

Magic

General	Note
Inherent Limit: Astral	Your Astral limit is equal to your Mental or Social limit, whichever is greater.
Drain Test	See your Tradition to determine Test.
Healing Drain Damage	Only by natural properties of the body. No magic or medkits.
Setup Magical Lodge	Force x 500 nuyen and Force days to setup.
Perceiving Magic	Perception + INT [Mental]. The threshold is equal to the Skill Rating of the being performing it minus the Force of the magic, or 6 – Force if there's no skill involved (minimum 1 in either case).
Sustain Spells	-2 dice pool to all tests per spell sustained.
Physical Spell	Affect living or and non-living objects in the physical world.
Mana Spell	Affect only living things in the same world as you.
Learning Spell	Buy spell (p. 326) or use a teacher (Instruction skill x formula cost). Need a lodge of your tradition. (Spellcasting, Ritual Spellcasting, or Alchemy) + INT [Lodge's Force]. Require 12 days (8 hours a day) divided by the number of hits you get. Teacher add Instruction Test hits to the Learning Test. If the teacher is from an other Tradition take a -4 penalty. Spend 5 Karma if the test was a success.

Astral Plane

Astral	Note
Astral Signature	Duration of 1 hour per magical effect's Force. Foci, lodges, and circles always contain the astral signature of their owner.
Read an Astral Signature	Simple Action. Assensing + INT [Astral]. See Assensing Table on page 313.
Remove Astral Signature	Complex Action. Removes 1 hour from fading time.
Shift Perception	Simple Action. Shift perception to or from Astral Space.
Astral Perception	Astrally perceiving while trying to accomplish mundane tasks is very distracting; you take a -2 dice pool penalty to actions on the physical plane. You become dual-nature.
Astral Projection	Only characters who are full Magicians can astrally project. You can stay in the Astral world for Magic Rating x 2 hours and then stay in the real world for the same amount of time.
Manifesting	Complex Action. Duration: Magic Rating x 5 minutes.
Notice Astral	Perception + Intuition (4) [Mental]. +2 dice pool if you are Awakened.
Searching is body from Astral	Assensing + Intuition [Astral] (1 hour)
Astral Combat	Astral Combat + WIL [Astral] vs INT + LOG or Astral Combat + WIL [Accuracy] vs. INT + LOG. See Astral Damage Table on page 315. Add 1 to the DV per net hit. Can be Stun or Physical Damage (attacker's choice).
Astral Tracking	Assensing + Intuition (5,1 hour) [Astral]. See Astral Tracking Modifiers Table on page 315.
Mana Barriers	See Mana Barriers Table on page 315.
Press through Mana Barriers	Magic + Charisma [Astral] vs Barrier's Force x 2.

Reagents

Reagents	Note
Strength	Half strength if the reagents are from an other tradition.
Use Reagents as the limit	For Alchemical Preparations, Banishing, Counterspelling, Disjoining, Spellcasting and Summoning.
Other use of Reagents	Create Foci, Bind a spirit, offset Drain in Ritual Spellcasting and to create a temporary Magical Lodge.
Buying Reagents	20 nuyen per dram.
Harvest Reagents	1 hour of Astral Perception, Alchemy + Magic [Mental]. 1 dram for 2 hits in a region of your tradition or 1 for 4 hits. Drams refresh every 2 days.

Foci

Foci	Note
Bonding	1 hour per Force. See Focus Table on page 318 for the Karma Cost.
Activating a Focus	Simple Action. Free action to deactivate.
Maximum number of Foci	Magic x 5. Only one used at a time.

Initiation

Initiation	Note
Initiation	Arcana + INT [Astral] (Initiate grade, 1 month).
Cost	10 + (Grade x 3) Karma.
Maximum Grade	Magic

