









**P** **Analyze Device**



**Detection — Active, Directional** **S**

Range: T

*This spell allows the subject to analyze the purpose and operation of a device or piece of equipment within range of the sense. The caster must gain enough hits on the Spellcasting Test to beat the item's Object Resistance (p. 183). Each net hit gives the subject a bonus die while operating the device, and allows the subject to ignore any skill defaulting modifiers for using the device while the spell is sustained.*

Time Travelling Device by Deimien — DeviantART 1/83 **F/2**

**M** **Analyze Truth**



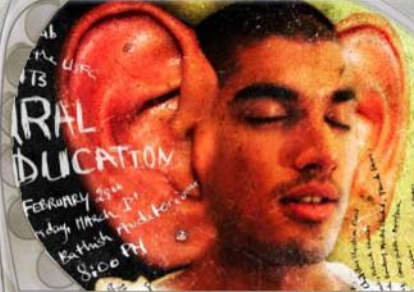
**Detection — Active, Directional** **S**

Range: T

*The subject can tell whether a target's statements are the truth. Halftruths or falsehoods the target believes to be true are not detected by this spell. The spell needs at least 1 net hit to determine validity. The spell does not work on written materials or through any sort of technological medium. The subject must hear a statement in person (with the target within range) to know whether it is true.*

2/83 **F/2**

**M** **Clairaudience**



**Detection — Passive, Directional** **S**

Range: T

*The subject can hear distant sounds as if physically present at a chosen point within the sensory range of the spell. The "listening point" may be moved to any other point within range of the spell. While using clairaudience, the subject cannot use her normal hearing. This spell does not translate visual images, only sounds (and only sounds within the subject's natural range of hearing; augmented hearing does not apply).*

Aural Education by karsoury — DeviantART 3/83 **F/2-1**

**M** **Clairvoyance**



**Detection — Passive, Directional** **S**

Range: T

*The subject can see distant scenes as if physically present at a chosen point within the sensory range of the spell. The "visual point" may be moved to any other point within range of the spell. The subject cannot use normal vision or astral perception while using it. This spell does not translate sound, only vision. Any augmented vision possessed by the subject does not function through this spell, nor does astral perception. Magicians cannot use clairvoyance to target others with spells.*

Clairvoyance by r-f — DeviantART 4/83 **F/2-1**

**M** **Combat Sense**



**Detection — Active, Psychic** **S**

Range: T

*The subject can subconsciously analyze combat and other dangerous situations within range, sensing events a split-second before they happen. Every hit on the Spellcasting Test adds 1 die for Reaction on Surprise Tests and when defending against ranged and melee attacks for the duration of the spell.*

