Each hit on the Spellcasting Test removes the effect of one box of damage from each of the subject's Condition Monitor tracks. It does not remove the damage itself, only eliminates the modifiers. Resist Pain can only be used once on any given set of injuries. If all of the boxes on the track are filled, the character still falls unconscious.

The spell is "permanent" in that the boost to the patient's endorphin levels does not wear off. If the subject's damage rises above the level at which the patient is resisting pain or if the existing injuries heal, the spell dissipates.

Stabilize

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

When applied to a character with a filled Physical damage track, this spell stabilizes all vital functions and prevents the character from dying. The spell's Force must equal or exceed the overflow damage already taken when the spell starts. The full time must be taken for the spell to become Permanent (see p. 195) before the character is stabilized; hits reduce the time it takes by 1 Combat Turn each. If successful, the spell prevents the character from taking further damage from Physical Damage Overflow (p. 244).

ILLUSION SPELLS

No matter how realistic they are, illusions cannot directly cause permanent harm. They can cause distractions, loss of balance or orientation, and even symptoms like nausea or pain. All such effects vanish as soon as the caster drops the illusion. Illusions can certainly cause harm by manipulating the senses so a victim walks into traffic or off a high building, for example, but they cannot directly cause damage.

Obvious illusions are used solely for entertainment and cannot fool subjects into believing they are real. *Realistic* illusions seem completely real. *Single-sense* illusions affect only one sense. *Full sensory* illusions affect all senses. Though mana-based illusions can be created on the astral plane, their magical auras give them away as illusions to anyone who makes a successful Assensing Test (see *Astral Perception,* p. 182). Illusions cannot fool assensing to disguise or create auras.

Mana Illusions: Mana-based illusion spells affect the mind and are ineffective against technological viewing systems like cameras. Mana illusions are resisted by Willpower + Counterspelling (if any).

Some mana illusions affect the target's senses directly, others affect the senses of anyone perceiving the subject of the spell (though the spellcaster is not affected by her own spell).

Physical Illusions: Physical illusion spells create actual images or alter physical properties, such as light or sound. Physical illusions are effective against technological systems, assuming the caster achieves enough hits to meet the Object Resistance threshold (see p. 174). They are resisted by Intuition + Counterspelling (if any); non-living devices do not get a resistance test. The observer must generate more hits than the spellcaster to determine that the illusion is not real. If the spell is not completely resisted, the character is fully affected by the illusion.

Confusion (Realistic, Multi-Sense)
Type: M • Range: LOS • Duration: S • DV: (F ÷ 2)
Mass Confusion (Realistic, Multi-Sense, Area)
Type: M • Range: LOS (A) • Duration: S • DV: (F ÷ 2) + 2
Chaos (Realistic, Multi-Sense)
Type: P • Range: LOS • Duration: S • DV: (F ÷ 2) + 1
Chaotic World (Realistic, Multi-Sense, Area)
Type: P • Range: LOS (A) • Duration: S • DV: (F ÷ 2) + 3

These spells produce a storm of conflicting sensations and images to confuse the senses. For each net hit on the Spellcasting Test, the target suffers a –1 dice pool modifier to all tests from the distraction.

Confusion affects a single target. Mass Confusion is an area spell. The Chaos spell is a physical version of Confusion (above), so it also affects technological systems and sensing devices. Chaotic World is an area version of Chaos.

Entertainment (Obvious, Multi-Sense, Area)
Type: M • Range: LOS (A) • Duration: S • DV: (F ÷ 2) + 1
Trid Entertainment (Obvious, Multi-Sense, Area)
Type: P • Range: LOS (A) • Duration: S • DV: (F ÷ 2) + 2

These area spells create obvious, but entertaining, illusions. Hits on the Spellcasting Test measure how creative, interesting, and captivating the audience finds the illusion. The caster can reproduce just about anything from her imagination, or re-create something she has experienced. The gamemaster might require additional hits for exacting detail.

Entertainment affects the minds of the subjects and cannot be detected by non-living sensors. Trid Entertainment is a physical spell, and can be perceived by both living subjects and non-living sensors.

These spells are used for amusement as well as art. The entertainment industry uses illusionists as literal "special effects wizards." Magical designers and artists work to create new and interesting sensations, including sensations that can't otherwise be experienced in the real world. Only the wealthy can afford the unique experiences offered by such spellcasters firsthand.

Invisibility (Realistic, Single-Sense)
Type: M • Range: LOS • Duration: S • (F ÷ 2)
Improved Invisibility (Realistic, Single-Sense)
Type: P • Range: LOS • Duration: S • DV: (F ÷ 2) + 1

This spell makes the subject more difficult to detect by normal visual senses (including low-light, thermographic, and other senses that rely on the visual spectrum). The subject is completely tangible and detectable by the other senses (hearing, smell, touch, etc.). Her aura is still visible to astral perception.

Anyone who might perceive the subject must first successfully resist the spell. Simply make one Spellcasting Test and use the hits scored as the threshold for anyone that resists at a later point. Even if the spell is resisted, the subject might remain unnoticed if she wins a Shadowing or Infiltration Test. An invisible character may still be detected by non-visual means, such as hearing or smell.

Attacks against invisible targets suffer the Target Hidden modifier (p. 141) if the attacker is unable to see or otherwise sense the subject of the spell.