

A magician cannot cast a limited spell without the fetish touching her body. If the fetish is lost, a new one must be tracked down and re-attuned to both the magician and the spell (requiring an Extended Magic + Intuition 5 Test, interval: 1 hour). For examples of items used as fetishes, see *Foci*, p. 190.

When casting a spell attuned to the fetish, the magician gains +2 dice to resist Drain from casting that spell.

## SPELLCASTING

The heart of the art of sorcery is spellcasting. While there are multiple ways to think of and learn about magic, in the end it all comes down to the spell you cast and what you do with it. The Spellcasting skill is what allows a magician to cast a spell, channeling mana through her own force of will to affect the target of her choice.

### Step 1: Choose A Spell

When casting a spell, the first thing a magician does is prepare for what he's about to attempt. First, the character chooses the spell she wants to cast. She can cast any spell she knows. If the magician has any other spells currently active, called sustained spells (see p. 174), she must choose whether to drop them or keep them active while she casts the new spell. Sustained spells are a distraction and will reduce the character's dice pool for any other tests by -2 per sustained spell. Dropping a sustained spell is a Free Action.

### Step 2: Choose the Force

Next, the character must choose the Force of the spell. The maximum Force a spell can be cast at equals the spellcaster's Magic rating x 2. Casting a spell with a Force that exceeds the magician's Magic rating is considered dangerous overcasting (see p. 172), however, causing Physical Drain rather than Stun.

### Step 3: Choose the Target(s)

The next thing a magician must do when casting a spell is choose her target(s). A spellcaster can target anyone or anything she can see directly with her natural vision. Physical cyber- or bio-enhancements paid for with Essence can be used to spot targets, but any technological visual aids that substitute themselves for the character's own visual senses—cameras, electronic binoculars, Matrix feeds, etc.—cannot be used. Some spells can only be cast on targets that the caster touches—these targets do not need to be seen, but the caster must succeed in an unarmed attack to touch an unwilling target of such a spell.

A magician in the physical world can only cast spells on targets that are in the physical world. Similarly, a magician in astral space can only cast spells on targets that have an astral form (though the auras of things in the physical world can be seen, auras alone cannot be targeted). An astrally perceiving (or otherwise dual natured) magician can cast spells on a target in either the physical world or in astral space. An astral target can only be affected by mana spells—even if the magician is in the physical world astrally perceiving—as it has no physical presence.

In some cases, the caster may need to make a Perception Test to determine if a given target can be seen well enough to

target with a spell. This Perception Test is part of the Complex Action required to cast the spell and takes no time of its own. Visibility modifiers (including darkness, cover, and other impediments) noted for ranged combat also reduce the magician's Magic + Spellcasting dice pool when casting spells.

**Area Spells:** Some spells target areas or points in space; in this case the caster must be able to see the center of the area affected. All visible targets within the area are affected; area spells can affect more than one target at a time. The base radius for all area spells is the Force in meters. Area spells affect all valid targets within the radius of effect, friend and foe alike (including the caster). For this reason, spellcasters often choose to vary the radius of area spells. This is done by withholding dice from the Spellcasting Test. The caster can reduce or expand the base radius by 1 meter for every die withheld from the Spellcasting Test. Dice expended to change the radius of effect cannot be used in any related test, such as resisting Drain for that spell.

**Casting Multiple Spells:** In some circumstances, a magician may seek to cast multiple spells simultaneously (including multiples of the same spell—for example, to target two different opponents with a mana bolt in the same action). Multiple spells may be cast with the same Complex Action, but to do so the magician must split her Magic + Spellcasting dice pool between each target. Additionally, the Drain Value for each of the spells is increased by +1 per additional spell (Drain Resistance Tests are also handled separately). Multiple spells are resolved in whatever order the caster desires. The maximum number of spells a character can cast in a single Complex Action is equal to her Spellcasting skill, and each spell must be allocated at least one die.

*Zoe and Atom are on a bridge that is about to collapse. Zoe whips up a quick Levitate spell to fly her and Atom both off the bridge to safety. Zoe has a dice pool of 8 (Magic 4 + Spellcasting 4), so she splits it to roll 4 dice on herself and 4 on Atom. Whether or not she succeeds, she must still resist Drain for both spells, each increased by +1 DV.*

### Step 4: Make Spellcasting Test

Casting a spell requires a Complex Action. The Spellcaster rolls Spellcasting + Magic, modified by foci, totem bonuses, bound spirits, and/or Visibility modifiers.

### Step 5: Determine Effect

Some spells simply require a Success Test, with hits determining the level of success (as noted in the spell description). The Magic + Spellcasting test must generate at least one net hit to succeed and may need more if the effect has a threshold for success. The spellcaster can always choose to use less than the total number of hits rolled in a Spellcasting Test.

Spells cast on living or magic targets are often resisted, and an Opposed Test is required. For area spells, the magician rolls only once, and each target resists the spell separately. The target resists physical spells with Body and mana spells with Willpower. If the target is also protected by Counterspelling (p. 175), she may add Counterspelling dice to this resistance