caster produces the list the caster forgets the items and quantities.

Type: P	Range: LOS	Target: 4
Damage: -	Duration: I	Drain: f/2-1L

Clairaudience

A hypersense spell requiring a voluntary subject. The magician can hear distant sounds as if present, to the range of the new sense. The magician must concentrate to use this sense and while using it cannot use their normal hearing. This spell does not convey visual images.

Type: M	Range: L	Target: 4
Damage: -	Duration: S	Drain: f/2M

Clairaudience (Extended)

This spell is identical to the Clairaudience spell but at a longer range.

Type: M	Range: E	Target: 4
Damage: -	Duration: S	Drain: f/2-1S

Clairvoyance

A hypersense spell requiring a voluntary subject. The magician can see distant scenes as if present, to the range of the new sense. The magician must concentrate to use this sense and while using it cannot use their normal vision. A magician cannot cast spells at a target seen using this spell. This spell does not convey sound.

Type: M	Range: L	Target: 4
Damage: -	Duration: S	Drain: f/2M

Clairvoyance (Extended)

This spell is identical to the Clairvoyance spell but at a longer range.

Type: M	Range: E	Target: 4
Damage: -	Duration: S	Drain: f/2-1S

Combat Sense

A hypersense spell requiring a voluntary subject. The subject becomes able to subconsciously analyze combat or other dangerous situations. Every 2 successes adds 1 die to the subject's Combat Pool for the duration of the spell.

Type: P	Range: L	Target: 4
Damage: -	Duration: S	Drain: f/2S

Detect Enemies

An area-effect, general hypersense spell requiring a voluntary subject. Detects living beings within range who have hostile intentions toward the subject of the spell. This spell does not detect traps nor individuals with general intent to harm. It only detects those with specific intent to harm the subject of the spell.

Type: M	Range: L	Target: 4
Damage: -	Duration: S	Drain: f/2+1M

Detect Enemies (Extended)

This spell is identical to Detect Enemies but at a longer range.

Type: M	Range: E	Target: 4
Damage: -	Duration: S	Drain: f/2S

Detect Individual

An area-effect, general hypersense spell requiring a voluntary subject. To detect the presence of a particular individual the magician names the individual when the spell is cast. The target number is 10 minus the Essence of the target if mundane or 10 minus the Magic Rating, Force, or Essence as appropriate for Awakened targets.

Type: M	Range: L	Target: See above
Damage: -	Duration: S	Drain: f/2L

Detect Life

An area-effect, general hypersense spell requiring a voluntary subject. The magician detects all living beings within range and knows their number and position. In a crowded area the spell is virtually useless.

Type: M	Range: L	Target: 4
Damage: -	Duration: S	Drain: f/2L

Detect (Life Form)

An area-effect, general hypersense spell. The magician detects a specified type of target: Detect Ork, Detect Dragon, Detect Cat, etc. are all separate spells.

Type: M	Range: L	Target: 4
Damage: -	Duration: S	Drain: f/2-1L

Detect Magic

The Detect Magic spell is an area-effect, general hypersense spell requiring a voluntary subject. The magician detects active magic within range in the form of magical items, foci, ongoing spells, and/or spirits. This spell does not detect magically active individuals.

Type: M	Range: L	Target: 4
Damage: -	Duration: S	Drain: f/2L

Detect (Object)

An area-effect, general hypersense spell. The magician detects a specified type of target: Detect Computer, Detect Camera, Detect Guns, etc. are all separate spells.

Type: P	Range: L	Target: 4
Damage: -	Duration: S	Drain: f/2+1M

Diagnose

The Diagnose spell provides the spellcaster with information on any illnesses, injuries, or other medical problems from which the subject suffers. The magician makes a Spell Success Test against a target number equal to 10 minus the subject's Essence Rating. 1 success will reveal if the subject is healthy or ill and a general idea of the subject's Essence (high, average, dangerously low, hey - you're dead!). 3 successes will reveal specific illnesses and injuries. 5 successes are needed for difficult to detect afflictions like HMHVV or internal injuries.

This spell does not differentiate between low Essence due to cyberware or other causes of Essence loss. The magician can only tell that something serious happened to the target's body.

Type: M	Range: L	Target: 10 - Target's Essence
Damage: -	Duration: I	Drain: f/2-1M

Enhance Aim

The Enhance Aim spell allows the spellcaster to reduce another character's ranged attack target numbers by 2. The effect is not cumulative with modifiers from smartguns nor laser sights. A magician may cast this spell on themselves but the penalty for sustaining the spell cancels out the bonus.

Type: M	Range: L	Target: 6
Damage: -	Duration: S	Drain: f/2S

Foretelling

The Foretelling spell gives the magician a brief insight into the probabilities surrounding a future event. If the Spell Success Test is successful the magician receives either a brief vision of the circumstances surrounding a specific event or the answer to a single yes-or-no question concerning some future event.

Precognition is a very speculative area of magical study and so the effects of a Foretelling spell are not entirely predictable. Use it as a means of providing information, hints, and foreshadowings to the players, but do not provide them with definitive answers about the future.

Type: M	Range: T	Target: 10
Damage: -	Duration: I	Drain: f/2D

Inspiration

This spell, which requires a voluntary subject, reaches deep into the target's subconscious to awaken the target to difficult emotions, positive or negative, and inspire them to create. Each success on this spell adds an additional die to the next artistic endeavour attempted by the recipient. If the spell recipient does not begin work on the project within a number of days equal to one-half their Willpower (rounded down) the effect of this spell is lost.

Type: M	Range: T	Target: Willpower
Damage: -	Duration: I	Drain: f/2D

Mindlink (Individual)

This is a hypersense spell requiring a voluntary subject. The casting magician can communicate mentally with the subject, exchanging conversation, emotions, and mental images with them. The subject must be within line of sight and the range of the spell at the time of casting but thereafter may move out of sight but cannot move out of the spell's range.

A single success will establish the link but if the target does not wish to join the link they may resist with Willpower against a target number equal to the Force of the spell.

Each individual the caster would like to link with requires a separate spell. ie Mindlink Sally, Mindlink Fred, Mindlink Esteban, etc.

Type: M	Range: L	Target: 4
Damage: -	Duration: S	Drain: f/2+2M

Mind Probe

The magician can telepathically probe a subject's mind. The target makes a Resistance Test using Willpower against a target number equal to the Force of the spell. If the target fails to offset all of the magician's successes then the number of remaining successes determines the extent to which the magician can probe the target's mind.

With one success the magician can read surface thoughts. The magician knows what the target is thinking about that instant but cannot influence the thoughts nor draw any other information from the target.

Two successes allow the magician to probe for thoughts. The magician can find out any one thing the target knows consciously.

Three or more successes allow the magician to enter the target's subconscious and get any two things the target knows consciously or subconsciously.

Additional castings of this spell against the same target within a number of hours equal to the target's Willpower suffer a +2 target number per attempt.

Type: M	Range: L	Target: 4 (R)
Damage: -	Duration: S	Drain: f/2+2D

Night Vision

This spell grants the target low-light vision.

Type: P	Range: T	Target: 6
Damage: -	Duration: S	Drain: f/2L

Observe Event

Much like the Foretelling spell this spell allows for the divination of events separated by time from the caster. In this case events in the past may be observed. The caster determines the type of event to be viewed in the area upon casting the spell (the last murder, argument, conversation, etc.) and the spell will bring forth images of that event in the caster's mind. The number of successes determines the clarity of the vision but the base target number is modified by how distantly in the past the event occurred as shown below.

Less than 1 Week - No Modifier

Less than 1 Month - +1

Less than 3 Months - +2

Less than 6 Months - +3

Less than 1 Year - +6

Less than 6 Years - +9

Less than 11 Years - +12

Less than 50 Years - +15

Less than 100 Years - +18

Less than 200 Years - +21

Less than 500 Years - +24

More than 500 Years - Impossible

Type: M	Range: T	Target: 10 (Special)
Damage: -	Duration: I	Drain: f/2D

Pack Mindlink

This spell creates a multi-person telepathic link between the caster and those in line of sight at the time it is cast. Each success allows the caster to include one person in the link. Much like the Mindlink (Individual) spell, those involved in the Pack Mindlink can resist the spell by rolling Willpower against the spell's Force in an attempt to overcome the number of successes the caster assigned to them.

This spell does not allow anything but verbal communication. Sights, smells, sounds, etc. cannot be conveyed except by description via this spell.

Type: M	Range: LOS	Target: 4
Damage: -	Duration: S	Drain: f/2+3D

Personal Combat Sense

This personal form of the Combat Sense spell can affect only the caster.

Type: P	Range: T	Target: 4
Damage: -	Duration: S	Drain: f/2+1M

Translate

This spell sets up a low-level telepathic connection between two willing subjects. This connection allows the subjects to converse with one another as if both spoke the same language. Generally, the spell translates a speaker's intent more accurately than their phrasing so it is no replacement for the tact of a skilled translator.

The number of successes determines the quality of the translation.

Type: M	Range: L	Target: 4
Damage: -	Duration: S	Drain: $f/2+1L$

Weapon Mastery

The Weapon Mastery spell allows the spellcaster to reduce a fellow character's melee attack target number by 1. A magician may cast this spell on himself but the penalty for sustaining the spell will outweigh the modifier.

