

Complex Actions

Astral Projection: A magician may project his spirit onto the astral plane by taking a Complex Action. Returning to his physical body also takes a Complex Action. Note that once on the astral, maintaining astral projection does not require an action. See *Astral Projection*, p. 183.

Banish Spirit: A magician can attempt to banish a spirit by taking a Complex Action (see *Banishing*, p. 180).

Cast Spell: A magician may cast a spell by taking a Complex Action (see *Spellcasting*, p. 173).

Erase Astral Signature: A magician using astral perception may take a number of Complex Actions equal to the Force of an astral signature to erase it completely. See *Astral Signatures*, p. 182.

Summon Spirit: A magician may summon a spirit by taking a Complex Action (see *Summoning*, p. 179).

TRADITIONS

Magic is a very personal and often-debated subject. There are a multitude of belief systems and methods of working magic practiced across the world. These differing magic worldview paradigms are called *traditions*. While there are some predominant schools of magical thought, each magician finds her own means of practicing magic, typically following whatever path she was taught when she first Awakened. This path can come from a metahuman teacher, a mentor spirit, a collection of writings such as those found in universities, or it can be created out of whole cloth by a self-taught individual (though most of these who survive are lucky rather than great).

While discovering and exploring a tradition can take an entire lifetime for a character, in game terms the creation of a tradition is far simpler. Two examples of the most commonly followed traditions—hermetic and shamanic—are provided here for use by players who do not wish to create their own.

CREATING A TRADITION

To create a tradition, the player must choose the following:

1. What the concept of that tradition is.
2. The types of spirits that followers of that tradition can summon.
3. The magical associations of those spirit types.
4. The means by which followers of that tradition resist Drain.

Though only some of these decisions have a tangible rules representation, the paradigm is as vital to the magician as the air we breathe. Put simply, a tradition is nothing more than belief made concrete by those who have the will and ability to give it shape. The gamemaster and the player

should work together to create a tradition that makes sense within the scope of their specific game and the *Shadowrun* universe as a whole.

CONCEPT

The core of any tradition is its system of beliefs. How does magic work? *Why* does magic work? These often-debated theories and concepts explain where magical power comes from and how metahuman magicians can learn to manipulate it. The fundamental beliefs of any tradition have no game effect, but they may color a magician's worldview, roleplaying, and relationships with other characters.

It is fundamental to sketch out a tradition's core philosophy before detailing how the tradition works in game terms.

Does your character believe that magic is simply a practical arcane science, and that spirits are simply semi-sentient entities molded by metahuman will? Is her Gift a side effect of her personal relationship with Dog, and dependent upon their close empathic link? Does she view the Talent as a spiritual art form, to be exercised on the path of true enlightenment? Or does she believe her power is channeled to Dog through her devotion to the spirits, with whom she must bargain for favors? Each of these ideas is but a stepping stone to fleshing out how the character perceives herself in relation to the cosmos.

For example, the hermetic tradition teaches that mana is an energy that flows throughout the known world. It obeys natural laws which are different from, but parallel to, the laws of physics. Manipulation of this energy is by will alone, and understanding allows magicians to better master themselves and mana. Thus hermetics tend to be scientific, rational, and structured in their approach, adhering to and improving upon established formulae and methodologies.

MAGIC ACTIONS



Free Actions

Centering
Deactivate Focus
Declare Counterspelling Projection
Drop Sustained Spell

Simple Actions

Activate Focus
Call Spirit
Command a Spirit
Dismiss Spirit
Shift Perception

Complex Actions

Astral Projection
Banish Spirit
Cast Spell
Erase Astral Signature
Summon Spirit

MAGIC AND SPIRITS

Each tradition can master five types of spirits. Different traditions call spirits by different names, but what separates one type of spirit from another is its essential nature. Thus, whether a particular spirit is named a wind spirit or air elemental, its essential nature is unchanged, and both are fundamentally different a water sylph or spirit of the waves. The innate nature and powers of a spirit are independent of the tradition of the magician who summons it, though the particular way in which the spirit appears will vary according to the magician's outlook. A fire spirit, for example, might take the form of a living fireball to a mage, a fiery lizard to a volcano worshipper, or an angel with a flaming sword to a Christian theurge.

A tradition associates each of its spirit types with a category of magic. These associations serve to color how that tradition views a particular type of spirit. They also limit how a bound spir-