Ninja by bkalina — DeviantART 5/83 **F/2+2**

**M** **Detect Enemies**



**Detection — Active, Area** **S**

Range: T

*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.*

swordman's aura by stevysix — DeviantART 9/83 **F/2+1**

**M** **Detect Enemies, Extended**



**Detection — Active, Extended Area** **S**

Range: T

*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.*

10/83 **F/2+3**

**M** **Detect Individual**



**Detection — Active, Area** **S**

Range: T

*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.*

Aura by Bgoos — DeviantART 11/83 **F/2-1**

**M** **Detect Life**



**Detection — Active, Area** **S**

Range: T

*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.*

12/83 **F/2**



**M** **Detect Life, Extended**



**Detection — Active, Extended Area** **S**

Range: T

*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.*

13/83 **F/2+2**

**M** **Detect [Life Form]**



**Detection — Active, Area** **S**

Range: T

*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).*

Aura by FrodoPrime — DeviantART 6/83 **F/2-1**

**M** **Detect [Life Form], Extended**



**Detection — Active, Extended Area** **S**

Range: T

*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).*

Aura by FrodoPrime — DeviantART 7/83 **F/2+1**

**M** **Detect Magic**



**Detection — Active, Area** **S**

Range: T

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

14/83 **F/2**

**M** **Detect Magic, Extended**



**Detection — Active, Extended Area** **S**

Range: T

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

15/83 **F/2+2**

**P** **Detect [Object]**



**Detection — Active, Area** **S**

Range: T

*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).*

8/83 **F/2-1**

**M** **Mindlink**



**Detection — Active, Psychic** **S**

Range: T

*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.*

17/83 **F/2+1**

**M** **Mind Probe**



**Detection — Active, Directional** **S**

Range: T

*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.*

A Complex Mind by McSlither — DeviantART 16/83 **F/2+2**

**M** **Antidote**



**Health** **P**

Range: T

*This spell helps a poisoned subject to overcome a toxin. It must be applied before the toxin does damage (though an Antidote spell applied afterward may alleviate some side effects, if the gamemaster chooses). The poisoned character receives a number of additional dice on her Toxin Resistance Test (p. 254) equal to the net hits.*

Antidote by sorrowburnt — DeviantART 72/83 **DV-2**



**M** Cure Disease

Health **P**

Range: T

*This spell is used at any point after infection to help a patient overcome illness. The infected character receives a number of additional dice on her Disease Resistance Test equal to the spell's net hits. It does not heal any damage already inflicted by the disease (that takes a separate Healing spell).*

— Disease DV 73/83 **DV-2**

**P** Decrease

Health — Negative **S**

Range: T

*This spell weakens the target by decreasing a chosen attribute. A version of this spell exists for each Physical and Mental attribute, but not for Special attributes (Initiative, Edge, Essence, Magic, or Resonance). It affects both natural and augmented attributes. The target resists the spell using the attribute affected. If the caster wins, the attribute is reduced by the spell's net hits. If a Physical attribute is reduced to 0, the victim is incapacitated or paralyzed. If a Mental attribute is reduced to 0, the victim stands about mindlessly confused.*

74/83 **F/2+1**

**M** Detox



Health **P**

Range: T

*Detox relieves the side effects of a drug or poison. The Force of the spell must equal or exceed the toxin's base DV. A single net hit is sufficient to eliminate all symptoms. Detox does not heal or prevent damage done by toxins, but it eliminates any side effects they may have on the victim (dizziness, hallucinations, nausea, pain, and so forth). Detox is the hangover cure of choice among those who can afford it.*

detox III by stachel.haut — DeviantART 75/83 **Toxin DV** **DV-4**

**M** Heal



Health **P**

Range: T

*Heal repairs physical injuries. It heals a number of boxes of Physical damage equal to the spell's hits from the Spellcasting Test. Hits can also be used to reduce the base time for the spell to become permanent; each hit spent this way shaves off 1 Combat Turn (hits can be split between healing and reducing time as the caster desires). A character can only be magically healed once for any single set of injuries.*

— Damage Value 76/83 **DV-2**

**M** Hibernate

Health **S**

Range: T

*The caster must touch a voluntary or unconscious subject. The spell puts the subject in a form of suspended animation. The subject's bodily processes are slowed by a factor equal to the hits. For example, If 4 hits were scored, the subject's metabolism is slowed by a factor of 4. Such a subject sealed into a chamber with enough air to keep it alive for a day would be able to last four days.*

77/83 **F/2-3**

**P** Increase [Attribute]

Health **S**

Range: T

*This spell increases an attribute (natural or augmented) on a voluntary subject. A version of this spell exists for each Physical and Mental attribute, but not for Special attributes (Initiative, Edge, Essence, Magic, or Resonance). The Force of the spell must equal or exceed the (augmented) value of the attribute being affected. The attribute is increased by an amount equal to the hits scored. Each attribute can only be affected by a single Increase Attribute spell at a time.*

78/83 **F/2-2**

**P** Increase Reflexes

Health **S**

Range: T

*This spell increases the reflexes (Initiative and Initiative Passes) of a voluntary subject. Each level of increase adds +1 Initiative and +1 Initiative Pass. The caster must achieve a certain threshold for each level:*

