

**Control Emotions (Mental)**Type: M • Range: LOS • Duration: S • DV:  $(F \div 2)$ **Mob Mood (Mental, Area)**Type: M • Range: LOS (A) • Duration: S • DV:  $(F \div 2) + 2$ 

The target feels an overwhelming emotion chosen by the spellcaster (such as love, hate, fear, joy, sorrow, and so forth). The target believes the emotion wholeheartedly, but not mindlessly. A target who acts in accordance with the emotion (for example, fighting while filled with anger or hate) suffers no penalty. If the target takes action not relevant to the emotion (trying to drive while laughing hysterically), she suffers a  $-2$  dice pool modifier for the distraction. The caster may switch emotions with a Simple Action.

Control Emotions only affects a single target, Mob Mood affects any living targets within the area of effect.

**Control Thoughts (Mental)**Type: M • Range: LOS • Duration: S • DV:  $(F \div 2) + 2$ **Mob Mind (Mental, Area)**Type: M • Range: LOS • Duration: S • DV:  $(F \div 2) + 4$ 

The caster seizes control of the target's mind, directing everything the target does. The caster mentally gives commands with a Simple Action and the target is compelled to obey.

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

**Fling (Physical)**Type: P • Range: LOS • Duration: I • DV:  $(F \div 2) + 1$ 

This spell psychokinetically hurls a single object of no more than (Force) kilograms at a designated target with a Strength equal to one-half the spellcaster's Magic. Treat the Spellcasting Test as a normal Ranged Combat Test for the purposes of the item hitting the target. Throwing weapons propelled by this spell use their normal range based on the spell's effective Strength.

**Ice Sheet (Environmental, Area)**Type: P • Range: LOS (A) • Duration: I • DV:  $(F \div 2) + 3$ 

This spell creates a slippery sheet of ice over the area of effect. Characters crossing the ice must make an Agility + Reaction Test with a threshold equal to the hits scored to avoid falling prone. Vehicles must make a Crash Test (p. 159). The sheet melts at a rate of 1 square meter per minute in normal temperatures.

**Ignite (Physical)**Type: P • Range: LOS • Duration: P • DV:  $(F \div 2)$ 

The Ignite spell accelerates molecular motion in the target, causing it to catch fire once the spell becomes permanent. The spellcaster must achieve enough net hits to beat a threshold equal to the target's Object Resistance (see p. 174). Once the target ignites, it burns normally until it is consumed or extinguished.

Against living targets, treat Ignite as an Opposed Test pitting Spellcasting + Magic vs. Body (+ Counterspelling). If successful, Ignite wraps a living target in heat and flames once it has been made permanent, causing (Force) boxes of Fire damage (see p. 155) on the first Combat Turn, and increasing by one box of damage each additional turn. Resolve the damage at the end of each Combat Turn by making a Damage Resistance Test using the victim's Body + half Impact armor. Ammo or explosives carried by a victim may go off. The gamemaster should reduce the Force of the fire accordingly for extinguishing efforts.

**Influence (Mental)**Type: M • Range: LOS • Duration: P • DV:  $(F \div 2) + 1$ 

This spell implants a single suggestion in the victim's mind, like a powerful post-hypnotic command. The subject will carry out this suggestion as if it were her own idea and it will then fade. If confronted with the wrongness of the suggestion, the subject can make a Willpower Test to overcome it as described under *Mental Manipulations*, p. 202. The caster can also withdraw the suggestion at any time.

**Levitate (Physical)**Type: P • Range: LOS • Duration: S • DV:  $(F \div 2) + 1$ 

Levitate allows the caster to telekinetically lift a person or object and move it around. The caster must achieve a threshold on the Spellcasting Test equal to 1 per 200 kg of the subject's mass. The subject of the spell can be moved anywhere in the caster's line of sight at a Movement rate equal to the spell's Magic x net Spellcasting hits in meters per turn.

Objects flung into other things should be handled as a Ranged Attack Test (see *Fling*), inflicting a number of boxes of Stun damage as decided by the gamemaster (especially sharp or dangerous objects may do Physical damage at the gamemaster's discretion).

If the caster is attempting to levitate an item held by a living being, make an Opposed Test between the spell's Force x 2 and the holder's Strength + Body. The caster must have at least 1 net hit to levitate the item away. If the caster is attempting to levitate an unwilling living being, the Opposed Test uses the target's Strength + Body. You can use this spell to levitate yourself, if desired.

**Light (Environmental, Area)**Type: P • Range: LOS (A) • Duration: S • DV:  $(F \div 2) - 1$ 

This spell creates a mobile point of light, illuminating a radius around it equal to the spell's Force in meters. The spell cannot be used to blind, but does offset darkness visibility modifiers. Each hit on the Spellcasting Test counters a  $-1$  die penalty for visibility.

**Magic Fingers (Physical)**Type: P • Range: LOS • Duration: S • DV:  $(F \div 2) + 1$ 

Magic Fingers creates a psychokinetic effect like "invisible hands" that can hold or manipulate items. The hits on