

the Magic + Spellcasting Test become the spell's effective Strength and Agility. The caster can use skills remotely with Magic Fingers, but all tests receive a -2 dice pool modifier due to problems of fine control. Even simple actions like picking up a coin may require an Agility Test, at the game-master's discretion.

The caster can fight, pick a lock, or perform any other action, using the magic fingers as if they were real hands. The spell can reach any point the caster can see, and Clairvoyance or remote-viewing technology can be used to get a close-up of the scene as long as it is within the caster's normal line of sight. This spell comes in very handy for disarming bombs and handling other hazardous work from a safe distance.

Mana Barrier (Environmental, Area)

Type: M • Range: LOS (A) • Duration: S • DV: $(F \div 2) + 1$

Mana Barrier creates an invisible barrier of magical energy with a Force equal to the net hits scored. This barrier does not restrict living beings or physical objects, but it does impede spirits, foci, dual beings, and spells. If cast on the astral plane, it also impedes astral forms and restricts visibility. Any target of a spell that is on the other side of the Mana Barrier receives a bonus to its spell resistance dice pool equal to the barrier's Force. See p. 185 for more information on mana barriers.

Petrify (Physical)

Type: P • Range: LOS • Duration: S • DV: $(F \div 2) + 2$

Petrify transforms living tissue into stone-like calcium carbonate. The caster must win an Opposed Test pitting her Magic + Spellcasting against the target's Body (+ Counterspelling). Additionally, the spell's Force must equal or exceed the target's Body. Non-living material—including clothing, gear, and cyberware—is not affected. The target is not conscious while under the effects of this spell, and any damage suffered by the stone-like form affects the target normally. While petrified, the subject has a barrier Armor rating equal to Body + net hits (see *Barriers*, p. 157).

Physical Barrier (Environmental, Area)

Type: P • Range: LOS (A) • Duration: S • DV: $(F \div 2) + 3$

Barrier spells create glowing, translucent force-fields with both 1 point of Armor and Structure rating per hit (see *Barriers*, p. 157). The caster can form the barrier as dome with a radius and height equal to the spell's normal radius. The caster can also form a wall with a height and length equal to the caster's Force. The caster can adjust size of the barrier the same as the radius of an area spell (p. 173).

Physical Barrier creates a physical wall. Anything the size of a molecule (or less) can pass through the barrier, including air or other gases. Anything bigger treats the barrier as a normal physical wall. Attacks directed through a barrier have a -1 dice pool visibility penalty. The barrier does not impede spells. The barrier can be brought down by physical attacks, but as long as it is sustained it regenerates damage

quickly—any reductions in Structure Rating are restored at the beginning of the next Combat Turn. If the barrier is penetrated, however, it collapses and the spell ends. Physical Barrier cannot be used on the astral plane.

Poltergeist (Environmental, Area)

Type: P • Range: LOS (A) • Duration: S • DV: $(F \div 2) + 3$

Poltergeist picks up all small objects (up to a kilogram in mass) within the spell's area and whirls them around in random patterns. This imposes a -2 dice pool visibility penalty in the area. The spell inflicts 2 boxes of Stun damage (resisted with Reaction + Impact armor) to anyone in the area each Combat Turn, whacking them with flying debris. Poltergeist may do more damage in cluttered environments, or inflict Physical damage if the gamemaster feels the debris is sufficiently dangerous (broken glass and nails, for example).

Shadow (Environmental, Area)

Type: P • Range: LOS (A) • Duration: S • DV: $(F \div 2) + 1$

Shadow creates a globe of darkness with a radius equal to the spell's Force in meters. Every hit imposes a -1 die pool visibility modifier against targets within the area (maximum -6).

Shapechange (Physical)

Type: P • Range: LOS • Duration: S • DV: $(F \div 2) + 2$

(Critter) Form (Physical)

Type: P • Range: LOS • Duration: S • DV: $(F \div 2) + 1$

Shapechange transforms a voluntary subject into a normal (non-paranormal) critter, though the subject retains human consciousness. The subject can only assume the form of a critter whose base Body rating is 2 points greater or less than her own. Consult the Critters section, p. 285, for the subject's Physical attributes while in critter form. Add 1 to the critter's Base attribute Ratings for every hit the caster generates. Her Mental attributes remain unchanged.

This spell does not transform clothing and equipment. Magicians in critter form can still cast spells, but cannot perform other tasks requiring speech.

Critter form works like the Shapechange spell, but only allows the subject to change into a specific non-paranormal animal. Each critter form is a different spell (Eagle Form, Wolf Form, and so on).

Turn to Goo (Physical)

Type: P • Range: LOS • Duration: S • DV: $(F \div 2) + 2$

Turn to Goo transforms living tissue into a sticky, glue-like substance. The caster must win an Opposed Test pitting her Magic + Spellcasting against the target's Body (+ Counterspelling). Additionally, the spell's Force must equal or exceed the target's Body. Non-living material—including clothing, gear, and cyberware—is not affected. The target is not conscious while under the effects of this spell, and any damage suffered by the gooey form affects the target normally. The goo has a barrier Armor rating equal to Body + net hits (see *Barriers*, p. 157).