Sorcery - Spellcasting

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Sorcery

Spellcasting	Note
Casting Multiple Spells	Split Spellcasting + Magic dice pool between the spells. Magic attribute limit the number of spells.
Line of sight	Your Cyberware or bioware are working but not electronic devices. You can target Astral being with Astral Perception.
Touch Spell	Unarmed Attack are required on unwilling target. Touching through clothing, armour, or a layer of paint is acceptable.
Aera Spells	Centered on the target and radius equal to Force in meters.
Spell Force	Acts as a limit on the spell. Can be up to twice Magic Rating.
Casting Spell	Complex Action. Spellcasting + Magic [Force], the threshold is listed in the spell description.
Direct Spell	Resisted with BOD (Physical) or WIL (Mana). The target does not get to resist the damage, only the Spellcasting test.
Indirect Spell	Resisted with Reaction + INT. Damage is Force + Net Hits, with an AP equal to -(Force). Damage is resisted with BOD + Armor.
Indirect Aera of Effect Spell	Use Spellcasting + Magic [Force] (3) with scatter of 2D6 meters. Add your Net Hits on this test to the Damage Value if you beat the threshold. Otherwise, the spell still deconates but the hits are used to reduce scatter by one meter per hit.
Moving sustained Area of Effect	Use a Complex Action.
Active Detection Spells	Spellcasting + Magic [Force] vs WIL + LOG (+ Counterspelling) [Mental] for living things. The threshold is (Force x 2) for magical objects or the resistance for mundane objects (p. 295).
Passive Detection Spells	When sustained, Perception Tests using this sens have a limit equal to the net successes.
Magic Healing and Essence	Penalty of Essence minus maximum Essence.
Mana Illusions	Ineffective against technological viewing system. Resisted by LOG + WIL.
Physical Illusions	Resisted with INT + LOG or Object Resistance (p. 295). The magician must generate more hits than the observer for the illusion to be considered real.
Manipulation spells Damage	Damage Value equal to their Force (unaltered by hits on the Spellcasting test) and 0 AP. The damage is resisted with Body + Armor.
Mental Manipulation Spell	Resisted with LOG + WIL. Keep track of your net hits, as they determine how long you can sustain the spell. While the spell is sustained, the target may take a Complex Action on their turn to resist by making a LOG + WIL Test with a dice pool penalty equal to the spell's Force; every hit the target gets reduces the caster's net hits by 1.
Physical Manipulation Spell	Resisted with BOD + STR or Object Resistance (p. 295)
Reckless Spellcasting	Cast spell as a Simple Action. +3 Drain Value.
Resist Drain	Drain cannot be lower than 2. If the number of hits (not net hits) you get after applying the limit exceeds your Magic rating, the spell's Drain is Physical instead of Stun damage.

Sorcery - Counterspelling

Counterspelling	Action	Note
Spell Defense	Free or Interrupt	Free action or Interrupt that reduces your Initiative Score by 5. Dice pool equal to Counterspelling Skill. Protect a number of people at one time equal to your Magic Rating. The pool refresh at the beginning of each Combat Turn. See page 294.
Dispelling	Complex	Counterspelling + Magic [Astral] vs spell's Force + caster's Magic (+ amount of Karma spent on quickening the spell, if any). Take the Drain from the spell as if you had cast it.
Dispelling Ritual	Complex	Counterspelling + Magic [Astral] vs spell's Force + all casters Magic). Every net hit you get reduces the net hits from the ritual's sealing step (p. 296) by 1. Take the Drain equal to twice the hits (not net hits) on the opposing test.

The Counterspelling skill does not work against spirits, critter powers, or alchemical preparations.

Sorcery - Ritual Spellcasting

Ritual Spellcasting	Note
Participants	Participants do not need to know the ritual. -2 dice pool penalty to participants of an other Tradition.
Foundation	The Force of the Lodge must equal or exceed the force of the ritual. Participant leaving the lodge cause the ritual to fail.
Seal the Ritual	Ritual Spellcasting + Magic [Force] vs [Force x 2] with a Teamwork test from each of the participants.
Resist Drain	Twice the number of Hits (not Net Hits), minimum 2, for all participants. If the number of hits the leader got on her Teamwork Test was higher than her Magic rating, this drain is Physical; otherwise it's Stun.
Failed Ritual Drain	Make a Force x 2 test, as though the spell had actually been cast; the Drain is equal to twice the number of hits (not net hits) on this test in Stun damage.

Conjuring - Summoning

**MAGIC 1.1
Conjuring**

Summoning	Note
Group summoning	All participant must be able to summon the type of spirit. -2 for participant of an other tradition. Only the leader can command spirit.
Attempt Summoning	Complex Action. Summoning + Magic [Force] vs spirit's Force. You may spend reagents to change the limit (p. 316). If you get net hits, the spirit arrives nearby in astral space, owing you one service per net hit (p. 302).
Reckless Conjuring	Cast spell as a Simple Action. +3 Drain Value.
Spirit Range	Magic rating x 100 meters.
Unbound Spirit Services	Combat, Power Use, Physical Task, Remote Service. See page 302.
Spirits and Edge	You can use your Edge on your summoned spirits' test.
Resist Drain	Drain for all participants is twice the hits (not the net hits) on the spirit's defense test.