- Threshold 2: +1 Initiative, + 1 Initiative Pass
- Threshold 3: +2 Initiative, + 2 Initiative Passes
- Threshold 4 (max.): +3 Initiative, + 3 Initiative Passes

79/83 **F/2+2**

**P** Oxygenate

Health **S**

Range: T

*This spell oxygenates the blood of a voluntary subject, providing extra Body dice (1 die for every hit) to resist suffocation, strangulation, the effects of inhaled gas, or any other effect of oxygen deprivation. The spell also allows the subject to breathe underwater.*

80/83 **F/2-1**

**M** Prophylaxis

Health **S**

Range: T

*This spell provides additional dice (+1 die per hit) for a voluntary subject to resist infection, drugs, or toxins. The spell does not discriminate between harmful and beneficial drugs, so the subject also resists medicines and other helpful drugs while under the effects of the spell. Reduce the effect of a beneficial drug by 1 for every hit of the spell. Two or more hits prevent the subject from being affected by alcohol while under the effect of this spell.*

81/83 **F/2-2**



**M Resist Pain**

**Health** **P**

Range: T

*Resist Pain allows the subject to ignore the pain of injuries, reducing the penalties from Physical or Stun damage. Each hit on the Spellcasting Test removes the effect of one box of damage from each of the subject's Condition Monitor tracks. It does not remove the damage itself, only eliminates the modifiers. Resist Pain can only be used once on any given set of injuries. If all of the boxes on the track are filled, the character still falls unconscious.*

Damage Value **DV-4**  
82/83

**M Stabilize**

**Health** **P**

Range: T

*When applied to a character with a filled Physical damage track, this spell stabilizes all vital functions and prevents the character from dying. The spell's Force must equal or exceed the overflow damage already taken when the spell starts. The full time must be taken for the spell to become Permanent (p. 203) before the character is stabilized; hits reduce the time it takes by 1 Combat Turn each. If successful, the spell prevents the character from taking further damage from Physical Damage Overflow (p. 253).*

Overflow Damage **OD-2**  
83/83

**M Confusion**



**Illusion — Realistic, Multi-Sense** **S**

Range: LOS

*These spells produce a storm of conflicting sensations and images to confuse the senses. For each net hit on the Spellcasting Test, the target suffers a -1 dice pool modifier to all tests from the distraction.*

Pressure by randomstarlight — DeviantART 41/83 **F/2**

**M Mass Confusion**

**Illusion — Realistic, Multi-Sense, Area** **S**

Range: LOS (A)

*These spells produce a storm of conflicting sensations and images to confuse the senses. For each net hit on the Spellcasting Test, the target suffers a -1 dice pool modifier to all tests from the distraction.*

**F/2+2**  
47/83

**P Chaos**



**Illusion — Realistic, Multi-Sense** **S**

Range: LOS

*These spells produce a storm of conflicting sensations and images to confuse the senses. For each net hit on the Spellcasting Test, the target suffers a -1 dice pool modifier to all tests from the distraction.*

Beautiful Mind by randomstarlight — DeviantART 39/83 **F/2+1**

**P Chaotic World**



**Illusion — Realistic, Multi-Sense, Area** **S**

Range: LOS (A)

*These spells produce a storm of conflicting sensations and images to confuse the senses. For each net hit on the Spellcasting Test, the target suffers a -1 dice pool modifier to all tests from the distraction.*

Clairvoyance by colpo — DeviantART 40/83 **F/2+3**

**M Entertainment**



**Illusion — Obvious, Multi-Sense, Area** **S**

Range: LOS (A)

*These area spells create obvious, but entertaining, illusions. Hits on the Spellcasting Test measure how creative, interesting, and captivating the audience finds the illusion. The caster can reproduce just about anything from her imagination, or re-create something she has experienced. The gamemaster might require additional hits for exacting detail.*

It's showtime synergy by darkodark — DeviantART 42/83 **F/2+1**

**P Trid Entertainment**



**Illusion — Obvious, Multi-Sense, Area** **S**

Range: LOS (A)