Type: M	Range: L	Target: 6
Damage: -	Duration: S	Drain: $f/2S$

X-Ray Vision

This spell enables a willing subject to see through inanimate objects. For each success on the magician's Spell Success Test the subject can see through 1 Barrier Rating of non-living objects. The subject must spend a Simple Action to do so. The line of sight provided by the X-Ray Vision spell fulfills the LOS requirement for casting other spells.

The X-Ray Vision spell does not enable subjects to see through living nor magical barriers and does not work in astral space.

Type: P	Range: L	Target: 4
Damage: -	Duration: S	Drain: $f/2+2S$

Health Spells

Alleviate Allergy

The Alleviate Allergy spell allows a magician to reduce the effects of an allergy suffered by the spell's target. For example, an Alleviate Severe Allergy spell would protect a vampire exposed to sunlight. However, the spell does not protect against vulnerabilities so would be of no use protecting the vampire from wooden weapons.

Each level of allergy is a separate spell.

Type: P	Range: LOS	Target: 6
Damage: -	Duration: S	
Nuisance	Drain: f/2L	
Mild	Drain: f/2M	
Moderate	Drain: f/2S	
Severe	Drain: f/2D	

Antidote Toxin

These curative spells act on a toxin (poison or drug) not the person affected by them. The Spell Success Test has a target number equal to the Power of the toxin.

The Antidote spell must be used before the toxin damages the victim. Successes directly reduce the Power of the toxin at a one-to-one ratio, making it easier for the target to make their own Resistance tests.

Each Damage Level is its own spell. Higher levels can affect weaker toxins but not the other way around.

Type: P	Range: T	Target: Toxin Power
Damage: -		
(L) Toxin	Duration: P (5 Turns)	Drain: f/2L
(M) Toxin	Duration: P (10 Turns)	Drain: f/2M
(S) Toxin	Duration: P (15 Turns)	Drain: f/2S
(D) Toxin	Duration: P (20 Turns)	Drain: f/2D

Arrest Aging

By casting this spell the magician halts all aging effects on the target. Indeed, for so long as the spell is sustained the target simply does not age. Unsurprisingly, those who can afford such a thing and are aware of the existence of this spell go to great lengths to have it spell locked or quickened to their persons.

While this seems an amazing and wondrous spell, the effects upon the spell being ended can be horrific as all of the halted aging catches up with the subject in that moment. When the spell ends the subject must resist damage with a Power equal to the number of months the spell has been in effect and a base level of Light which stages up a level for each year the spell has been in effect.

ex. A Mitsuhamas executive, wishing to have a forever beautiful wife, has Arrest Aging spell locked to her. After ten years he bores of her and decides to have the spell lock removed. His (soon-to-be-ex) wife must now resist 120D and 7 boxes of overflow damage! Unsurprisingly she drops dead immediately upon the removal of the spell lock.

Type: M	Range: T	Target: 10-Essence
Damage: -	Duration: S	Drain: f/2S

Awaken

As soon as the Awaken spell is cast the target wakes up and is immediately aware of their surroundings. Spellcasters can also use the Awaken spell to revive unconscious subjects though such subjects will only remain conscious for one minute per success.

Type: M	Range: T	Target: 10-Essence
Damage: -	Duration: 1	Drain: f/2-1L

Blindness

The Blindness spell magically renders a subject blind for the duration of the spell. The spell affects the brain's ability to receive visual information and so is effective against cybereyes as well.

Type: M	Range: LOS	Target: Body (R)
Damage: -	Duration: S	Drain: f/2+1D

Bloom

This somewhat simple spell can have quite significant and impressive results. By touching a given plant the caster causes that plant to blossom and fruit. In order to bring forth fully ripe fruit or blossoms the caster must achieve at least five successes. Fewer successes will result in under ripe fruit or less impressive blooms. Season and other conditions are irrelevant to this spell, though in the case of edible fruits it should be noted the resultant fruit will be contaminated by whatever pollution or poisons are in the area unless preventative measures can be taken.

Note that most plants have an Essence of 6, though that can be changed by corruption or poisoning.

Type: M	Range: T	Target: 10-Essence
Damage: -	Duration: P (5 Turns)	Drain: f/2-1L

Cause Allergy

The Cause Allergy spell inflicts an allergy of the spellcaster's choice on the target. The allergy must be triggered by a specific material. See the Allergy and Severity Table p. 46 SR2 and the Critter Allergy description p. 220 SR2 for guidelines.

Each severity of allergy is its own spell.

Type: M	Range: LOS	Target: 10-Essence
Damage: -	Duration: S	
Nuisance	Drain: f/2L	
Mild	Drain: f/2M	
Moderate	Drain: f/2S	
Severe	Drain: f/2D	

Cripple Limb

The Cripple Limb spell allows a spellcaster to incapacitate any organic limb by touch. The affected limb becomes useless for the duration of the spell.

Type: M	Range: T	Target: Body (R)
Damage: -	Duration: S	Drain: f/2S

Cure Disease

The Cure Disease spell can be used at any point after infection, killing the germs in the patient's system and eliminating any symptoms at once, but it does not heal damage already done by the disease. Successes from the Cure Disease spell directly reduce the Power of the disease at a one-to-one ratio, making the target's own Resistance Tests easier.

A separate version of the spell exists for each of the Damage Levels associated with diseases.

Type: P	Range: T	Target: Disease Power
Damage: -		
(L) Disease	Duration: P (5 Turns)	Drain: f/2L
(M) Disease	Duration: P (10 Turns)	Drain: f/2M
(S) Disease	Duration: P (15 Turns)	Drain: f/2S
(D) Disease	Duration: P (20 Turns)	Drain: f/2D

Decrease (Attribute)

The magician's target number is 10 minus the target's Essence. The target resists using the Attribute that is attacked. The success totals of both are compared with the magician needing only 1 net success to affect the target. If an attribute is reduced to 0 then the target is rendered helpless. If this is a Physical attribute then the victim is unconscious or paralyzed. If this is a Mental attribute then the victim is standing about mindlessly.

A separate version of the spell exists for each of the different attributes and for Reaction, but Essence and Magic cannot be affected. Furthermore this spell will not affect attributes modified by cyberware.

Type: P	Range: T	Target: 10-Essence (R)
Damage: -	Duration: S	
Attribute -1	Drain: f/2+1L	
Attribute -2	Drain: f/2+1M	
Attribute -3	Drain: f/2+1S	
Attribute -4	Drain: f/2+1D	

Decrease (Cybered Attribute)

This spell is similar to the Decrease (Attribute) spell except that it affects cyber and bioware modified attributes.

Type: P	Range: T	Target: 10-Essence (R)
Damage: -	Duration: S	
Attribute -1	Drain: f/2+3L	
Attribute -2	Drain: f/2+3M	
Attribute -3	Drain: f/2+3S	
Attribute -4	Drain: f/2+3D	

Decrease Reflexes

Similar to the Increase Reflexes spell but in reverse. This spell will not affect characters with cyber or bioware provided Initiative Dice.

Type: M	Range: LOS	Target: 2x Reaction
Damage: -	Duration: S	
Initiative Dice -1	Drain: f/2+1S	
Initiative Dice -2	Drain: f/2+1D	
Initiative Dice -3	Drain: f/2+3D	

Detox

Detox relieves the effects of a drug or poison. It must overcome the toxin as the Antidote spell does but because relief is symptomatic the target number for Drain Resistance is lower. Detox does not heal damage from toxins but it eliminates any other effects they may have on the victim (dizziness, hallucinations, pain, etc.). Detox is the hangover cure of choice among those who can afford it. Each toxin Damage Level is a separate spell.

Type: P	Range: T	Target: Toxin Power
Damage: -		
(L) Toxin	Duration: P (5 Turns)	Drain: f/2-2L
(M) Toxin	Duration: P (10 Turns)	Drain: f/2-2M
(S) Toxin	Duration: P (15 Turns)	Drain: f/2-2S
(D) Toxin	Duration: P (20 Turns)	Drain: f/2-2D

Fast

The Fast spell allows a voluntary subject to ignore feelings of hunger and thirst for 48 hours. The spell does not alleviate the need for food and drink, only the desire for them.

Type: M	Range: T	Target: Body
Damage: -	Duration: P (10 Turns)	Drain: f/2L

Fugue

The Fugue spell causes blockages in the synapses of the victim which interfere with memory and information processing. For each two successes achieved by the caster the victim loses one point of Intelligence. Furthermore, for each point of lost Intelligence the victim suffers a +1 target number penalty on all skill tests. If the victim is reduced to Intelligence 0 by this spell they are rendered comatose until the spell is dropped.

Type: P	Range: LOS	Target: 10-Essence
Damage: -	Duration: S	Drain: f/2+4S

Heal

The Heal spell will heal a number of boxes of damage equal to the number of successes rolled. The Heal spell can be applied at any time after the target is injured. A character can only be magically healed once for any single set of injuries. The healing from Heal is instant but does not become permanent until the spell is sustained for a duration depending on the wound level as shown below.

