

SPELL CATEGORIES

Combat spells are quick, dirty, and violent. The energy of the spell is used to harm the target. Spell energy may be channeled directly into the target, damaging it from within, or it may generate external energy to damage the target from the outside.

Detection spells enhance the senses. They allow the subject of the spell to see or hear over great distances, or grant new sensory abilities like ESP (Extra Sensory Perception). There are also detection spells to detect the presence of other beings, magic, life, and enemies.

Health spells affect the condition and performance of a living body. They can be used to treat or heal injuries, purge poisons or toxins, and to increase or decrease attributes.

Illusion spells fool the senses. They can be used to deceive, make things invisible, confuse the senses, or provide simple or complex entertainments.

Manipulation spells transform, transmute, and control matter and energy. They are powerful and complex spells, often exhausting to cast. Manipulation spells can control the emotions or actions of a person, move objects or items, shape, create, or channel energy, or change a target's form or appearance by altering its structure.

other words, Force serves as a limiter effect on spells—the more oomph you put into the spell, the better you can succeed with it. This limitation does not apply to Edge dice that are used to boost a spell.

Overcasting: Magicians may cast spells at a Force higher than their Magic ratings (known as *overcasting*), but this causes the spell Drain to be Physical damage rather than Stun.

Learning Spells

Before a magician can cast a spell, she must learn it. A magician can learn a spell from either a spell formula or from another magician, but the source has to be of a compatible tradition (gamemaster's discretion). A magician must have a magical lodge in order to experiment with and master what she has learned, adapting it to her own personal style and understanding of the magical world.

For most magicians (especially mages), the archaic master-apprentice model of learning a spell has largely passed by the wayside. Given the proliferation of magical information on the Matrix, learning from formulae has become the default method of learning new spells. Finding a spell formula is as easy as checking the Matrix.

The Matrix is also a good source of instructors, without the hassle of traveling to a remote location to learn a single spell. An increasing number of magicians of all traditions have been seeking out instructors online and learning their trade without ever meeting their teachers face-to-face. The nature of sorcery, however, makes virtual spell instructors useless.

In order to gain access to a formula or instructor, the character must pay the costs as listed on the Spell Formulae Costs table. Individual NPCs and sources may vary their prices somewhat depending on circumstances, but the table lists the going market rate. Certain spells (especially combat spells and mental manipulations) are illegal or controlled in some jurisdictions, so characters must engage caution when pursuing them, or look to black market providers/teachers. In addition, a character must expend 5 permanent Karma points per spell learned. The costs are the same whether the instruction is in person or through the Matrix.

Once a magician has access to a spell formula or teacher, she makes an Extended Intuition + Spellcasting (5) Test (interval: 1 day). Instructors can make an Instruction Test (p. 123) to add extra dice to the learning test. Totem modifiers and the assistance of bound spirits may also add dice. All injury modifiers apply, as do distractions for sustaining spells, poor conditions, and so on.

A character engaged in learning a spell must work on it for consecutive days. Learning a spell does not require *all* of the character's attention during those days, but the magician must be able

to devote 8 hours each day solely to learning the spell until she has it mastered. Should a day be missed before the test is completed, the character automatically fails the test and does not learn the spell. No Karma is expended in this case, but any money spent on instruction is lost.

SPELL FORMULAE COSTS

Spell Category	Formulae Cost	Personal Instruction Cost
Combat	2,000¥	Instruction skill x 1,500¥
Detection	500¥	Instruction skill x 250¥
Health	500¥	Instruction skill x 250¥
Illusion	1,000¥	Instruction skill x 500¥
Manipulation	1,500¥	Instruction skill x 1,000¥

Limited Spells

When learning a spell, a magician may choose to accept limitations on her ability to cast that spell. In exchange, the magician will have an easier time resisting the drain caused by the limited spell. These limitations on spellcasting come in the form of *fetishes*—reusable objects with minor enchantments appropriate to the magician's tradition.

Fetishes are available for sale from talismongers or other magicians, and are made for a specific category of spells (combat, detection, and so on). A given fetish can only be used for spells of that category. When the spell is learned, it is attuned to that particular fetish.