*These area spells create obvious, but entertaining, illusions. Hits on the Spellcasting Test measure how creative, interesting, and captivating the audience finds the illusion. The caster can reproduce just about anything from her imagination, or re-create something she has experienced. The gamemaster might require additional hits for exacting detail.*

analyze thiss by ronolger — DeviantART 42/83 **F/2+2**

**M Invisibility**



**Illusion — Realistic, Single-Sense** **S**

Range: LOS

*This spell makes the subject more difficult to detect by normal visual senses (including low-light, thermographic, and other senses that rely on the visual spectrum). The subject is completely tangible and detectable by the other senses (hearing, smell, touch, etc.). Her aura is still visible to astral perception. Anyone who might perceive the subject must first successfully resist the spell. Simply make one Spellcasting Test and use the hits scored as the threshold for anyone that resists at a later point.*

Stealth by DerMonkey — DeviantART 45/83 **F/2**



**P** **Improved Invisibility**



**Illusion — Realistic, Single-Sense** **S**

Range: LOS

*This spell makes the subject more difficult to detect by normal visual senses (including low-light, thermographic, and other senses that rely on the visual spectrum). The subject is completely tangible and detectable by the other senses (hearing, smell, touch, etc.). Her aura is still visible to astral perception. Anyone who might perceive the subject must first successfully resist the spell. Simply make one Spellcasting Test and use the hits scored as the threshold for anyone that resists at a later point.*

Aura by Nsoromia79 — DeviantART 44/83 **F/2+1**

**M** **Mask**



**Illusion — Realistic, Multi-Sense** **S**

Range: T

*The Mask spell requires the caster to touch the subject. The subject assumes a different physical appearance (of the same basic size and shape) chosen by the caster. This alters the subject's voice, scent, and other physical characteristics as well. Anyone who might see through the disguise must first successfully resist the spell. Simply make one Spellcasting Test and use the hits scored as the threshold for anyone that resists at a later point.*

The Mask by SofusAddington — DeviantART 46/83 **F/2**

**P** **Physical Mask**



**Illusion — Realistic, Multi-Sense** **S**

Range: T

*The Mask spell requires the caster to touch the subject. The subject assumes a different physical appearance (of the same basic size and shape) chosen by the caster. This alters the subject's voice, scent, and other physical characteristics as well. Anyone who might see through the disguise must first successfully resist the spell. Simply make one Spellcasting Test and use the hits scored as the threshold for anyone that resists at a later point.*

Mask by Membruto — DeviantART 49/83 **F/2+1**

**M** **Phantasm**



**Illusion — Realistic, Multi-Sense, Area** **S**

Range: LOS (A)

*These area spells create convincing illusions of any object, creature, or scene the caster desires. They can create an illusion of anything the caster has seen before, from a flower or a candlestick to a dragon breathing fire, as long as the illusion is no larger than the spell's area. Anyone who might pierce the illusion must successfully resist the spell. Simply make one Spellcasting Test and use the hits scored as the threshold for anyone that resists at a later point.*

Invisibility by La-Petite-Marguerite — DeviantART 48/83 **F/2+2**

**P** **Trid Phantasm**



**Illusion — Realistic, Multi-Sense, Area** **S**

Range: LOS (A)

*These area spells create convincing illusions of any object, creature, or scene the caster desires. They can create an illusion of anything the caster has seen before, from a flower or a candlestick to a dragon breathing fire, as long as the illusion is no larger than the spell's area. Anyone who might pierce the illusion must successfully resist the spell. Simply make one Spellcasting Test and use the hits scored as the threshold for anyone that resists at a later point.*

Phantasm by space1999 — DeviantART 53/83 **F/2+3**

**M** **Hush**



**Illusion — Realistic, Single-Sense, Area** **S**

Range: LOS(A)