D:	20 Turns
S:	15 Turns
M:	10 Turns
L:	5 Turns

The Drain Resistance Damage Level is equal to the target's current Wound Level.

Type: M	Range: T	Target: 10-Essence
Damage: -	Duration: See above	Drain: f/2(Wound Level)

Healthy Glow

This spell brightens eyes and hair, sloughs off dead skin, improves circulation, and promotes general well-being. A cosmetic spell, the rich use Healthy Glow as a status symbol and pick-me-up. Though permanent in duration the spell does wear off in time based upon the target's lifestyle, diet, vices, etc.

Type: P	Range: T	Target: 4
Damage: -	Duration: P (5 Turns)	Drain: f/2L

Increase (Attribute)

This spell increases a target's attribute, excepting Reaction, Magic and Essence. The target number for the Spell Success Test is twice the rating of the attribute to be increased. A single success is sufficient. This spell does not affect cybernetic nor bioware modified attributes.

Each attribute and modifier amount is its own spell. ie Increase Strength +1 and Increase Strength +2 are separate spells as are Increase Strength +1 and Increase Quickness +1.

Type: P	Range: T	Target: 2x affected attribute
Damage: -	Duration: S	
Attribute +1	Drain: f/2+1L	
Attribute +2	Drain: f/2+1M	
Attribute +3	Drain: f/2+1S	
Attribute +4	Drain: f/2+1D	

Increase (Cybered Attribute)

Like the Increase Attribute spell but able to affect modified attributes.

Type: P	Range: T	Target: 2x affected attribute
Damage: -	Duration: S	
Attribute +1	Drain: f/2+3L	
Attribute +2	Drain: f/2+3M	
Attribute +3	Drain: f/2+3S	
Attribute +4	Drain: f/2+3D	

Increase Reaction

As the Increase Attribute Spell but affecting Reaction.

Type: P	Range: T	Target: 2x Reaction
Damage: -	Duration: S	
Reaction +1	Drain: f/2+1M	
Reaction +2	Drain: f/2+1S	
Reaction +3	Drain: f/2+1D	
Reaction +4	Drain: f/2+3D	

Increase Cybered Reaction

As the Increase Cybered Attribute Spell but affecting Reaction.

Type: P	Range: T	Target: 2x Reaction
Damage: -	Duration: S	
Reaction +1	Drain: f/2+3M	
Reaction +2	Drain: f/2+3S	
Reaction +3	Drain: f/2+3D	
Reaction +4	Drain: f/2+5D	

Increase Reflexes

This spell increases the Initiative Dice of a voluntary subject. This spell does not affect those with cyber or bioware that grant additional Initiative Dice.

Type: M	Range: T	Target: 2x Reaction
Damage: -	Duration: S	
Initiative Dice +1	Drain: f/2M	
Initiative Dice +2	Drain: f/2S	
Initiative Dice +3	Drain: f/2D	

Intoxication

The Intoxication spell causes a subject to feel the effects of inebriation. The subject suffers penalties to all actions as if a number of boxes equal to the spellcaster's successes were filled in on the subject's Stun Condition Monitor. The penalties do not reflect actual damage, only the spell's effects. If the casting magician scores 10 or more successes on their Spell Success Test the subject remains conscious but becomes incapable of action.

The Antidote or Detox spells may be used to resist the effects of Intoxication. Blood filters do not help against this spell because the inebriation is not physical; there are no toxins actually in the subject's blood.

Type: M	Range: LOS	Target: Body (R)
Damage: -	Duration: S	Drain: f/2+2M

Nutrition

The Nutrition spell provides a voluntary subject with a full day's nourishment and hydration. The Nutrition spell does not satisfy feelings of hunger nor thirst.

Type: M	Range: T	Target: 4
Damage: -	Duration: P (15 Turns)	Drain: f/2L

Oxygenate

This spell requires a voluntary subject and grants extra Body dice to resist suffocation, strangulation, inhaled gasses, or any other effect of oxygen deprivation. The number of dice granted is equal to one-half the number of successes rolled, rounded down.

This spell also allows the subject to breathe water.

Type: P	Range: L	Target: 4
Damage: -	Duration: S	Drain: f/2+2M

Paralyze

The Paralyze spell overrides and paralyzes all of a subject's voluntary muscles (yes, the target can still breathe), rendering the subject unable to move or speak while the spell is sustained. To resist the spell's effects the subject can make a Willpower Test each round against a target number equal to the Force of the spell. If any of the subject's Willpower Tests yields more successes than the caster's Spell Test successes then the Paralyze spell is broken.

Cyberware may continue to function as long as it can do so independently of the body's functions, such as a datajack, dermal plating, tactical computer, etc.

Type: M	Range: L	Target: Willpower (R)
Damage: -	Duration: S	Drain: f/2+1D

Preserve

This spell prevents dead organic matter from drying out, decaying, or putrefying. The magician must roll a single success. The Preserve spell can be used on food but is most often used by forensic magicians to protect evidence or samples to be used as material links for ritual sorcery.

Type: P	Range: L	Target: Object Resistance Table
Damage: -	Duration: S	Drain: f/2+1M

Prophylaxis

This spell requires a voluntary subject and grants extra Body dice for the purpose of resisting disease, drugs, or toxins. An extra die is granted per 2 successes. This spell also resists beneficial medicines.

A separate version of the spell exists for each of the Damage Levels associated with diseases, drugs, and toxins.

Type: P	Range: L	Target: 4
Damage: -	Duration: S	
(L) Pathogen	Drain: f/2+2L	
(M) Pathogen	Drain: f/2+2M	
(S) Pathogen	Drain: f/2+2S	
(D) Pathogen	Drain: f/2+2D	

Resist Pain

This spell reduces Wound Penalties caused by Physical damage, not Stun damage. This spell does not heal nor prevent damage it does offset the injury modifiers the character would otherwise suffer. Each wound level protected against is a different spell and there is no spell to protect against Deadly wounds.

The spell is permanent until the target suffers injuries in excess of the wound level the spell covers and is thereafter broken.

Type: M	Range: L	Target: 4
Damage: -		
(L)	Duration: P (5 Turns)	Drain: f/2M
(M)	Duration: P (10 Turns)	Drain: f/2S
(S)	Duration: P (15 Turns)	Drain: f/2D

Stabilize

This spell will stabilize a target with Deadly Physical damage. The magician must add the number of minutes elapsed since the target reached Deadly damage to their target number for the Spell Success Test.

Type: P	Range: LOS	Target: 4 + Minutes Elapsed
Damage: -	Duration: P (20 Turns)	Drain: f/2S

Treat

The Treat spell will heal a number of boxes of damage equal to the number of successes rolled. The Treat spell must be applied within 1 hour of the injury occurring. A character can only be magically healed once for any single set of injuries. The healing from Treat is instant but does not become permanent until the spell is sustained for a duration depending on the wound level as shown below.

D: 20 Turns

S: 15 Turns

M: 10 Turns

L: 5 Turns

The Drain Resistance Damage Level is equal to the target's current Wound Level.

Type: M

Range: T

Target: 8-Essence

Damage: -

Duration: See above

Drain: f/2(Wound Level)

Illusion Spells

Agonizing Pain

The Agonizing Pain spell inflicts crippling pain on a target. As long as the spell lasts, the subject suffers penalties to all actions as if a number of boxes equal to the caster's successes were filled in on the target's Stun Condition Monitor. The penalties do not reflect actual damage. If the magician achieves 10 or more successes the victim will be conscious but incapable of action.

If an incapacitated target makes a successful Willpower Test against a target number equal to the spellcaster's total successes they may ignore the spell's effects for the duration of 1 action.

Type: M	Range: LOS	Target: Willpower (R)
Damage: -	Duration: S	Drain: f/2+1M

Astral Shadow

Much like the Invisibility and Improved Invisibility spells, the Astral Shadow spell renders the target invisible, but only in astral space. This spell must be cast in the material world upon the subject's body. Double the number of successes to determine the target number for an observer's Perception Test.

Type: M	Range: T	Target: 4
Damage: -	Duration: S	Drain: f/2S

Chaff

The Chaff spell adds 1 to the target numbers for use of all non-living sensing devices, including weapon targeting systems like Smartgun links.

Type: P	Range: LOS	Target: Object Resistance Table
Damage: -	Duration: S	Drain: f/2-1S

Chaos

A target who fails to resist a Chaos spell is subject to massive distractions. The spell consumes all senses in a cloud of blinding sights, fierce odors, and tickling sensations. A major distraction (+1 to all target numbers) is suffered for every extra success the magician achieves after the Spell Resistance Test. This spell can also deceive technological sensing devices in addition to the target's own senses.

Type: P	Range: LOS	Target: Intelligence (R)
Damage: -	Duration: S	Drain: f/2+2M

Chaotic World

This is an area-effect version of the Chaos spell.

Type: P	Range: LOS	Target: Intelligence (R)
Damage: -	Duration: S	Drain: f/2+2S

Confusion

This is an area-effect spell similar to the Chaos spell except that the Confusion spell does not affect technological systems. Visual illusions fill the affected area, making it a place of shifting forms, dazzling lights, and pools of shadow. Those who fail to resist suffer a major distraction (+1 to all target numbers) for every two successes remaining after the Spell Resistance Test.

