



INCOMING FEED

## SORCERY

Sorcery is the art of shaping mana to create specific magical effects. It can be used to cast spells (Spellcasting and Ritual Spellcasting) as well as to protect against or eliminate them (Counterspelling). Different traditions teach wildly different philosophies and methods of interacting with magical forces. Regardless of these differences, however, a magician doesn't have to do anything other than concentrate in order to cast a spell. All the chanting, gestures, dancing and other things are just window-dressing. All traditions cast spells using the same rules.

## SPELLS

As mentioned, a spell is the manifestation of the caster's will, created either through formula or inspiration. While spell effects can take on a variety of forms, there are a few effects that have become so common as to be considered standard spells. These spells are listed in the *Street Grimoire* section, p. 195.

Spells have a number of characteristics that can be used for comparison between them. These characteristics are Type, Category, Range, Threshold, Duration, Force, Drain Value, and Effect. These are discussed in detail at the beginning of the *Spells* section.

### Spells 101

When looking at spells, the first thing to determine about it is how it interacts with its target. Just as there are both the physical and the astral planes, like two sides of a coin, a caster

can choose to either affect a target's physical form or to channel the spell into the mana of a creature—what many traditions believe to be the very essence of its life force.

A spell that affects a target physically is called a *physical* spell, while a spell that affects a target through mana is called a *mana* spell. A physical spell can only affect a target that has a physical form, and is incapable of affecting an astral form (see the *Astral World*, p. 181). Mana spells can only affect living things or entities composed of mana—such as spirits or foci.

Beyond the initial division of physical and mana types, spells are also grouped into categories based on their intended effect. There are five categories: Combat, Detection, Health, Illusion, and Manipulation.

### Force

A spell's only attribute is its Force—the measure of the spell's raw power. A spell's Force helps determine its effectiveness and its Drain. The Force of a spell is chosen by the caster during spellcasting, typically at a value up to the Magic attribute of the magician who cast it. The maximum Force that a spell can be cast at is equal to twice the character's Magic.

For simplicity, you may wish to decide that spells are always cast at a Force equal to the character's Magic attribute unless otherwise noted. This makes it slightly easier to keep track of spell effects and Drain (see *Simplifying Spell Drain*, p. 195).

A spell's Force limits the number of hits (not net hits) that can be achieved on the Spellcasting Test. So if you cast a Force 3 spell and get 5 hits, only 3 of those hits count. In