*These spells create an area that damps sound. Somic attacks into or out of the field, as well as critter powers using a sonic medium (such as Paralyzing Howl), are reduced by -1 per hit on the Spellcasting Test. Anyone attempting to hear a sound from within or across the silenced area must successfully resist the spell.*

Silence by Angel-Bella-Donna — DeviantART 43/83 **F/2+2**

**P** **Silence**



**Illusion — Realistic, Single-Sense, Area** **S**

Range: LOS(A)

*These spells create an area that damps sound. Somic attacks into or out of the field, as well as critter powers using a sonic medium (such as Paralyzing Howl), are reduced by -1 per hit on the Spellcasting Test. Anyone attempting to hear a sound from within or across the silenced area must successfully resist the spell.*

Silence by screaminsilence — DeviantART 50/83 **F/2+3**

**P** **Stealth**



**Illusion — Realistic, Single-Sense** **S**

Range: LOS

*Stealth makes the subject less audible to normal hearing (including augmented hearing). The subject moves in silence, making less or no noise. Things not directly touched by the subject can still make noise, so a character under a Stealth spell would make no noise knocking on a door, but the door would make noise hitting the floor or wall if it was kicked in.*

Invisibility by sibaudio — DeviantART 51/83 **F/2+1**

**P** **Armor**



**Manipulation — Physical** **S**

Range: LOS

*This spell creates a glowing field of magical energy around the subject that protects against Physical damage. It provides both Ballistic and Impact armor (cumulative with worn armor) to the subject equal to the hits scored.*

18/83 **F/2+3**



**M** **Control Actions**

**Manipulation — Mental** **S**

Range: LOS

The caster of this spell controls the physical actions of a target like a puppeteer pulling strings. The victim's consciousness is unaffected, but the caster controls the victim's body. The target uses any skills or abilities at the caster's orders, but these tests suffer a dice pool modifier equal to the target's Willpower because of the victim's resistance to the caster's commands. Controlling a target character requires the caster to spend a Simple Action; when not directly controlled, the victim may act as normal.

19/83 **F/2**

**M** **Mob Control**

**Manipulation — Mental, Area** **S**

Range: LOS (A)

The caster of this spell controls the physical actions of a target like a puppeteer pulling strings. The victim's consciousness is unaffected, but the caster controls the victim's body. The target uses any skills or abilities at the caster's orders, but these tests suffer a dice pool modifier equal to the target's Willpower because of the victim's resistance to the caster's commands. Controlling a target character requires the caster to spend a Simple Action; when not directly controlled, the victim may act as normal.

30/83 **F/2+2**

**M** **Control Emotions**

**Manipulation — Mental** **S**

Range: LOS

The target feels an overwhelming emotion chosen by the spellcaster (such as love, hate, fear, joy, sorrow, and so forth). The target believes the emotion wholeheartedly, but not mindlessly. A target who acts in accordance with the emotion (for example, fighting while filled with anger or hate) suffers no penalty. If the target takes action not relevant to the emotion (trying to drive while laughing hysterically), she suffers a -2 dice pool modifier for the distraction. The caster may switch emotions with a Simple Action.

20/83 **F/2**

**M** **Mob Mood**

**Manipulation — Mental, Area** **S**

Range: LOS (A)

The target feels an overwhelming emotion chosen by the spellcaster (such as love, hate, fear, joy, sorrow, and so forth). The target believes the emotion wholeheartedly, but not mindlessly. A target who acts in accordance with the emotion (for example, fighting while filled with anger or hate) suffers no penalty. If the target takes action not relevant to the emotion (trying to drive while laughing hysterically), she suffers a -2 dice pool modifier for the distraction. The caster may switch emotions with a Simple Action.

32/83 **F/2+2**

**M** **Control Thoughts**

**Manipulation — Mental** **S**

Range: LOS

The caster seizes control of the target's mind, directing everything the target does. The caster mentally gives commands with a Simple Action and the target is compelled to obey.