Type: M	Range: LOS	Target: Willpower (R)
Damage: -	Duration: S	Drain: f/2S

Crowd Scene

The Crowd Scene spell creates an area-effect illusion of a fairly homogenous crowd of people milling about. The 'crowd' appears to be a fairly typical one for the area where it appears, provided the spellcaster is at least passingly familiar with the place. The image is not solid and makes no sound, anyone physically interacting with the crowd immediately knows it is an illusion. Otherwise, an observer can make a Resistance Test against a target number equal to twice the spellcaster's successes to determine the scene is an illusion.

The Crowd Scene spell can be used to provide cover or distraction. The entertainment industry sometimes uses the spell for special effects and to replace extras. Because the spell is Physical, cameras and other sensing devices register the image.

Type: P	Range: LOS	Target: 4
Damage: -	Duration: S	Drain: f/2+2M

Disregard

The Disregard spell places a voluntary subject 'outside' the perceptions of other individuals. The subject remains visible and detectable by technological means, but individuals simply fail to notice the subject. A character may defeat the spell by making a successful Intelligence Test against a target number equal to twice the number of successes the spellcaster achieved on their Spell Success Test.

Type: M	Range: T	Target: 4
Damage: -	Duration: S	Drain: f/2M

Dream

The Dream spell enables a magician to transmit a dream image to a sleeping subject. Dream images cannot cause actual harm but may entertain, relax, or frighten the subject. Subjects who experience nightmares do not recover from Stun damage while the nightmares persist, nor do they receive any rest during such periods. Subjects vividly remember dream images when awakened.

A subject may discern that a dream image results from magical means by making a successful Intelligence Test against a target number equal to twice the number of successes achieved by the spellcaster.

Type: M	Range: LOS	Target: Willpower (R)
Damage: -	Duration: S	Drain: f/2L

Entertainment

This area-effect spell requires voluntary subjects. It creates obvious, but entertaining, illusions for all who wish to watch. The number of successes measures how entertaining the audience finds the illusion.

Type: M	Range: LOS	Target: 4
Damage: -	Duration: S	Drain: f/2+1L

False World

This spell masks the world in the area of effect with a hyper-realistic overlay of whatever the caster imagines. All senses and sensors are covered by this spell, though particularly egregious discontinuities may still reveal its illusory nature. eg. a horde of dragons suddenly appearing at StufferShack and demanding the immediate refill of the Mango-Pickle Deluxe flavour might be questioned.

Type: P	Range: LOS	Target: 4
Damage: -	Duration: S	Drain: f/2+3D

Flare

The Flare spell creates a bright flash of light that temporarily blinds a target. The magician must make a resisted Spell Success Test against the target's Quickness. If the target possesses any form of flare compensation, reduce their target number by 4 to a minimum of 2. Each net success scored by the spellcaster blinds the target for 1 Turn. The Flare spell is a physical illusion so can affect cameras and other technological devices.

Type: P	Range: LOS	Target: Quickness (R)
Damage: -	Duration: S	Drain: f/2+1M

Improved Invisibility

Like the Invisibility spell except that this spell affects technological sensing devices.

Type: P	Range: T	Target: 4
Damage: -	Duration: S	Drain: f/2+1M

Invisibility

The spellcaster must touch the subject, who becomes invisible to normal light. Thermographic vision can still detect body heat and the subject is completely tangible and detectable to hearing, smell, etc. Double the number of successes to get the target number for an observer's Perception Test. A successful Perception Test means that the invisible person or thing has been noticed. This spell does not affect technological sensing systems. Cybereyes are not considered technological sensing systems because of the Essence cost paid.

Type: M	Range: T	Target: 4
Damage: -	Duration: S	Drain: f/2M

Mask

This spell requires the magician to touch a voluntary subject. The subject assumes some physical appearance, chosen by the caster, within the same basic size and shape of the subject. The number of successes becomes the target number for Perception Tests by observers. This spell does not affect technological devices.

Type: M	Range: T	Target: 4
Damage: -	Duration: S	Drain: f/2L

Overstimulation

This spell stimulates the sensory centers of the target's brain. As long as the spell lasts, the subject suffers penalties to all actions as if a number of boxes equal to the caster's successes were filled in on the target's Stun Condition Monitor. The penalties do not reflect actual damage. If the magician achieves 10 or more successes the victim will be conscious but incapable of action.

Type: M	Range: LOS	Target: Willpower (R)
Damage: -	Duration: S	Drain: f/2+1M

Personal Silence

Identical to the Silence spell but only affecting a single subject.

Type: M	Range: LOS	Target: 6
Damage: -	Duration: S	Drain: f/2+2M

Physical Mask

Similar to the Mask spell but also capable of working against technological devices.

Type: P	Range: LOS	Target: 4
Damage: -	Duration: S	Drain: f/2+1L

Silence

The Silence spell creates an area-effect sound-deadening field. All sounds created within the area are muffled and no sounds can pass into nor through the area.

The Silence spell is a physical illusion so technological sensing devices are affected. Verbal communication cannot be heard and sonic attacks and critter powers that rely on sound fail within the area of the spell. If the casting magician is within the area of the spell they are affected as well.

Type: P	Range: LOS	Target: 6
Damage: -	Duration: S	Drain: f/2+2S

Spectacle

A multi-sensory version of the Entertainment spell.

Type: M	Range: LOS	Target: 4
Damage: -	Duration: S	Drain: f/2+1M

Stimulation

The voluntary subject of this spell experiences a full sensory illusion of whatever type the spellcaster desires. This is usually a luxury spell bought by the rich and jaded seeking sensations they cannot find in the real world. Successes measure the pleasure of the subject.

Type: M	Range: LOS	Target: 4
Damage: -	Duration: S	Drain: f/2+1L

Stink

This area-effect spell stimulates the sense of smell. Subjects within the area make normal Spell Resistance tests to reduce the magician's successes. Each remaining success increases all of the subject's target numbers by 1 because of the sickening effect of the stench.

Type: M	Range: LOS	Target: Willpower (R)
Damage: -	Duration: S	Drain: f/2+1S

Sunlight

The Sunlight spell conjures an area of true sunlight around the caster. This light is as bright as noontime daylight, occluded as normal by local environmental conditions. eg. Casting the Sunlight spell on a foggy London street will still create the light but it will be dimmed by the fog.

Creatures normally affected by sunlight suffer the same effects from the Sunlight spell.

Type: P	Range: T	Target: 4
Damage: -	Duration: S	Drain: f/2+1L

Trid Entertainment

Similar to the Entertainment spell but can be 'seen' by technological devices.

Type: P	Range: LOS	Target: 4
Damage: -	Duration: S	Drain: f/2+2L

Trid Spectacle

Identical to the Spectacle spell but can be 'seen' by technological devices.

Type: P	Range: LOS	Target: 4
Damage: -	Duration: S	Drain: f/2+2M

Vehicle Mask

This spell works in a manner similar to the Physical Mask spell but specifically affects vehicles. The caster can only affect vehicles with a Body rating equal to or less than one-half their Magic attribute. The caster must touch the vehicle to be affected.

Type: P	Range: T	Target: 6
Damage: -	Duration: S	Drain: f/2L

Manipulation Spells

Control Manipulations

Calm Animal

The Calm Animal spell causes a subject of animal-level Intelligence to become calm and passive. Subjects engaged in combat when the spell is cast reduce their target number to resist by 2.

Type: M	Range: LOS	Target: Willpower (R)
Damage: -	Duration: S	Drain: f/2+2L

Calm Animals

Identical to the Calm Animal spell but area-effect.

Type: M	Range: L	Target: Willpower (R)
Damage: -	Duration: S	Drain: f/2+2M

Compel Truth

The Compel Truth spell forces a target to speak the truth as they know it. Whatever the target believes to be the truth is what this spell will make them reveal. The target may choose not to speak or to withhold information but cannot deliberately lie.

Type: M	Range: LOS	Target: Willpower (R)
Damage: -	Duration: S	Drain: f/2+2L

Control Actions

Like a puppeteer, the magician controls the physical actions of a target. The victim's consciousness is not affected but becomes only a passenger in its own body. The victim uses any skills possessed at the magician's direction but with a +4 target number penalty.

Type: M	Range: LOS	Target: Willpower (R)
Damage: -	Duration: S	Drain: f/2+2S

Control Animal

Similar to the Control Thoughts spell, this spell works only on non-sentient animals. Sentience is determined at the gamemaster's discretion. Paranormal animals resist this spell with either Willpower or Essence, whichever is higher.

Type: M	Range: LOS	Target: Willpower (R)
Damage: -	Duration: S	Drain: f/2+2D

Control Emotion

The subject feels some overwhelming emotion as chosen by the casting magician when the spell is cast.

The effects of this spell are roleplaying driven. The spell's victim believes the emotion wholeheartedly but not mindlessly. If the victim tries to act against the emotion they must make a Willpower Test against a target number equal to the spell's Force and even if successful will suffer a distraction penalty to their actions of +2 or higher at the gamemaster's discretion.

