

STREET GRIMOIRE

The following are the most common spells in use in the 2070 shadows. The name given for each spell is the common name used by shadowrunners. Spellcasters from different backgrounds may have different names for their spells, but the spells' effects and their game statistics remain the same.

SPELL CHARACTERISTICS

Each spell has the following characteristics: Category, Type, Range, Threshold, Duration, Drain Value, and Effect.

Category

This describes the manner in which a spell affects its target, as well as what spirits will be associated with that type of spell. The categories are: Combat, Detection, Health, Illusion, and Manipulation. See p. 172 for more information on spell categories.

Type

Spell Type is either mana (M) or physical (P). *Mana spells* affect their targets through the mana that permeates the astral and physical planes—affecting the target in a magical and spiritual manner that is only effectively resisted by the Willpower of a living or magical being. *Physical spells* directly target the body; resistance relies on the target's Body attribute. Only mana spells can affect astral forms. Either type of spell may be used in the physical world, but mana spells cannot affect non-living targets.

Range

All spells have a range at which they can be cast. For most spells, the range is *line of sight* (LOS). If the caster can see the target, regardless of distance, it can be affected.

Some spells, particularly health spells, require the caster to touch the intended target in order for the spell to work. To touch an unwilling target, the caster must make a normal unarmed attack as part of the Complex Action of spellcasting (see *Melee Combat*, p. 146). One net hit is sufficient for the caster to touch the target.

Other targeting requirements may also be noted under Range. Some spells require a *voluntary* non-resisting subject; unconscious characters are considered to be voluntary. Other spells affect all valid targets within an area, defined as a circle with a radius equal to the spell's force in meters (see *Area Spell*, p. 173).

Threshold/Resistance

Many spells require a threshold—a minimum number of net hits—in order for the spell to succeed. Other spells are resisted by their targets, and so are treated as Opposed Tests instead. Spells that affect non-living targets are not opposed, but may have a threshold for the spell to succeed (see *Object Resistance*, p. 174).

Duration

Duration is either Instant, Sustained, or Permanent. *Instant* spells end the moment they are cast, and their full ef-

SIMPLIFYING SPELL DRAIN

Gamemasters and players should keep the following system in mind for making spell Drain calculation easier. Rather than choosing the Force and calculating the Drain each time a spell is cast, simply assume that spells are always cast at a Force equal to the character's Magic attribute. In this case, the Drain for each spell can be pre-calculated and written on the character sheet, so you do not have to bother calculating it during actual gameplay.

If a character decides at some point to cast a spell at a different Force value, simply modify the Drain by +1 or -1 for every 2 points the player increases or decreases the Force, respectively.

For example, a player who has a mage with Magic 5 can assume that she always casts her Acid Stream spell at Force 5, and so she writes the Drain down as DV 5 (based on Acid Stream's Drain formula for Force 5). If she decides to cast the spell at Force 3 instead, the Drain is modified to DV 4 (base DV 5 minus 1 per 2 points of Force reduction). If she decides to cast it at Force 7, her DV would be 6 (+1 per 2 points)—and the Drain would be Physical as the Force exceeds her Magic.

Urgent Message...

fects are felt immediately. *Sustained* spells last for as long as the magician concentrates on them. *Permanent* spells must be sustained for a short time, after which their effects become "natural" and no longer require magic or concentration to maintain. The time required to make a spell's effects permanent is equal to twice the Drain Value in Combat Turns.

Drain Value

This describes the Damage Value the Drain causes. Drain is based on the spell's Force; the more powerful the spell, the more exhausting it is to cast. Drain is variable, based on the spell's Force ÷ 2, rounded down, and modified by Drain modifiers appropriate to each spell. Drain is Stun damage, unless the spell is overcast (cast at a Force higher than the magician's Magic), in which case it is Physical damage. Note that no Drain Value can ever be less than 1.

COMBAT SPELLS

Combat spells use mana to create damaging effects, either by direct or indirect means. *Direct Combat spells* channel damaging power directly into the target's inner being, affecting them from within, and so bypass armor. *Indirect Combat spells* create an external damaging medium (often elemental in nature) that is used to attack the target.

Direct Combat Spells: Handle these as an Opposed Test. The caster's Magic + Spellcasting is resisted by the target's Body (for physical spells) or Willpower (for mana spells), plus Counterspelling (if available). The caster needs at least one net