Conjuring - Binding

Binding	Note
Duration	Takes 1 hour per Force of the spirit.
Reagents	Force x 25 drams of reagents.
Binding	Binding + Magic [Force] vs spirit's Force x 2. Net hits beyond the first add to the number of services the spirit owes. Once the spirit is bound, then the spirit and its services do not expire at the next sunrise or sunset.
Call/Dismiss spirit	Simple Action.
Binded Spirits	A magician can bind up to his Charisma attribute in spirits.
Bound Spirit Services	Any Unbound Spirit Service, Aid Alchemy, Aid Sorcery, Spell Binding, Spell Sustaining. See page 302.
Resist Drain	Twice the hits (not net hits) on the spirit's defines test, minimum 2.

Conjuring - Banishing

Banishing	Note
Banishing	Complex Action. Banishing + Magic [Astral] vs Spirit's Force (+ the summoner's Magic if the spirit is bound). For every net hit you get, the number of services the spirit owes is reduced by 1.
Steal Spirit	If you has an action before the spirit departs, you can use Summoning (p. 300) to try to get it to owe you some services. It doesn't matter what type the spirit is or which tradition you are in this case, since it's already out and available.
Resist Drain	Twice the hits (not net hits) on the spirit's defines test, minimum 2.

Enchanting - Alchemy

MAGIC 1.1
Enchanting

Alchemy	Note
Recognize preparation	Arcana + INT [Mental]
Alchemy Spells	Spells used in preparations are different versions of the Sorcery spells listed on p. 283, but have the same effect, Drain Value, keywords, and so on as those spells.
Alter Ballistics	See Forbidden Arcana page 186.
Preparation Trigger	Command: +2 Drain, Contact: +1 Drain (no healing spell), Time: +2 Drain (no healing spell).
Preparation	Minutes equal to the preparation's Force.
Create the preparation	Alchemy + Magic [Force] vs Force of the preparation. The net hits from this test become the preparation's Potency.
Preparation Duration	Potency x 2 hours. For every hour that passes after that period, the preparation's Potency is reduced by 1.
Using a Preparation	Spellcasting: Preparation's Potency, Magic: Preparation's Force. If the spell is sustained, it lasts for (Potency) minutes. No Edge can be spent. Spell range is limited to (Potency x Force) meters.
Resist Drain	Same as for the spell.

Enchanting - Artificing

Alchemy	Note
Focus Formula	The focus formula must be for a Force that is equal to or less than your Magic rating.
Create Focus Formula	Arcana + Magic [Astral] (Force x Force, 1 day)
Translate focus Formula	A magician can translate a focus formula from another tradition into their own with an Arcana + Magic [Astral] (Force, 1 day) Extended Test.
Setup Magical Lodge	Force at least equal to that of the formula Force and of the same tradition as yourself and the formula.
Crafting Duration	Spend a number of days equal to the Force in the focus formula. You can't leave the lodge.
Craft the Focus	Artificing + Magic [Formula Force] vs Formula Force + Telesma's Object Resistance. Can't use Edge. The Net Hits become the focus's Force. If you critically glitch, you lose 1 Essence.
Spend Karma	Spend Karma equal to the actual Force of the focus.
Artifact Assensing	Artificing + Magic [Astral] vs twice the Force of the focus. See Assensing Table on page 313.
Resist Drain	The Drain value is specified by the focus formula, plus 2 for each hit (not net hit) rolled against you in the Artificing test.

Enchanting - Disenchanting

Adepts	Note
Disenchanting	Disenchanting + Magic [Astral] vs target's Force + owner's Magic. If you get more successes on the test, the focus deactivates.
Disjoining	Complex Action. Disenchanting + Magic [Astral] Test vs. the preparation's Force + the alchemist's Magic Rating (plus any Karma from the fixation metamagic). Every net hit you get reduces the preparation's Potency by 1. You then take the same amount of Drain as you would have if you'd created the preparation yourself. If the preparation has a contact trigger and you fail the Disenchanting Test, the preparation activates.
Recycle Focus	Disenchanting + Magic [Astral] vs target's Force (+ owner's Magic if bonded and if the focus isn't yours). Require touch. Make an Alchemy + Magic [Astral] Test. Every success creates one reagent, up to maximum of one-third of the reagents used in creating the focus. This process takes a number of hours equal to the target's Force. Drain Value for all these tests are 1S per hit (not net hit) rolled against the magician.

Adepts

Adepts	Note
Points to spend	Magic
Maximum Level of each powers	Magic
Resist Drain (if required)	BOD + WIL