Type: M	Range: LOS	Target: Willpower (R)
Damage: -	Duration: S	Drain: f/2+2M

Control Fire

The Control Fire spell enables the spellcaster to control normal flames within line of sight. The caster makes their Spell Success Test against a target number equal to the Power of the flames. The gamemaster determines the Power of the fire by nature of the fire's fuel and duration. Small camp fires or individual burning items have a Power of 3 or 4, the Power of a burning high-rise or forest fire might be as high as 15 or 20.

The caster can cause the flames to move up to 1 meter per success, provided the area of movement contains fuel for the fire. They may also cause the fire to flare, increasing the Power of the fire by 1 for each 2 successes. The spellcaster may also choose to contain the flames and allow them to burn out.

This spell does not affect fire elementals nor magical fires.

Type: P	Range: LOS	Target: See above
Damage: -	Duration: S	Drain: f/2+2S

Control Thoughts

The magician controls the thoughts of the subject. The victim will carry out orders wholeheartedly as long as the magician sustains the spell. Actions that would be terribly destructive to the target or his loved ones allow the victim to fight the spell. They must pass a Willpower Test with a target number equal to the Force of the spell. If the casting magician is not present then a single success will do. If the casting magician is present then the magician may roll their Willpower against a target number equal to the victim's Willpower to reduce the victim's successes. One net success is still all that is required for the victim to resist the heinous command.

Type: M	Range: L	Target: Willpower (R)
Damage: -	Duration: S	Drain: f/2+2D

False Memory

The False Memory spell enables the magician to create and implant a false memory in the mind of the target. The spell may implant a completely new memory or modify an existing memory to change how the target remembers an event or piece of information.

The target cannot distinguish between successfully implanted memories and their real memories. However, the gamemaster secretly makes a Spell Resistance Test for the target each time they 'recall' the false memory. Once the collected successes exceed the spellcaster's total the spell ends and the target recognizes the implanted memory as false and recalls any obscured memories.

Type: M	Range: L	Target: Willpower (R)
Damage: -	Duration: P (20Turns)	Drain: f/2+2S

Hibernate

This spell requires a touch and a voluntary or unconscious subject. The spell puts the subject into a form of suspended animation. Bodily processes are slowed by a factor equal to twice the magicians successes.

ex. A subject with a deadly wound receives this spell with 4 successes. The subject's metabolism is slowed by a factor of 8 so they will take another box of damage every 80 minutes instead of every 10 minutes.

Type: P	Range: T	Target: 4
Damage: -	Duration: S	Drain: f/2S

Influence

Similar to the Control Thoughts spell, this spell permanently implants a single suggestion in the victim's mind. The victim will act according to this suggestion as if it were their own idea. Proving the falseness of the idea to the victim, or forcing the magician to withdraw it, can overcome the spell.

Type: M	Range: L	Target: Willpower (R)
Damage: -	Duration: P (10 Turns)	Drain: f/2+2S

Mob Mind

This area-effect spell allows the magician to control the thoughts of all within its range. For purposes of making the Spell Success Test, treat the crowd as a single character. Pedestrians are assumed to have a Willpower of 3. Major individuals, both PC and NPC, defend against the spell individually based upon the results of the magician's single Spell Success Test.

Type: M	Range: L	Target: Willpower (R)
Damage: -	Duration: S	Drain: f/2+3S

Mob Mood

Similar to the Mob Mind spell but only affecting the crowd's emotions. This spell does not give the caster control of a crowd but allows the magician to shift the crowd's mood.

Type: M	Range: L	Target: Willpower (R)
Damage: -	Duration: S	Drain: f/2+2M

Possession

The Possession spell enables a magician to enter a target's body with their own consciousness to control it. If the target fails to resist the spell then the magician's body falls into a trance state and the magician's consciousness takes control of the target's body.

The magician may use the target's physical skills with a +2 penalty for the duration of the spell. The magician uses their own mental skills but cannot use magical skills at all. Damage to the magician's body or the target's body both apply to the magician's target numbers.

If the target dies during the spell, the magician must fully resist 8D Stun damage or also die. If the magician's body dies the the magician is immediately killed and the spell ends. The target has no memory of the time they were possessed.

Type: M	Range: LOS	Target: Willpower (R)
Damage: -	Duration: S	Drain: f/2+3S

Terrorize

The Terrorize spell fills a single target with fear of the spellcaster. If the target fails to resist the spell they are overcome with fear and must flee the spellcaster as quickly as possible. Once out of sight of the spellcaster the target may make a Willpower Test each turn to overcome the effects of the spell.

Type: M	Range: LOS	Target: Willpower (R)
Damage: -	Duration: S	Drain: f/2+2S

Telekinetic Manipulations

Animate

This spell allows the caster to make inanimate objects move. The object moves according to its structure: balls roll, rugs crawl, humanoid statues walk, etc. The spell imparts a certain amount of flexibility so no damage is done to the affected objects. The caster can only move whole objects, not just one part so this spell cannot pull triggers or press computer keys. Objects move at a rate of one-half the caster's Magic attribute per action.

Type: P	Range: L	Target: Object Resistance Table
Damage: -	Duration: S	Drain: f/2+2M

Catfall

The Catfall spell telekinetically slows a target's fall and ensures the subject lands upright. Multiply the Spell Success Test successes by the magician's Magic attribute to determine the maximum distance in meters that the target may fall without injury. If the target falls a greater distance, reduce the total distance by the safe distance of this spell before calculating damage.

Type: P	Range: LOS	Target: 4
Damage: -	Duration: S	Drain: f/2+2L

Clout

This telekinetic punch inflicts (Willpower)M Stun. Ranged Combat modifiers apply per the normal Ranged Combat rules p. 87 SR2. Successes from the spell's casting may be used to increase the damage. Impact armor defends against this spell.

Type: P	Range: LOS	Target: 4
Damage: M	Duration: /	Drain: f/2M

Deflect

The Deflect spell telekinetically deflects physical missile attacks against a target. Every 2 successes the spellcaster achieves on the Spell Success Test grants the target 1 Combat Pool die that can only be used for Damage Resistance Tests against physical ranged attacks.

Type: P	Range: T	Target: 6
Damage: -	Duration: S	Drain: f/2+1S

Fling

The Fling spell enables the spellcaster to telekinetically hurl a single object at a target. The hurled object's weight in kilograms may not exceed the spellcaster's Magic attribute. The object is hurled with a Power equal to the spell's Force.

Treat the spellcaster's Spell Success Test as a normal ranged attack to determine if the object hits the target. Throwing weapons hurled by the Fling spell use the standard range for the weapon type using the spell's Force as the Strength rating.

Type: P	Range: T	Target: 4
Damage: M	Duration: S	Drain: f/2M

Gecko Crawl

The Gecko Crawl spell allows a voluntary subject to crawl along vertical surfaces at half their Quickness rating. Gravity still affects the subject so they will fall if they move away from the surface being climbed on. If the surface is particularly slick the subject may need to make Athletics Tests as appropriate.

Type: P	Range: T	Target: 6
Damage: -	Duration: S	Drain: f/2+1M

Goose's Wings

As a Telekinetic Manipulation this spell allows a vehicle to fly at the direction of the mage at a speed equal to the mage's Magic attribute times the number of successes rolled. The vehicles Handling remains the same while flying regardless of its normal motive type. This spell cannot override the speed and control of a normally flying vehicle, but can override ground or marine vehicle movement. Astrally this spell enshrouds the vehicle in a cocoon shaped like a goose, wings and all.

Type: P	Range: T	Target: 2 + Vehicle Body
Damage: -	Duration: S	Drain: f/2+1S

Levitate Item

Levitate Item allows a magician to lift an object from the ground and move it around. The maximum distance that the target can be moved is equal to the magician's Magic attribute multiplied by the number of successes. A target can be moved anywhere so long as the magician maintains the spell, the target remains in sight, and the target is not moved beyond the spell's range. Objects can be moved the full distance in a single action.

The magician's target number is modified by +1 for every 100 kilograms of mass the object has.

If the magician is trying to levitate an object held or attached to a living being, that being may make a Strength Test against the Force of the spell to reduce the magician's successes.

Type: P	Range: LOS	Target: 4
Damage: -	Duration: S	Drain: f/2+1L

Levitate Person

As the Levitate Item spell but able to affect living things.

Type: P	Range: LOS	Target: 4
Damage: -	Duration: S	Drain: f/2+2M

Magic Fingers

Magic Fingers is classic telekinesis. The magician creates invisible 'hands' and can hold or manipulate items by mental power. The number of successes on the Spell Success Test becomes the spell's ratings for Strength and Quickness. The character can use their own skills with the Magic Fingers spell but all target numbers suffer a +2 penalty. The 'hands' can reach any point the magician can see.

Type: P	Range: LOS	Target: 6
Damage: -	Duration: S	Drain: f/2+2M

Poltergeist

Within the range of this area-effect spell all small objects and debris, up to 1 kilogram in mass, whirl around in random patterns. This reduces the visibility in the area (+2 target numbers). The spell does Stun damage as well, whacking targets with flying debris. Targets within the area use their Quickness, not Body, for their Resistance Tests against such damage. The Power of the attack is equal to the Force of the spell and the Damage Level starts at Light. Impact armor protects against this damage.

