

magic and mana manipulation. Those with weak Magic ratings are more sensitive and more easily drained by the use of magic. Those with no Magic rating have no magical capabilities and are tuned out from the magical realms. Serious damage to the body and invasive additions such as cyberware and bioware reduce the Magic attribute. Magic and Resonance are mutually exclusive attributes. A character with a Magic of 1 or higher cannot possess a Resonance attribute, and vice versa.

**Resonance** is a special attribute for technomancers, characters able to manipulate the Matrix with their minds alone (see *Technomancers*, p. 232). Resonance is an attunement to the echoes and transmissions that permeate the electronic world, an alignment with the wired gestalt. The exact nature of Resonance is even more controversial than magic—some claim that Resonance is a form of magic that has adapted to the virtual and augmented realities of the modern world, others claim that Resonance is some new stage in the evolution of metahuman consciousness—but no one knows for sure. Resonance and Magic are mutually exclusive attributes. A character with a Resonance of 1 or higher cannot possess a Magic attribute, and vice versa.

### Attribute Ratings

Care must be made to distinguish between *natural*, unmodified attribute ratings and those *augmented* by cyberware, bioware, adept powers, and magic. Generally, augmented ratings are listed in parentheses after the natural rating, such as: 4 (6).

The standard range of natural human attributes is rated on a scale of 1 to 6, with 3 being average. Physical and Mental attributes have a maximum *natural* rating of 6 plus or minus metatype modifiers, depending on metatype (see p. 73). The maximum *augmented* attribute value for each metatype is equal to 1.5 times this figure, rounded down (see the Metatype Attribute Table, p. 73). This also applies to Initiative.

During gameplay, players can spend **Karma** to improve character attributes (see *Character Improvement*, p. 263). Improving an attribute increases both the natural and augmented ratings.

**Essence Rating:** All characters have a starting Essence attribute of 6. Cyberware and bioware implants reduce this rating. No character may start with an Essence greater than 6. Under basic *Shadowrun* rules, characters can *never* have an Essence of 0 or less. If they do, they die.

Characters with Magic or Resonance attributes are subject to penalties if they have an Essence lower than 6. For each point or partial point of Essence below 6, the character loses 1 full point from her Magic or Resonance and the maximum for that attribute is reduced by 1. The maximum rating for Magic is 6 + initiation grade (see *Initiation*, p. 189); for Resonance the maximum rating is 6 + submersion grade (see *Submersion*, p. 238).

The maximum natural rating for Edge is 6 (7 for humans).

## MAGIC

There are few who would argue that any single event in the known history of Earth is more significant than the return of magic. One morning the world woke up and the rules were different. The boundaries of existence changed and life had to be relearned. The world had Awakened. Some people have the ability to tap into the powers of the Awakened world and use them to do magic (see *The Awakened World*, p. 163).

In *Shadowrun*, Awakened characters must purchase either the **Adept quality** (p. 77), **Magician quality** (p. 79) or **Mystic Adept quality** (p. 79) during character creation in order to have magical ability. Those with no magical ability are known as **mundanes**. Awakened characters who use magical skills are called **magicians**. Awakened characters who focus their power inward to enhance their bodies are known as **adepts**. **Mystic adepts** are a hybrid between adepts and magicians.

Magicians frequently use **Sorcery** to manipulate mana and form spells (see *Spellcasting*, p. 173) and **Conjuring** to summon **spirits** (see *Summoning*, p. 176). Both spellcasting and conjuring, as well as other magical activities, cause a type of fatigue to magicians called **Drain** (p. 167).

Each type of spell or spirit has a **Force rating** that begins at 1 and increases as its power increases, chosen by the magician and limited by her abilities, time, and money.

### Traditions

In *Shadowrun*, each magician follows a particular magic tradition. Traditions are the different ways in which magicians conceptualize and understand their magic—they are their paradigms, or personal outlooks. Whatever path the player

chooses for her character, it is for *life*. There is no going back.

The path of magic the character follows affects how she learns spells and what kinds of spirits she can summon. It may also impose requirements on how the character acts. The choice colors the character's outlook, relationships, and motives in studying magic.

Two traditions are presented in these core rules, but characters can also invent their own. A character who chooses the *shamanic* tradition is a **shaman** (see p. 170). Shamanic magic is fueled through a link with the outer world of nature and the inner world of emotion, will, and faith.

A character who chooses the *hermetic* tradition is a **mage** (see p. 170). Mages see the universe as patterns of force and energy they can control with complex symbols and formulae of power. Hermetic magic is more intellectual, relying on observation, theory, practice, and precise execution, rather than intuition and improvisation. Mages are scholars and often have elaborate libraries and equipment to assist their work.

Adepts have their own unique path, known as the *somatic* tradition. Adepts are concerned with the harmony and perfection of body and mind, focusing magical power toward that end. Some adepts take a hermetic-like approach to magic, while others follow the principles of shamanism.

## HUMAN ATTRIBUTE RATINGS

Rating	Description
1	Weak
2	Underdeveloped
3	Typical
4	Improved
5	Superior
6	Maximum unmodified human