

bute (Body or Willpower) for the resistance test. Hits generated on this test reduce the net hits of the spell's caster as with any Opposed Test. If multiple protected characters are targeted by the same spell, the Counterspelling dice are rolled only once and each target is protected equally.

If more than one magician protects a target with Counterspelling, handle it as teamwork (see p. 59).

Note that Counterspelling is not "used up" after it defends against a spell—it continues to protect the designated characters against other spells until the magician decides to end it.

A magician who is actively Counterspelling can even defend against spells she is unaware of—specifically, Detection spells and Illusion spells—as the magician is actively "jamming" the mana around him. This does not mean, however, that the magician is aware such spells are being used. The gamemaster should make a secret Magic + Intuition (3) Test to determine if (and to what extent) the magician noticed the defense.

Using Counterspelling to defend against a spell as it is cast does not cause Drain.

**Glitches:** A glitch on the Counterspelling Test might "deflect" the spell onto another (friendly) target, or might cause the magician to suffer the Drain of the spell she is trying to counter (if the spell's Force is greater than her Magic attribute, the Drain causes Physical damage). A critical glitch on the test could make both the original target(s) and the Counterspelling magician suffer the full effects of the spell.

*Amul is protecting three of his allies with spell defense when they are targeted by a Manaball spell. Each of the three rolls their own Willpower to defend against the spell, getting 1 hit each. Amul only rolls his Counterspelling once, getting 2 hits. The Counterspelling hits are added to the hits generated by each target's Willpower, so each gets 3 hits (1 + 2) to defend against the Manaball spell.*

### Dispelling Sustained Spells

Counterspelling also allows a magician to dispel a sustained or quickened spell, canceling its effect. The character must be on the same plane, must be able to perceive the spell she is targeting, and must use a Complex Action.

The dispelling magician makes a Counterspelling + Magic Opposed Test against the spell's Force + caster's Magic (+ Karma spent in the case of quickened spells). Each net hit scored on this test reduces the hits from the original test to cast to spell. If a spell's hits are reduced, any effects the spell applies are also reduced accordingly. If the spell's hits are reduced to 0, the spell immediately ends.

After each dispelling attempt, the magician must resist Drain as if she cast the spell she was targeting, whether the dispelling succeeded or not. If the spell's Force exceeds her Magic, Drain damage is Physical.

The caster of a sustained or quickened spell that is targeted by dispelling is automatically aware of the attempt.

## CONJURING

Conjuring is the art of calling, dismissing, and controlling independent astral forms called *spirits*. Conjuring can compel a spirit to come to the magician and provide services or favors (Summoning), force an already-summoned spirit into more lasting service (Binding), or dismiss or destroy a spirit (Banishing).

### Spirits

Spirits are creatures native to the astral plane and metaplanes. They primarily exist as purely astral forms. Though such entities can sometimes materialize and become tangible in the physical world, they dislike doing so, and their true home remains in the astral realms. Spirits have an existence deep in astral space outside the realm of metahuman experience, and theories abound as to why they can be bound by metahuman magicians.

### Six Types

There are six basic types of spirits presented here. While these are not the full gamut of spirits that exist in the Sixth World, they are the most common. These are the spirits summoned by followers of the hermetic and shamanic traditions: air, beasts, earth, fire, man, and water.

Hermetic magicians summon the base elements of the world: air, earth, fire, and water, as well as the spirits of man. Shamans summon what they view as the natural spirits: air, beasts, earth, man, and water. A shamanic spirit of clouds and storms has the same game statistics as an air elemental summoned by a magician. They are different spirits, as envisioned by the magicians who summon them, but their powers and abilities are the same.

Spirit attributes and powers are detailed on p. 285.

### Spirit Forms

The natural form of a spirit is its astral form. Most spirits also have the Materialization power (p. 289), which allows them to create a physical form. Changing between the two forms is a Complex Action for the spirit.

In astral form, a spirit exists entirely on the astral plane. All the spirit's astral attributes are equal to its Force. Such spirits follow all of the normal rules for astral forms (see *Auras and Astral Forms*, p. 181). While in astral form, spirits can only perform services that affect the astral plane or that directly affect their summoner through the magical link between them. Astral spirits can also manifest in the same manner as projecting magicians (see p. 183), and many of them prefer this to materialization if they need to interact with a physical person.

Spirits use the Materialization power to assume physical form when they must use a power on a target not present in astral space. Physical spirits have Physical attributes determined by their individual descriptions (see *Critters*, p. 285, for more information). Spirits in physical form are in fact dual natured, interacting with the physical and astral planes simultaneously. Spirits dislike taking physical form because it makes them vulnerable to physical attacks.

In astral form, spirits have 3 Initiative Passes. When materialized, they have only 2.