Type: P	Range: LOS	Target: 4 (R)
Damage: L	Duration: S	Drain: f/2+1S

Use (Skill)

A limited form of the Magic Fingers spell, this spell allows the caster to use a skill telekinetically. The gamemaster determines which skills may be used in this manner. The spell operates in the same way as Magic Fingers spell except that the caster's actual Skill Rating determines the spell's effect.

Type: P	Range: LOS	Target: 6
Damage: -	Duration: S	Drain: f/2+3L

Transformation Manipulations

Elemental Effects

Acid - Acid spells are resisted by one-half Impact armor. Anyone fully covered in something treated to resist toxic materials takes no damage. Acid creates a cloud of choking fumes for 1 Turn that adds +4 to the target numbers of those affected. Double the calculated area of effect for the size of the fume cloud. The affected area is also considered treacherous ground for that turn.

Blast - Blast spells are resisted by one-half Impact armor. Blast spells increase their Damage Level by 1 against manifested Earth Elementals. Characters struck by a Blast spell suffer Knockback and Knockdown, see P. 103 SR2.

Fire - Fire spells are resisted by one-half Impact armor. Fire spells increase their Damage Level by 1 against manifested Water Elementals. Flammable materials in the area of effect of a Fire spell are likely to ignite.

Ice - Ice spells are resisted by Impact armor. Ice spells increase their Damage Level by 1 against manifested Fire and Water Elementals. The area of effect of an Ice spell is treated as treacherous ground for 1 Turn after the spell is cast. Affected vehicles must make a Crash Test immediately.

Light - The subject suffers Glare (see p. 89 SR2) for 1 Turn after the attack unless they have flare compensation.

Lightning - Lightning spells are resisted by one-half Impact armor. A target that is fully insulated and grounded takes no damage. Lightning spells increase their Damage Level by 1 against manifested Air Elementals. Electronic devices struck by Lightning spells are likely to be damaged or destroyed.

Sand - Sand spells are resisted by Impact armor. Sand spells increase their Damage Level by 1 against manifested Air Elementals. Sand spells can foul machinery and weapons.

Water - Water spells cause Stun damage. Water spells are resisted by Impact armor. All those affected by Water spells must make a Strength test against the Force of the spell or be knocked down. Water spells inflict physical damage against manifested Fire Elementals and increase their Damage Level by 1. Exposed electronic gear may be shorted out by Water spells.

Acid

This spell strikes the target with a spray of elemental acid.

Type: P	Range: LOS	Target: Body (R)
Damage: M	Duration: I	Drain: f/2+1S

Acid Bomb

This area-effect spell strikes targets with elemental acid.

Type: P	Range: LOS	Target: Body (R)
Damage: M	Duration: I	Drain: f/2+1D

Acid Stream

This spell strikes the target with a stream of elemental acid.

Type: P	Range: LOS	Target: Body (R)
Damage: S	Duration: I	Drain: f/2+1D

Alter Temperature

The Alter Temperature spell is an area-effect spell that changes the ambient temperature by 5 degrees centigrade for every 2 successes on the Spell Success Test. The spellcaster chooses whether to increase or decrease the temperature.

The gamemaster determines the effects of any extreme temperatures but generally sufficiently extreme temperatures cause characters without proper protection to suffer 4L Stun damage per minute of exposure.

Type: P	Range: L	Target: 6
Damage: -	Duration: S	Drain: f/2+2S

Astral Static

This area-effect spell creates a cloud of crackling, swirling mana in astral space, generating a Background Count of 1 for every 2 successes the caster rolls, see p. 89 Grimoire.

Type: M	Range: L	Target: 6
Damage: M	Duration: S	Drain: f/2+1D

Armor

The magician gives a voluntary subject built-in armor, knitting their tissues into tougher compounds. Treat one-half the successes made in the Spell Success Test as additional Body dice for soaking damage.

Type: P	Range: L	Target: 4
Damage: -	Duration: S	Drain: f/2+2M

Barrier

Barrier is an area-effect spell which forms a force field of crackling energy. The magician may create a dome or a wall with this spell. The dome has a radius in meters equal to the magician's Magic attribute. The wall has a length equal to the magician's Magic attribute and a height equal to the Force of the spell. The magician may make the wall into any shape.

Anything the size of a molecule or smaller will pass through the Barrier spell which means the dome is not air tight. Anything larger treats the Barrier spell as having a Barrier Rating equal to the Force of the spell.

The Barrier spell does not impede spells, even Manipulation spells.

Type: P	Range: L	Target: 6
Damage: -	Duration: S	Drain: f/2+2S

Bind

This spell traps a target in bands of mystical energy. The magician makes a Resisted Spell Success Test against the target's Quickness. Net successes determine the effective Barrier Rating of the bonds. The target may make a Strength Test against the Force Rating of the spell to increase their effective Strength when attempting to break the bonds. Each 2 successes adds 1 to the target's Strength for that attempt. Upon breaking free the target must resist (Target's Strength)L Stun damage to represent the fatigue of the effort.

Type: P	Range: LOS	Target: Quickness (R)
Damage: -	Duration: S	Drain: f/2+2S

Blade Barrier

Similar to the Barrier spell this spell provides protection against bladed weapons. The spell's Barrier Rating equals the Force of the spell and adds to the Impact armor of any target in the area of effect.

Type: P	Range: LOS	Target: 6
Damage: -	Duration: I	Drain: f/2+2M

Blast Barrier

Similar to the Barrier spell this spell provides protection against blast from grenades, explosives, and similar attacks. The Barrier Rating equals the Force of the spell and adds to the Impact armor of any target in the area of effect.

Type: P	Range: LOS	Target: 6
Damage: -	Duration: S	Drain: f/2+2M

Bolt of Zeus

This brutal spell conjures a massive bolt of lightning that smashes the target area with both elemental Lightning and Blast effects. Compare the successes from the casting roll against all potential targets in the area. Successes can be divided between damage and increasing the area of the spell per normal area spell rules.

Type: P	Range: LOS	Target: 4
Damage: D	Duration: I	Drain: f/2+7D

Bug Barrier

The Bug Barrier spell is similar to the Mana Barrier spell but blocks only Insect Spirits. Furthermore the spell causes painful feedback in any Insect Spirit that comes in contact with it, inflicting (Force)L damage. Each 2 successes on the Spell Success Test increases the Damage Level by 1. This damage is in addition to any possible damage from the Insect Spirit engaging in astral combat with the barrier itself.

Type: M	Range: LOS	Target: 6
Damage: L	Duration: S	Drain: f/2+2D

Bullet Barrier

Similar to the Barrier spell this spell provides protection against bullets and other ballistic weapons. The Barrier Rating equals the Force of the spell and adds to the Ballistic armor of any target in the area of effect.

Type: P	Range: LOS	Target: 6
Damage: -	Duration: S	Drain: f/2+2M

Clean Air

This is an area-effect spell that clears all impurities from the affected area, leaving the air clean and breathable. The gamemaster determines the target number based on the impurities in the area. Smoke, fog, and similar impurities would be target number 3 or 4, depending on density, while a cloud of NeuroStun VII might require a 10 or 12.

If this spell is cast in an open area it clears only one area which is likely to be quickly befouled again by the ambient conditions.

Type: P	Range: L	Target: Object Resistance Table
Damage: -	Duration: I	Drain: f/2+1S

Clean Water

This area-effect spell removes impurities from a volume of water equal to a sphere with a radius equal to the caster's Magic attribute in meters. The gamemaster determines the target number based upon the impurities in the water. Dirt and silt would be 3, while industrial chemicals could be 10 or higher.

If this spell is cast on an open body of water, such as a river, only the affected area is cleared and likely contaminated again by the surrounding water.

Type: P	Range: T	Target: Object Resistance
Damage: -	Duration: P (10 Turns)	Drain: f/2S

Cleanse Area

Upon casting the Cleanse Area spell the magician removes all contamination from all surfaces and substances in the area of effect. Poisoned air, water, soil, food, etc. are rendered pure. Clothes, people, and objects are made clean. This spell can be used to clean toxic areas, though that usually requires a great many castings as the toxins from outside the area of effect quickly recontaminate the cleaned area.

Type: P	Range: T	Target: Object Resistance Table
Damage: -	Duration: P (20 Turns)	Drain: f/2D

Craft Stone

The Craft Stone spell allows a mage to manipulate the form of stone, glass, cement, etc. into whatever form is desired. The material remains whatever it was, so a concrete sword isn't going to be the most effective thing ever. This spell is primarily used for artworks and aesthetic architecture. The mage can affect a number of kilos equal to their Magic rating per success.

Type: P	Range: T	Target: Object Resistance Table
Damage: -	Duration: P (20 Turns)	Drain: f/2-1S

(Critter) Form

This spell allows the magician to change a voluntary subject into a specific, non-paranormal, animal. Each different animal is a separate spell.

For every 2 successes achieved on the Spell Success Test add 1 to the base physical attribute ratings of the animal. Mental attributes remain those of the subject. Also, increase the animal's Reaction by the subject's Intelligence to reflect the metahuman mind controlling the animal body.