21/83 **F/2+2**

**M** **Mob Mind**

**Manipulation — Mental, Area** **S**

Range: LOS (A)

The caster seizes control of the target's mind, directing everything the target does. The caster mentally gives commands with a Simple Action and the target is compelled to obey.

31/83 **F/2+4**

**P** **Fling**

**Manipulation — Physical** **I**

Range: LOS

This spell psychokinetically hurls a single object of no more than (Force) kilograms at a designated target with a Strength equal to one half the spellcaster's Magic. Treat the Spellcasting Test as a normal Ranged Combat Test for the purposes of the item hitting the target. Throwing weapons propelled by this spell use their normal range based on the spell's effective Strength.

22/83 **F/2+1**

**P** **Ice Sheet**

**Manipulation — Environmental, Area** **I**

Range: LOS (A)

This spell creates a slippery sheet of ice over the area of effect. Characters crossing the ice must make an Agility + Reaction Test with a threshold equal to the hits scored to avoid falling prone. Vehicles must make a Crash Test (p. 178). The sheet melts at a rate of 1 square meter per minute in normal temperatures.

23/83 **F/2+3**

**P** **Ignite**

**Manipulation — Physical** **P**

Range: LOS

The Ignite spell accelerates molecular motion in the target, causing it to catch fire once the spell becomes permanent. The spellcaster must achieve enough net hits to beat a threshold equal to the target's Object Resistance (p. 183). Once the target ignites, it burns normally until it is consumed or extinguished.

Against living targets, treat Ignite as an Opposed Test pitting Spellcasting + Magic vs. Body (+ Counterpolling). If successful, Ignite wraps a living target in heat and flames once it has been made permanent, causing (Force) boxes of Fire damage (p. 164) on the first Combat Turn, and increasing by one box of damage each additional turn. Resolve the damage at the end of each Combat Turn by making a Damage Resistance Test using the victim's Body + half Impact armor. Ammo or explosives carried by a victim may go off. The game master should reduce the Force of the fire accordingly for extinguishing efforts.

24/83 **F/2**



**M** **Influence**

**Manipulation — Mental** **P**

Range: LOS

*This spell implants a single suggestion in the victim's mind, like a powerful post-hypnotic command. The subject will carry out this suggestion as if it were her own idea and it will then fade. If confronted with the wrongness of the suggestion, the subject can make a Willpower Test to overcome it as described under Mental Manipulations, p. 210. The caster can also withdraw the suggestion at any time.*

25/83 **F/2+1**

**P** **Levitate**

**Manipulation — Physical** **S**

Range: LOS

*Levitate allows the caster to telekinetically lift a person or object and move it around. The caster must achieve a threshold on the Spellcasting Test equal to 1 per 200 kg of the subject's mass. The subject of the spell can be moved anywhere in the caster's line of sight at a Movement rate equal to the spell's Force x net Spellcasting hits in meters per turn.*

*Note: Description too long, see SR4A pg210.*

26/83 **F/2+1**

**P** **Light**

**Manipulation — Environmental, Area** **S**

Range: LOS (A)

*This spell creates a mobile point of light, illuminating a radius around it equal to the spell's Force in meters. The spell cannot be used to blind, but does offset darkness visibility modifiers. Each hit on the Spellcasting Test counters a -1 die penalty for visibility.*

27/83 **F/2-1**

**P** **Magic Fingers**

**Manipulation — Physical** **S**

Range: LOS

*Magic Fingers creates a psychokinetic effect like "invisible hands" that can hold or manipulate items. The hits on the Spellcasting + Magic Test become the spell's effective Strength and Agility. The caster can use skills remotely with Magic Fingers, but all tests receive a -2 dice pool modifier due to problems of fine control. Even simple actions like picking up a coin may require an Agility Test, at the gamemaster's discretion.*

*The caster can fight, pick a lock, or perform any other action, using the magic fingers as if they were real hands. The spell can reach any point the caster can see, and Clairvoyance or remote-viewing technology can be used to get a close-up of the scene as long as it is within the caster's normal line of sight. This spell comes in very handy for disarming bombs and handling other hazardous work from a safe distance.*

