



DETECTION SPELL RESULTS

Net Hits	Results
1	Only general knowledge, no details. Detect Life Example: A group of meta-humans.
2	Major details only, no minor details. Detect Life Example: Three male orks and a female troll, coming your way.
3	Major and minor details, with some minor details obscured or missing. Detect Life Example: They are all running and armed, with weapons out. The troll is leading.
4	Completely detailed information. Example: The troll is your contact, Moira, and she's wounded and being chased by three ork gangers!



Active: The sense actively analyzes or seeks out certain information when the subject concentrates on it. Active Detection spells are treated as an Opposed Test, pitting the caster's Magic + Spellcasting vs. the target's Willpower (+ Counterspelling, if available); magical objects resist with Force. Against objects, handle the spell as a Success Test with a threshold based on the Object Resistance (p. 174). The Detection Spell Results table provides guidelines for how thoroughly the sense works, based on net hits scored.

Note that Counterspelling may be used to defend against active Detection spells, even if the magician is not aware of them (see *Counterspelling*, p. 175).

Passive: A passive sense is simply "on" and passes along any appropriate sensory input without any sort of interpretation (similar to hearing). The Spellcasting Test serves as a magical Perception test, against an appropriate threshold determined by the gamemaster. Other effects are noted in the spell descriptions. The Detection Spell Results table provides guidelines for how thoroughly the sense works, based on net hits scored.

Note that Counterspelling cannot be used to "defend" against the sense provided by passive Detection spells, but it can be used to dispel sustained or quickened passive Detection spells.

Range: The standard sensory range for a Detection spell is the caster's Force x Magic in meters. For extended range Detection spells, the effective range of the new sense is Force x Magic x 10 meters. Note that any of the standard range spells listed below may be learned with an extended range instead (adding +2 DV).

Note also that a separate test is not needed for each potential target in range of the sense. The character simply makes a single Magic + Spellcasting Test and compares the results against each potential target in range, using the Detection Spell Results table to determine the result. If a caster sustains a Detection spell, new targets may be detected as they enter the

range of the spell; in this case, the gamemaster simply applies the results of the original Magic + Spellcasting Test to see if the new targets are noticed.

Glitches: A glitch on a Detection Spellcasting Test may result in false or misleading information. Likewise, a critical glitch may inflict extra (+2 DV) or Physical Drain, may temporarily strip the character of a sense, or may inexplicably apply the sense to others (particularly opponents) in range.

Analyze Device (Active, Directional)

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

This spell allows the subject to analyze the purpose and operation of a device or piece of equipment within range of the sense. The caster must gain enough hits on the Spellcasting Test to beat the item's Object Resistance (see p. 174). Each net hit gives the subject a bonus die while operating the device, and allows the subject to ignore any skill defaulting modifiers for using the device while the spell is sustained.

Analyze Truth (Active, Directional)

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

The subject can tell whether a target's statements are the truth. Half-truths or falsehoods the target believes to be true are not detected by this spell. The spell needs at least 1 net hit to determine validity. The spell does not work on written materials or through any sort of technological medium. The subject must hear a statement in person (with the target within range) to know whether it is true.

Clairaudience (Passive, Directional)

Type: M • Range: T • Duration: S • DV: (F ÷ 2) - 1

The subject can hear distant sounds as if physically present at a chosen point within the sensory range of the spell. The "listening point" may be moved to any other point within range of the spell. While using clairaudience, the subject cannot use her normal hearing. This spell does not translate visual images, only sounds (and only sounds within the subject's natural range of hearing; augmented hearing does not apply).

Clairvoyance (Passive, Directional)

Type: M • Range: T • Duration: S • DV: (F ÷ 2) - 1

The subject can see distant scenes as if physically present at a chosen point within the sensory range of the spell. The "visual point" may be moved to any other point within range of the spell. The subject cannot use normal vision or astral perception while using it. This spell does not translate sound, only vision. Any augmented vision possessed by the subject does not function through this spell, nor does astral perception. Magicians cannot use clairvoyance to target others with spells.

Combat Sense (Active, Psychic)

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

The subject can subconsciously analyze combat and other dangerous situations within range, sensing events a split-second before they happen. Every hit on the Spellcasting Test adds 1 die for Reaction on Surprise Tests and when defending against ranged and melee attacks for the duration of the spell.