Magicians under this spell can cast spells but cannot fulfill geasa nor use Centering Skills requiring activities that the animal form cannot perform, such as speech.

This spell does not transform clothing nor equipment.

See p. 233 SR2 for animal statistics.

Type: P	Range: L	Target: Willpower
Damage: -	Duration: S	Drain: f/2+2M

Den

The Den spell warps physical and astral space to create a safe haven outside of the normal confines of reality. Successes on the spell can be used to increase the size of the den, multiplying the number of successes by the caster's Magic rating to get the diameter of the space in meters, or select targets to enter the space with the caster, at one target per success. Selected targets must be voluntary.

Inside the den the space is comfortably warm, the air is breathable, and functional comforts such as beds, chairs, tables, etc. are available at the whim of the caster. Those viewing astral space from where the Den spell was cast will see a strange pinching of astral space marking where the astral substance was warped to form the den.

Type: P	Range: L	Target: 6
Damage: -	Duration: S	Drain: f/2+6D

Extinguish Fire

The Extinguish Fire spell is an area-effect spell that extinguishes fires. The caster makes their Spell Success Test against a target number equal to the Power of the flames. The gamemaster determines the Power of the fire by nature of the fire's fuel and duration. Small camp fires or individual burning items have a Power of 3 or 4, the Power of a burning high-rise or forest fire might be as high as 15 or 20.

Each 2 successes reduces the fire's Damage Level by 1, beginning at M. However, the fire regains 1 Damage Level per Turn. If the spellcaster achieves enough successes to reduce the damage to nothing then the fire is extinguished.

The Extinguish Fire spell has no effect on fire elementals nor magical fires.

Type: P	Range: LOS	Target: See above
Damage: -	Duration: I	Drain: f/2+1S

Fashion

This spell instantly tailors clothing, transforming the target's garments into any fashion the caster wishes. The Fashion spell requires a voluntary subject. The caster's successes measure the degree of style in the tailoring. This spell cannot change the material of the clothing, only its cut, color, and fit.

Type: P	Range: LOS	Target: 4
Damage: -	Duration: P (10 Turns)	Drain: f/2+2M

Fimbulwinter

This area-effect spell damages everything in its area with elemental cold effects.

Type: P	Range: LOS	Target: 4
Damage: D	Duration: S	Drain: f/2+8D

Fire Strike

This area-effect spell uses the effects of elemental fire.

Type: P	Range: LOS	Target: Body (R)
Damage: S	Duration: I	Drain: f/2+3D

Firewall

The Firewall spell creates a wall of fire with a height in meters equal to the spell's Force and a length or radius equal to the magician's Magic attribute. The Firewall causes (Force)M damage to anything that touches it and provides full visual cover for anything behind it. A firewall is not solid and does not prevent anything from passing through it, though explosives and other munitions are likely to detonate while doing so.

Type: P	Range: LOS	Target: 6
Damage: -	Duration: S	Drain: f/2+2D

Fix

The Fix spell repairs cracks, rips, tears, fractures, and other damage to inanimate objects. The weight of the item may not exceed the spellcaster's Magic attribute in kilograms and the spellcaster must have all of the pieces of the object. A single success is all that is needed to repair the item. This spell makes only physical repairs and will not restore magical bonds nor lost data or other such other properties.

Type: P	Range: T	Target: Object Resistance Table
Damage: -	Duration: P (10 Turns)	Drain: f/2+1M

Flame Aura

The Flame Aura spell creates a rippling aura of flames around a voluntary target. The aura extends from the target a number of centimeters equal to the spell's Force. The flames cause no harm to the target nor anything carried nor worn by the target.

Any successful melee attack against the target inflicts (Force)M damage on the attacker. Armor only protects the attacker if they struck with an armored part of their body.

Increase the Power of melee attacks by the target by 2.

Type: P	Range: L	Target: 6
Damage: -	Duration: S	Drain: f/2+2M

Flame Burst

This spell strikes the target with a burst of flame using the elemental effect of fire.

Type: P	Range: LOS	Target: Body (R)
Damage: S	Duration: I	Drain: f/2+1D

Flame Bomb

This area-effect spell creates a blast whose effects surround the target. Being of real fire it causes easily flammable materials to also ignite. One-half of Impact armor protects against this spell.

Type: P	Range: LOS	Target: 4
Damage: M	Duration: I	Drain: f/2+1D

Flamethrower

This spell creates a stream of flame from the caster to the target. Being of real fire it causes easily flammable materials to also ignite. One-half of Impact armor protects against this spell.

Type: P	Range: LOS	Target: 4
Damage: M	Duration: I	Drain: f/2+1S

Freeze Water

This area-effect spell freezes all water in its range. If this spell is cast into a large body of water, such as a lake or river, it freezes all of the water in range to create an iceberg. Freezing water in pipes or containers may cause them to burst. Ice created by this spell melts normally.

This spell has no effect on the water in living beings, water elementals, nor water spirits.

Type: P	Range: LOS	Target: 4
Damage: -	Duration: I	Drain: f/2+1S

Full Shapechange

The Full Shapechange spell works just like the Shapechange spell excepting that it requires touch and also transforms worn objects into components of the critter in question. Items and objects that are only held in the hands are not transformed. In order to be transformed the object must be in a pocket, pouch, slung on a dedicated strap, or otherwise stowed on the body in a fashion that is specific to the carrying of that object. Makeshift stowage will not meet these requirements. Items that are transformed will appear on the subject's body as markings or embellishments appropriate to the object in question.

Type: P	Range: T	Target: Willpower
Damage: -	Duration: S	Drain: f/2+3D

Glue

The Glue spell causes two inanimate surfaces to bond together with a Strength equal to the Force rating of the spell plus 1 for each 2 successes on the Spell Success Test. To separate the surfaces requires a successful Strength test against a target number equal to the Strength of the bond. If either surface has a lower Barrier Rating than the Strength of the bond then that surface is torn apart when the surfaces are separated.

Type: P	Range: LOS	Target: 6
Damage: -	Duration: S	Drain: f/2+2S

Heat Shield

The Heat Shield spell creates a barrier that provides some protection from fire and heat based attacks. Reduce the Power of such attacks by the Force of this spell.

This spell provides no protection against the Ignite spell nor anything that simply starts fires.

Type: P	Range: L	Target: 6
Damage: -	Duration: S	Drain: f/2+2M

Ice Sheet

This spell creates a flat sheet of ice that covers a number of square meters equal to the caster's Magic attribute multiplied by the number of successes. Characters crossing the sheet must make a Quickness Test against a target number of 3 to avoid falling. Vehicles must make a Handling Test to avoid crashing. The sheet melts at a rate of 1 square meter per minute.

Type: P	Range: LOS	Target: 4
Damage: -	Duration: I	Drain: f/2+1S

Ignite

The magician accelerates molecular speed in a target making it catch fire. Anything that can burn is subject to this spell. The base time to ignite the target is 10 Turns divided by the magician's successes. Once the target ignites it is burning until it either burns up or is extinguished by smothering, water, or a fire extinguisher. The spell must generate more successes than the Body attribute of living targets or the Barrier Rating of inanimate objects. The Ignite spell wraps a being in flames, causing (F)M damage on the first Turn. Each additional Turn increases the Power of the flames by 1. Make the Damage Resistance Test at the end of each Turn, counting one-half of any Impact armor. Ammunition or explosives carried by the victim may detonate.

Type: P	Range: LOS	Target: 4
Damage: M	Duration: P	Drain: f/2+2D

Light

This area-effect spell creates a mobile point of light that illuminates an area equal to the magician's Magic attribute times the spell's successes in meters. The illumination is roughly equal to that from a good flashlight. This spell cannot be used to blind. Each 2 successes reduces darkness modifiers by 1.

Type: P	Range: LOS	Target: 4
Damage: -	Duration: S	Drain: f/2+2M

Light Ray

The Light Ray spell fires a beam of light at a target with effects comparable to those of a laser with elemental light effects.

Type: P	Range: LOS	Target: 4
Damage: S	Duration: I	Drain: f/2+1D

Lightning Bolt

A relatively simple, if devastating, elemental lightning spell. Point and kill.

Type: P	Range: LOS	Target: 4
Damage: S	Duration: I	Drain: f/2+1D

Lock

This spell holds any door, portal, closure, or similar barrier magically closed as long as the caster sustains the spell. Opening the door requires blasting or breaking through it.

Type: P	Range: LOS	Target: Object Resistance Table
Damage: -	Duration: S	Drain: f/2+2M

Makeover

This spell enacts a complete makeover on a voluntary subject, including cosmetics, hair, clothes, and so on. It even polishes teeth and eliminates plaque. Changes made by this spell are as permanent as those made in a real beauty salon. The number of successes generated by the magician measures the degree of style in the makeover. Note that nothing actually changes, the subject is just cleaned and spruced up.