28/83 **F/2+1**

**M** **Mana Barrier**

**Manipulation — Environmental, Area** **S**

Range: LOS (A)

*Mana Barrier creates an invisible barrier of magical energy with a Force equal to the net hits scored. This barrier does not restrict living beings or physical objects, but it does impede spirits, foci, dual beings, and spells. If cast on the astral plane, it also impedes astral forms and restricts visibility. Any target of a spell that is on the other side of the Mana Barrier receives a bonus to its spell resistance dice pool equal to the barrier's Force. If the target had no resistance dice pool, but instead has an Object Resistance threshold, increase the threshold by 1 for every increment of 3 Force in the Mana Barrier (round up).*

*See p. 194 for more information on mana barriers.*

29/83 **F/2+1**

**P** **Petrify**

**Manipulation — Physical** **S**

Range: LOS

*Petrify transforms living tissue into stone-like calcium carbonate. The caster must win an Opposed Test pitting her Spellcasting + Magic against the target's Body (+ Counterspelling). Additionally, the spell's Force must equal or exceed the target's Body. Non-living material—including clothing, gear, and cybertware—is not affected. The target is not conscious while under the effects of this spell, and any damage suffered by the stone-like form affects the target normally. While petrified, the subject has a barrier Armor rating equal to Body + net hits (see Barriers, p. 194).*

31/83 **F/2+2**

**P** **Physical Barrier**

**Manipulation — Environmental, Area** **S**

Range: LOS (A)

*Barrier spells create glowing, translucent force-fields with both 1 point of Armor and Structure rating per hit (see Barriers, p. 194). The caster can form the barrier as a dome with a radius and height equal to the spell's normal radius. The caster can also form a wall with a height and length equal to the spell's Force. The caster can adjust size of the barrier the same as the radius of an area spell (p. 183).*

34/83 **F/2+3**

**P** **Poltergeist**

**Manipulation — Environmental, Area** **S**

Range: LOS (A)

*Poltergeist picks up all small objects (up to a kilogram in mass) within the spell's area and whirls them around in random patterns. This imposes a -2 dice pool visibility penalty in the area. The spell inflicts 2 boxes of Stun damage (resisted with Reaction + Impact armor) to anyone in the area each Combat Turn, whacking them with flying debris. Poltergeist may do more damage in cluttered environments, or inflict Physical damage if the gamemaster feels the debris is sufficiently dangerous (broken glass and nails, for example).*

35/83 **F/2+3**

**P** **Shadow**

**Manipulation — Environmental, Area** **S**

Range: LOS (A)

*Shadow creates a globe of darkness with a radius equal to the spell's Force in meters. Every hit imposes a -1 die pool visibility modifier against targets within the area (maximum -6).*

36/83 **F/2+1**



**P** **Shapechange**

**Manipulation — Physical** **S**

Range: LOS

*Shapechange transforms a voluntary subject into a normal (non-paranormal) critter, though the subject retains human consciousness. The subject can only assume the form of a critter whose base Body rating is 2 points greater or less than her own. Consult the Critters section, p. 292, for the subject's Physical attributes while in critter form. Add 1 to the critter's Base attribute Ratings for every hit the caster generates. Her Mental attributes remain unchanged.*

37/83 **F/2+2**

**P** **Turn to Goo**

**Manipulation — Physical** **S**

Range: LOS

*Turn to Goo transforms living tissue into a sticky, glue-like substance. The caster must win an Opposed Test pitting her Spellcasting + Magic against the target's Body (+ Counterspelling). Additionally, the spell's Force must equal or exceed the target's Body. Non-living material—including clothing, gear, and cyberware—is not affected. The target is not conscious while under the effects of this spell, and any damage suffered by the gooey form affects the target normally. The goo has a barrier Armor rating equal to Body + net hits (see Barriers, p. 194).*

38/83 **F/2+2**