

test. If the target of a spell is on the other side of an astral barrier (see p. 185), dice equal to the Force of that barrier are added to the target's resistance test. The caster must generate at least 1 net hit on the Opposed Test for the spell to succeed.

A spell cast on a non-living, non-magic target is not resisted, as the object has no life force and thus no connection to mana with which to oppose the casting of the spell (note that only Physical spells will affect non-living objects; mana spells have no effect). Highly processed and artificial items are more difficult to affect than natural, organic objects. Spells cast on non-living objects require a Success Test with a threshold based on the type of object affected (see the Object Resistance Table.). Note that objects targeted by Indirect Combat spells do get to resist the damage as they would any ranged attack, use only their Armor rating x 2 (or just Armor against spells with elemental effects) to resist the damage caused (see *Barriers*, p. 157).

Spells cast on astral objects like mana barriers or active foci are resisted with Force.

The hits scored on the Spellcasting Test may not exceed the spell's Force (see *Force*, p. 171).

Failed spells have no effect. Regardless of whether the spell worked, the magician must resist the Drain.

Note that a magician can generally tell if her spell was successful or not by its results. In some cases, however, the gamemaster may determine that the magician has no way to confirm the success of her spellcasting. In this case, the gamemaster can make a secret Intuition + Spellcasting Test for the character against an appropriate threshold to see how well the character can gauge the spell's success.

Glitches: A spellcasting glitch can have all manner of interesting effects, depending on the spell and restricted only by the gamemaster's imagination. Most glitches will result in unintended side effects—a fireball that produces a ghastly amount of vision-obscuring smoke, a levitation spell that only allows circular movement, or an illusion spell that adds an unexpected sensory element. A critical glitch may strike the wrong target, affect the caster herself, or have similar disastrous consequences. If the gamemaster chooses, a glitch may actually increase the Drain Value—a critical glitch could even turn the Drain into Physical damage!

A go-ganger is about to ride Raze down on his motorbike, so Raze casts a Powerbolt at her. He chooses Force 5 and rolls his Magic 5 + Spellcasting 4 (9 dice), and gets 4 hits. The ganger rolls her Body

3 to resist, and gets only 1. The base damage of the Powerbolt is 5, increased by the net hits to 8—ouch! The Drain Code for the Powerbolt is $(F \div 2) + 1$, so Raze must resist 3 DV, rolling his Willpower + Logic (he's a mage).

If Raze had targeted the bike instead of the ganger, his 4 hits would have been enough to reach the threshold of 4, as a motorbike counts as a highly-processed object. Since nonliving objects cannot resist against Directed Combat spells, the bike would have taken 5 DV from the spell (Raze didn't score any net hits over the threshold to raise the damage).

OBJECT RESISTANCE TABLE

Category	Threshold
Natural Objects (Trees, Soil, Unprocessed Water)	1
Manufactured Low-Tech Objects and Materials (Brick, Leather, Simple Plastics)	2
Manufactured High-Tech Objects and Materials (Advanced Plastics, Alloys, Electronic Equipment)	3
Highly Processed Objects (Computers, Complex Toxic Wastes, Drones, Vehicles)	4+

Step 6: Resist Drain

Magicians roll Willpower + an attribute appropriate to their tradition (Charisma for shamans and Logic for mages) to resist Drain. Each hit on the Drain Resistance Test reduces the Drain Value of the spell by one. Note that wound modifiers or sustained spells have no effect on the character's dice pool for Drain Resistance Tests. Drain damage for

spells is Stun damage unless overcasting.

Step 7: Ongoing Effects

Many spells can be *sustained* for as long as the magician is willing to concentrate on the spell, as noted in the spell's Duration. While sustained spells do offer the opportunity to have an ongoing magical effect, they are also draining on the magician's magical abilities. For each sustained spell the magician maintains, she suffers a -2 dice penalty on all other tests.

If an area-effect spell is sustained, the affected area may be moved with a Complex Action, as long as it remains within line of sight. Characters who "drop out" of the affected area are no longer affected by the spell; characters who are "enveloped" by the area must defend against the effects of the spell as appropriate.

If the gamemaster chooses, certain circumstances may threaten to break a magician's concentration while she is sustaining a spell, such as taking damage, full defense, dropping prone, and so on. If a magician's concentration is disrupted while sustaining a spell, she must make a Willpower + Spellcasting (2) Test to avoid dropping the sustained spell (note that the sustaining modifier does not apply to this test).

RITUAL SPELLCASTING

Ritual spellcasting works much like regular spellcasting, except that it is cast over a longer period of time and can affect targets outside the magician's visual range. In addition, a group may collaborate and combine their skills using ritual spellcasting to make a spell more potent.