Type: P	Range: LOS	Target: 4
Damage: -	Duration: P (10 Turns)	Drain: f/2+2M

Mana Barrier

Like the Barrier spell but mana only. Mana Barriers do not stop physical objects but they do block living things. Unliving things pass right through. Passengers inside enclosed vehicles are not affected by a Mana Barrier spell but those in open vehicles are. A Mana Barrier also acts as defense against spells. Add one-half of the Mana Barrier's Force to the target numbers of all magicians casting spells across the barrier. Mana Barrier is also an astral barrier.

Type: M	Range: L	Target: 6
Damage: -	Duration: S	Drain: f/2+1S

Mental Shield

This spell provides protection against spells and powers that affect the mind. For every 2 successes on the spellcaster's Spell Success Test the subject gains 1 extra die to resist such spells and powers. This spell provides no protection against mana-type Combat spells.

Type: M	Range: LOS	Target: 4
Damage: -	Duration: S	Drain: f/2+1M

Mist

This area-effect spell creates a thick mist. The dense mist imposes the vision penalties of heavy fog, see p 89 SR2. The mist persists as long as the spell is sustained. When the spell is dropped the mist dissipates based on the surrounding climate.

Type: P	Range: L	Target: 6
Damage: -	Duration: S	Drain: f/2+2S

Net

The Net spell is an area-effect version of the Bind spell.

Type: P	Range: LOS	Target: Quickness (R)
Damage: -	Duration: S	Drain: f/2+2D

Personal Blade Barrier

As the Blade Barrier spell but only affecting the caster.

Type: P	Range: T	Target: 6
Damage: -	Duration: S	Drain: f/2+2L

Personal Blast Barrier

As the Blast Barrier spell but only affecting the caster.

Type: P	Range: T	Target: 6
Damage: -	Duration: S	Drain: f/2+2L

Personal Bullet Barrier

As the Bullet Barrier spell but only affecting the caster.

Type: P	Range: T	Target: 6
Damage: -	Duration: S	Drain: f/2+2L

Personal Heat Shield

As the Heat Shield spell but only affecting the caster.

Type: P	Range: T	Target: 6
Damage: -	Duration: S	Drain: f/2+2L

Personal Spell Barrier

As the Spell Barrier spell but only affecting the caster.

Type: M	Range: T	Target: 6
Damage: -	Duration: S	Drain: f/2+2L

Sap Strength

This spell reduces the Strength of living or inanimate targets. Each 2 successes on the spellcaster's Spell Success Test reduce a living creature's Strength by 1. If Strength is reduced to 0 or less the creature is immobilized, unable to support the weight of its own body.

Against inanimate targets compare the the number of successes achieved in the Spell Success Test to the Barrier Rating of the target. If the successes exceed the Barrier Rating then the target collapses.

Type: P	Range: LOS	Target: 6
Damage: -	Duration: S	Drain: f/2+2S

Seal

Similar to the Lock spell but this spell also reinforces the door. Every 2 successes generated increased the door's Barrier Rating by 1.

Type: P	Range: LOS	Target: Object Resistance Table
Damage: -	Duration: S	Drain: f/2+2S

Shadow

This area-effect spell creates a pool of darkness equal to one-half the caster's Magic attribute times the number of successes on the Spell Success Test. The target number depends on local conditions:

Bright midday: 6

Day: 5

Overcast: 4

Twilight: 3

Street Light or Darker: 2

Each 2 successes imposes a +1 penalty for Combat or Perception tests within the area of shadow.

Type: P	Range: LOS	Target: See above
Damage: -	Duration: S	Drain: f/2+2M

Shapechange

This spell transforms a voluntary subject into a normal critter of the caster's choosing, though the subject retains human consciousness.

For every 2 successes achieved on the Spell Success Test add 1 to the base physical attribute ratings of the animal. Mental attributes remain those of the subject. Also, increase the animal's Reaction by the subject's Intelligence to reflect the metahuman mind controlling the animal body.

Magicians under this spell can cast spells but cannot fulfill geasa nor use Centering Skills requiring activities that the animal form cannot perform, such as speech.

This spell does not transform clothing nor equipment.

See p. 233 SR2 for animal statistics.

Type: P	Range: L	Target: Willpower
Damage: -	Duration: S	Drain: f/2+2S

Shape Earth

The Shape Earth spell allows the spellcaster to magically move and shape the earth in the spell's area of effect. A successful casting of this spell allows the spellcaster to rapidly dig holes, tunnels, trenches, fill the same, push over earthworks, and other similar feats. The spell also works on processed materials such as glass, metal, and concrete. Any material the spellcaster shapes reverts to its previous shape when the spell is dropped.

Type: P	Range: LOS	Target: Object Resistance Table
Damage: -	Duration: S	Drain: f/2+2D

Shape Water

The Shape Water spell works in the same manner as the Shape Earth spell but works on liquids.

Type: P	Range: LOS	Target: Object Resistance Table
Damage: -	Duration: S	Drain: f/2+2D

Sheet Lightning

This spell creates a field of crackling electricity surrounding the caster out to a number of meters equal to their Magic Rating. A single effect roll is made to determine the damage and anyone and anything in the area, or entering the area, must resist that damage on each of the caster's actions so long as the spell is sustained. Sheet Lightning uses elemental lightning effects.

While things such as bullets would technically be damaged by the spell as they enter the effect, the speed of such projectiles means the caster will be struck by high-speed plasma instead of solid lead with a negligible difference in the final result. However, slower projectiles such as arrows or grenades will likely be destroyed upon entering the area. It is left to the GM's judgment to determine effects in these situations.

Type: P	Range: T	Target: 4
Damage: M	Duration: S	Drain: f/2+1D

Smoke Cloud

The Smoke Cloud spell creates a thick cloud of sulfurous smoke in its area of effect. Each Turn the cloud inflicts Stun damage and adds +4 to all sight-based target numbers on all targets in its area of effect. Armor does not protect against damage from this spell but sealed breathing apparatus will negate the damage entirely.

Type: P	Range: LOS	Target: 4
Damage: M	Duration: S	Drain: f/2+3D

Spark

This spell creates a small spark of electricity that springs from the spellcaster to the target. One-half of Impact armor reduces the Power of the attack.

Type: P	Range: LOS	Target: 4
Damage: M	Duration: I	Drain: f/2+1M

Spell Barrier

Similar to the Mana Barrier spell this spell provides protection against spells. Add one-half the Force rating of the Spell Barrier to the target numbers of all spells cast into and out of the area of effect.

Type: M	Range: LOS	Target: 6
Damage: -	Duration: S	Drain: f/2+2M

Spirit Barrier

Similar to the Mana Barrier spell but this spell only affects spirits and other astral entities. Add one-half of the Spirit Barrier's Force to the target numbers of all spells cast across the barrier.

Type: M	Range: L	Target: 6
Damage: -	Duration: S	Drain: f/2+2M

Thunderclap

This spell strikes the target with an explosion of air, making a thunderous noise. In addition to causing Stun damage the spell deafens the target for 1 Turn for each 2 successes generated by the caster.

Type: P	Range: LOS	Target: Body (R)
Damage: M	Duration: I	Drain: f/2S

Temper

The Temper spell alters inanimate materials to make them stronger. The magician cannot affect objects weighing more than 2 kilograms per point of the magician's Magic attribute. Each success on the Spell Success Test increases the Barrier Rating of the target object by 2.

Type: P	Range: T	Target: Object Resistance Table
Damage: -	Duration: S	Drain: f/2+1M

Toughen

The Toughen spell reinforces the physical structure of an object increasing its Barrier Rating by one per each 2 successes rolled. The object must weigh no more in kilos than the magician's Magic rating. This spell can be used on armor to increase its effective armor ratings by 1 per each 2 successes. The target number for most armor is usually 8 (it can be 10 or more for highly advanced armors). Toughen cannot be used more than once on any particular object.

The Toughen spell can also be used to make remarkable melee weapons out of unusual materials but it's not easy. One could craft a sword or knife or similar edged weapon out of wood or crystal which would have a stunningly thin edge and light weight but would obviously shatter in any real use. With the Toughen spell the weapon could be made effective so long as the object's barrier rating is raised to 6 or higher.

Type: P	Range: T	Target: Object Resistance Table
Damage: -	Duration: P (20 Turns)	Drain: f/2-1D

Transform

This spell changes the subject into a normal animal. The subject has no awareness of its former state and has only animal intelligence. The spell does not transform clothing nor equipment. See p. 233 SR2 for animal statistics.

Type: P	Range: L	Target: Willpower (R)
Damage: -	Duration: S	Drain: f/2+2S

Wind

The Wind spell is an area-effect spell that produces wind in whatever direction the caster desires. The Strength of the wind is equal to the Force of the spell. The wind scatters light objects such as paper and leaves. Freestanding objects with a Barrier Rating lower than the spell's Force are knocked over. Living targets in the area of effect must make a Strength test against the Force of the spell or be knocked down.

Type: P	Range: LOS	Target: 6
Damage: -	Duration: I	Drain: f/2+1S

Zap

A small flash of electricity leaps from the caster's fingers to the target with elemental lightning effects. Though this spell does not inflict a lot of damage it can be devastating to electronics, exposed fuels, and explosives.

Type: P	Range: LOS	Target: 4
Damage: L	Duration: I	Drain: f/2+1M