

Antidote spell applied afterward may alleviate some side effects, if the gamemaster chooses). The poisoned character receives a number of additional dice on her Toxin Resistance Test (see p. 245) equal to the net hits.

### Cure Disease

Type: M • Range: T • Duration: P • DV: (Disease DV) – 2

This spell is used at any point after infection to help a patient overcome illness. The infected character receives a number of additional dice on her Disease Resistance Test equal to the spell's net hits. It does not heal any damage already inflicted by the disease (that takes a separate Healing spell).

### Decrease [Attribute] (Negative)

Type: P • Range: T • Duration: S • DV: (F ÷ 2) + 1

This spell weakens the target by decreasing a chosen attribute. A version of this spell exists for each Physical and Mental attribute, but not for Special attributes (Initiative, Edge, Essence, Magic, or Resonance). It affects both natural and augmented attributes.

The target resists the spell using the attribute affected. If the caster wins, the attribute is reduced by the spell's net hits. If a Physical attribute or Initiative is reduced to 0, the victim is incapacitated or paralyzed. If a Mental attribute is reduced to 0, the victim stands about mindlessly confused.

Note that decreasing an attribute may affect other derived statistics (Decrease Intuition also affects Initiative, for example, while Decrease Willpower will remove boxes from the character's Stun Condition Monitor for as long as the spell lasts).

### Detox

Type: M • Range: T • Duration: P • DV: (Toxin DV) – 4

Detox relieves the side effects of a drug or poison. The Force of the spell must equal or exceed the toxin's base DV. A single net hit is sufficient to eliminate all symptoms. Detox does not heal or prevent damage done by toxins, but it eliminates any side-effects they may have on the victim (dizziness, hallucinations, nausea, pain, and so forth). Detox is the hangover cure of choice among those who can afford it.

### Heal

Type: M • Range: T • Duration: P • DV: (Damage Value) – 2

Heal repairs physical injuries. It heals a number of boxes of Physical damage equal to the spell's hits from the Spellcasting Test. Hits can also be used to reduce the base time for the spell to become permanent; each hit spent this way shaves off 1 Combat Turn (hits can be split between healing and reducing time as the caster desires).

A character can only be magically healed once for any single set of injuries.

### Hibernate

Type: M • Range: T • Duration: S • DV: (F ÷ 2) – 3

The caster must touch a voluntary or unconscious subject. The spell puts the subject in a form of suspended animation.

The subject's bodily processes are slowed by a factor equal to the hits. For example, If 4 hits were scored, the subject's metabolism is slowed by a factor of 4. Such a subject sealed into a chamber with enough air to keep it alive for a day would be able to last four days.

### Increase [Attribute]

Type: P • Range: T • Duration: S • DV: (F ÷ 2) – 2

This spell increases an attribute (natural or augmented) on a voluntary subject. A version of this spell exists for each Physical and Mental attribute, but not for Special attributes (Initiative, Edge, Essence, Magic, or Resonance). The Force of the spell must equal or exceed the (augmented) value of the attribute being affected. The attribute is increased by an amount equal to the hits scored. Each attribute can only be affected by a single Increase Attribute spell at a time.

Note that increasing an attribute may affect other derived statistics (Increase Reaction also affects Initiative, for example, while Increase Body will add extra boxes to the character's Physical Condition Monitor for as long as the spell lasts).

### Increase Reflexes

Type: P • Range: T • Duration: S • DV: (F ÷ 2) + 2

This spell increases the reflexes (Initiative and Initiative Passes) of a voluntary subject. Each level of increase adds +1 Initiative and +1 Initiative Pass. The caster must achieve a certain threshold for each level:

**Threshold 2:** +1 Initiative, + 1 Initiative Pass

**Threshold 3:** +2 Initiative, + 2 Initiative Passes

**Threshold 4 (maximum):** +3 Initiative, + 3 Initiative Passes

A character can only be affected by a single Increase Reflexes spell at a time; the maximum IPs any character can have is 4.

### Oxygenate

Type: P • Range: T • Duration: S • DV: (F ÷ 2) – 1

This spell oxygenates the blood of a voluntary subject, providing extra Body dice (1 die for every hit) to resist suffocation, strangulation, the effects of inhaled gas, or any other effect of oxygen deprivation. The spell also allows the subject to breathe underwater.

### Prophylaxis

Type: M • Range: T • Duration: S • DV: (F ÷ 2) – 2

This spell provides additional dice (+1 die per hit) for a voluntary subject to resist infection, drugs, or toxins. The spell does not discriminate between harmful and beneficial drugs, so the subject also resists medicines and other helpful drugs while under the effects of the spell. Reduce the effect of a beneficial drug by 1 for every hit of the spell. Two or more hits prevent the subject from being affected by alcohol while under the effect of this spell.

### Resist Pain

Type: M • Range: T • Duration: P • DV: (Damage Value) – 4

Resist Pain allows the subject to ignore the pain of injuries, reducing the penalties from Physical or Stun damage.