

In 2011, the Awakening transformed the world by making magic a reality. Some people in the Sixth World have the rare gift to use the power of magic. They are the *Awakened*.

In *Shadowrun*, an Awakened character is one with a Magic attribute of 1 or greater. Characters with a Magic of 0 are known as *mundanes*. Awakened characters have access to various magical skills and abilities. Those who use magical skills are *magicians*, while other Awakened characters focus their magical abilities inward and are known as *adepts*.

Magicians follow many different *traditions*. A tradition is a set of beliefs and techniques for using magic. It colors the magician's outlook and affects how the magician learns and uses magic. The choice of magical tradition is for life. Once you are on the path, there is no turning back. The most common traditions are *hermetic* and *shamanic*.

Adepts may also choose to follow a tradition, though their relationship with magic expresses itself differently. They focus their magical power inward to perfect the body and mind. They learn their unique abilities by exploring their personal connection to the magical world, whether through introspection and study or by communing with a spirit guide.

THE BASICS

The Awakened world is permeated by *mana*, the energy of magic. Mana is invisible and intangible. It cannot be detected, measured, or influenced by machines, only by living beings. Mana is sensitive to emotion and responds to the will of the Awakened. It allows magicians to cast spells and summon spirits (the arts of Sorcery and Conjuring, respectively). Mana also makes the powers of adepts and various Awakened creatures possible (for more about Awakened creatures, see p. 292).

Magic can be defined as the manipulation of mana. Sorcery is the manipulation of mana to create or influence effects known as spells; Conjuring manipulates mana to call forth or affect spirits.

AWAKENED ATTRIBUTES

Awakened creatures and magical effects have their magical potency measured by either the Magic or Force attributes. Magic is the attribute possessed by Awakened creatures—including metahumans—while Force is the principle attribute for magic items and entities of pure mana—spirits and spells.

Magic

The Magic attribute is only available to characters with the Magician, Adept, or Mystic Adept qualities (pp. 77 and 79). Magic is a Special attribute that measures the character's magical power. Like other attributes, Magic has a starting value of 1. The Magic attribute may be increased in the same way as other attributes, to a maximum of 6. Magical study and insight can raise a magician's Magic attribute beyond the normal maximum though a process called *initiation* (see p. 189 for more information).

Anything that reduces a character's Essence will also reduce Magic. For every point (or fraction thereof) of Essence

SPIRIT ATTRIBUTES

Spirits are creatures constructed of pure mana. Their power is primarily measured in their Force attribute, which describes the intensity of mana power residing in the spirit. The spirit's Force also determines how difficult it is for a magician to summon or control.

As Awakened creatures, however, spirits also use Magic to manipulate mana and use their spirit powers. A spirit's Magic is equal to its Force, unless the spirit suffers some damage or magical drain. The spirit's Force normally does not change, but may be reduced as a result of services paid to a magician (see p. 178).

lost, the character's Magic attribute and her Magic maximum rating are reduced by one. A character with a Magic of 4, for example, whose Essence is reduced to 5.8 has her Magic immediately reduced to 3 and her maximum to 5. Further Essence reductions do not reduce the character's Magic again until Essence drops below 5.

If a character's Magic is ever reduced to 0, she can no longer perform any kind of magic. The magician has "burned out," losing all magical ability and becoming a mundane forever. She retains all magical skills and knowledge, but lacks the ability to use them. Active skills become Knowledge skills.

Force

Spells, spirits, and magic items (foci) have an attribute known as Force. This measures the magical power of the object, spell, or being. Force is measured on the same scale as metahuman attributes (natural 1 to 6). For spells and foci, this is often their only attribute.

MAGIC USE

The use of magic revolves around the Magic-linked skills of the Sorcery and Conjuring skill groups.

SORCERY

Sorcery is the term used for manipulating spells in *Shadowrun*. Sorcery is a skill group comprised of the Spellcasting, Ritual Spellcasting, and Counterspelling skills.

Spellcasting

When a magician casts a spell, the player first chooses the Force of the spell and then rolls her Magic + Spellcasting dice. Other sources of power (foci, spirit spellcasting aid) and Visibility modifiers (p. 117) may affect the dice pool. The success of a spell is measured by the number of hits attained on the test, though some spells may require a minimum number of hits before they work.

Using Spellcasting requires a complex action. For more information on spellcasting, see p. 173.