Invisibility affects the minds of viewers. Improved invisibility creates an actual warping of light around the subject that affects technological sensors as well.

Mask (Realistic, Multi-Sense)

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

Physical Mask (Realistic, Multi-Sense)

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

The Mask spell requires the caster to touch the subject. The subject assumes a different physical appearance (of the same basic size and shape) chosen by the caster. This alters the subject's voice, scent, and other physical characteristics as well.

Anyone who might see through the disguise 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.

Mask affects the minds of viewers. Physical Mask creates an illusion that affects technological sensors as well.

Phantasm (Realistic, Multi-Sense, Area)

Type: M • Range: LOS (A) • Duration: S • DV: (F ÷ 2) +2

Trid Phantasm (Realistic, Multi-Sense, Area)

Type: P • Range: LOS (A) • Duration: S • DV: (F ÷ 2) +3

These area spells create convincing illusions of any object, creature, or scene the caster desires. They can create an illusion of anything the caster has seen before, from a flower or a credstick to a dragon breathing fire, as long as the illusion is no larger than the spell's area.

Anyone who might pierce the illusion must 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.

Phantasm only affects living beings, while Trid Phantasm affects technological sensors as well.

Hush (Realistic, Single-Sense, Area)

Type: M • Range: LOS (A) • Duration: S • DV: (F ÷ 2) + 2

Silence (Realistic, Single-Sense, Area)

Type: P • Range: LOS (A) • Duration: S • DV: (F ÷ 2) + 3

These spells create an area that damps sound. Sonic attacks into or out of the field, as well as critter powers using a sonic medium (such as Paralyzing Howl), are reduced by –1 per hit on the Spellcasting Test. Anyone attempting to hear a sound from within or across the silenced area must successfully resist the spell.

Hush is a mana spell and so only affects living beings and magic sonic attacks. Silence affects technological devices and is useful for jamming alarms, detection devices, sonar, and tactical communications, as well as technological sonic weapons.

Stealth (Realistic, Single-Sense)

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

Stealth makes the subject less audible to normal hearing (including augmented hearing). The subject moves in silence makes less or no noise. Things not directly touched by the subject can still make noise, so a character under a Stealth spell would make no noise knocking on a door, but the door would make noise hitting the floor or wall if it was kicked in.

Anyone who might hear 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.

MANIPULATION SPELLS

Manipulation spells control, animate, or transform matter and energy. Many Manipulation spells have a Threshold; this is a number of Magic + Spellcasting hits required for the spell to function. *Mental Manipulations* affect the mind, *Physical Manipulations* affect physical forms, and *Environmental Manipulations* affect conditions such as light, temperature, gravity, etc. Most Manipulation spells are handled as Success Tests, with hits determining the effect.

Mental Manipulations: For *Mental Manipulation spells,* the caster makes an Opposed Magic + Spellcasting Test against the target's Willpower (+ Counterspelling, if available). If the caster scores more hits, she controls the target as noted in the spell description.

Every (Force) Combat Turns, the victim may spend a Complex Action to shake off the mental control. The victim rolls a Willpower (+ Counterspelling) Test; each hit reduces the net hits on the caster's original Spellcasting Test. If the spellcaster's net hits are reduced to 0, the spell no longer affects the target.

Armor (Physical)

Type: P • Range: LOS • Duration: S • DV: (F ÷ 2) + 3

This spell creates a glowing field of magical energy around the subject that protects against Physical damage. It provides both Ballistic and Impact armor (cumulative with worn armor) to the subject equal to the hits scored.

Control Actions (Mental)

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

Mob Control (Mental, Area)

Type: M • Range: LOS (A) • Duration: S • DV: (F ÷ 2) + 2

The caster of this spell controls the physical actions of a target like a puppeteer pulling strings. The victim's consciousness is unaffected, but the caster controls the victim's body. The target uses any skills or abilities at the caster's orders, but these tests suffer a dice pool modifier equal to the target's Willpower because of the victim's resistance to the caster's commands. Controlling a target character requires the caster to spend a Simple Action; when not directly controlled, the victim may act as normal.

Control Actions only affects a single target, Mob Control affects any living targets within the area of effect. Victims of a Mob Control may be manipulated individually (with separate Simple Actions) or issued the same command as a group (with a single Simple Action).