

tradition of its maker, but an Awakened character can bond any type of focus, regardless of tradition differences.

As with spells and spirits, the Force of foci measures their raw power—power that an Awakened character can draw on. When used, most foci add a number of dice equal to their Force to a character's dice pool. The character can only draw on these additional dice when undertaking a task for which the focus was designed.

Foci come in several types, each designed to help its master in different ways. Spell foci grant powers related to Sorcery skills, while Spirit foci grant powers related to Conjuring skills. Weapon foci allow an Awakened character to increase her combat abilities, while power foci boost Magic directly.

BONDING

A focus must be bonded to its owner before it can be used, impressing the owner's unique astral signature onto the focus. This requires a magical ritual that takes a number of hours equal to the Force of the focus, but no other special materials. At the end of the ritual the owner spends Karma, the amount determined by the type of focus and its Force, as shown on the Focus Bonding Table.

Once the required Karma is spent, the abilities of the focus are available to its owner. Only one person may bond a focus at a time, and only that person can use it. If you find or take someone else's focus, you have to bond it to yourself before you can use it, which severs the bond with the previous owner.

A focus always holds the astral signature of its owner (see *Astral Signatures*, p. 182). The connection between a focus and its owner can be tracked through astral space (see *Astral Tracking*, p. 185).

No magician may bind more foci than her Magic attribute. Regardless of the number of foci a magician may possess, only one focus may add its Force to any single dice pool.

ACTIVATION

A character must activate a focus before it can be used. It takes a Simple Action to activate a focus, but requires no action to use or apply. Weapon foci require a Complex Action to use like any other melee weapon. Deactivating a focus is a Free Action and can be done at any time.

The number of foci you can have active at one time is equal to your Logic. Once activated, a focus continues to operate as long as it is on the owner's person, be it worn, carried, handheld, or in a pocket or pouch. If the focus is snatched away or dropped, it immediately deactivates and all benefits are lost until it is recovered and reactivated. When activated, foci have an astral form and will accompany an astrally projecting magician to which they are bound. A projecting magician must activate any foci she wishes to take with him in advance (though she can deactivate them at any time).

SPELL FOCI

Spell foci empower a magician's Sorcery skills. There are three types of spell foci: Spellcasting foci, Counterspelling foci, and Sustaining foci. Each spell focus must be attuned to a spe-

FOCUS BONDING TABLE

Item	Karma Cost
Spellcasting Focus	4 x Force
Counterspelling Focus	3 x Force
Sustaining Focus	2 x Force
Summoning Focus	4 x Force
Banishing Focus	3 x Force
Binding Focus	3 x Force
Weapon Focus	(3 + Weapon Reach) x Force
Power Focus	8 x Force

cific category of spells (Combat, Detection, Health, etc.) when it is created, and this cannot be changed.

Spellcasting foci add their Force to a magician's Spellcasting and Ritual Spellcasting dice pools. These dice may be used to cast a spell more effectively or withheld to help the magician with Drain.

Counterspelling foci add their Force in dice to any Counterspelling attempt, as long as the countered spell is of the category appropriate to the focus.

Sustaining foci are unusual in that they do not add any dice to a test. Instead, a magician may cast a spell through a sustaining foci and the focus will sustain the spell for him. A spell sustained by such a focus does not inflict a dice pool modifier for sustaining the spell. A spell sustained by a sustaining focus cannot have a Force greater than that of the focus. If a spell sustained by a focus is disrupted, it ends; the focus is still bound to its master and she may use it to sustain another spell.

SPIRIT FOCI

Spirit foci empower a magician's Conjuring skills. A different type of focus exists for each Conjuring skill: Summoning, Banishing, and Binding. Each spirit focus must be attuned to a specific type of spirit when it is created, and this choice cannot be changed.

Summoning foci add their Force in dice to any attempt to summon the appropriate type of spirit. These dice may be used for the Summoning Test, or they may be withheld to help resist Drain.

Banishing foci add dice to any attempt to banish the appropriate type of spirit. These dice increase the magician's Magic + Banishing dice pool.

Binding foci add their Force to the magician's Magic + Binding dice pool when binding an appropriate type of spirit, or the extra dice may be withheld to help resist Drain. A binding focus can also add its dice when the magician is re-binding a spirit.

WEAPON FOCI

Weapon foci add magical power to an Awakened character's melee attacks.

In physical combat, weapon foci add their Force in dice to the character's dice pool for melee attacks. The character