

Detect Enemies (Active, Area)Type: M • Range: T • Duration: S • DV: $(F \div 2) + 1$ **Detect Enemies, Extended (Active, Extended Area)**Type: M • Range: T • Duration: S • DV: $(F \div 2) + 3$

The subject can detect living targets within range who have hostile intentions toward him. The spell does not detect traps (since they are not alive), nor can it detect someone about to shoot into a crowd at random (the hostility is not directed at the subject of the spell). The spell can detect targets preparing an ambush or other surprise attack.

Detect Individual (Active, Area)Type: M • Range: T • Duration: S • DV: $(F \div 2) - 1$

The subject can detect the presence of a particular individual anywhere within range of the sense. The magician names the individual during casting; she must know the target or have met him in the past.

Detect Life (Active, Area)Type: M • Range: T • Duration: S • DV: $(F \div 2)$ **Detect Life, Extended (Active, Extended Area)**Type: M • Range: T • Duration: S • DV: $(F \div 2) + 2$

The subject detects all living beings (but not spirits) within range of the sense and knows their number and relative location. In a crowded area, the spell is virtually useless, picking up a blurred mass of traces.

Detect [Life Form] (Active, Area)Type: M • Range: T • Duration: S • DV: $(F \div 2) - 1$ **Detect [Life Form], Extended (Active, Extended Area)**Type: M • Range: T • Duration: S • DV: $(F \div 2) + 1$

The subject detects all of a specified type of life form within the range of the sense and knows their number and relative location. Each different life form requires a separate spell (Detect Orks, Detect Elves, Detect Dragons, and so forth).

Detect Magic (Active, Area)Type: M • Range: T • Duration: S • DV: $(F \div 2)$ **Detect Magic, Extended (Active, Extended Area)**Type: M • Range: T • Duration: S • DV: $(F \div 2) + 2$

The subject can detect the presence of all foci, spells, wards, magical lodges, and spirits within range of the sense. Its does not detect Awakened characters or critters, astral signatures, or the effects of permanent spells once they have become permanent.

Detect [Object] (Active, Area)Type: P • Range: T • Duration: S • DV: $(F \div 2) - 1$

The subject detects all of a specified type of object within range of the sense and knows their number and relative location. Each type of object requires a separate spell (Detect Guns, Detect Computers, Detect Explosives, and so forth).

Mindlink (Active, Psychic)Type: M • Range: T • Duration: S • DV: $(F \div 2) + 1$

Mindlink allows the caster and one voluntary subject to communicate mentally, exchanging conversation, emotions, and mental images. One hit on the Spellcasting Test is enough

to establish the link. The subject must remain within range of the spellcaster for the Mindlink to work.

Mind Probe (Active, Directional)Type: M • Range: T • Duration: S • DV: $(F \div 2) + 2$

This spell allows the subject to telepathically probe the mind of a specific target within range of the sense (chosen when the spell is cast). The target is aware of the probing, though they may not know the source of the spell. If the caster gains one or more net hits, consult the Mind Probe Results table for the information gained.

The subject may probe for one piece of information per Complex Action. Additional uses of Mind Probe against the same target within a number of hours equal to the target's Willpower are at a -2 dice pool modifier per previous Spellcasting attempt.

MIND PROBE RESULTS

Net Hits	Effect
1–2	The subject can read the target's surface thoughts only.
3–4	The subject can find out anything the target consciously knows and view the target's memories.
5+	The subject can probe the target's subconscious, gaining information the target may not even be consciously aware of, like psychological quirks, deep fears, or hidden memories.

HEALTH SPELLS

Health spells can heal physical injury, cure diseases (or inflict them), detoxify poisons or drugs (or mimic their effects), as well as modify attributes. No techniques currently known to magic can erase Stun damage or cure psychological conditions.

All health spells require the caster to touch the subject of the spell. This "laying on hands" is traditional in magical healing lore the world over. Health spells are handled as Success Tests, with hits providing specified bonuses.

Healing Characters with Implants: Low-Essence characters are more difficult to heal, as implants (or other damage) disrupt the body's holistic integrity. In game terms, this means a dice pool modifier applies to the Spellcasting Test equal to the subject's lost Essence (rounded down). So trying to heal a character with Essence 4 (2 Essence points of implants) incurs a -2 dice pool modifier.

Negative Health spells: Spells that negatively affect a character require an Opposed Test, pitting Magic + Spellcasting vs. the target's appropriate attribute (+ Counterspelling, if available).

AntidoteType: M • Range: T • Duration: P • DV: $(\text{Toxin DV}) - 2$

This spell helps a poisoned subject to overcome a toxin. It must be applied before the toxin does damage (though an