combat spells

FLYING BALL

Type: P • Target: Body (R) • Duration: I • Drain: +1D

A version of Powerbolt with a specific effect and a set drain level; when this spell is cast, the magician holds up their hand and some five centimeters above the palm a small glowing ball pops up. Then the caster points to a target and the ball flies towards it, causing (Force)D damage, staged up by the caster's successes as normal for combat spells.

FORCE DRAIN

Type: M • Target: 2 × Force (R) • Duration: I • Drain S

This spell reduces the Force of a spirit, in much the same way as banishing, but with greater difficulty and less risk to the magician. For every 2 net successes the Force of the spirit is permanently reduced by 1. Note that spirits resist this spell with their normal Force, not twice the Force as the stats above might imply. This spell does not conform to the limits of sorcery (p. 47, *Magic in the Shadows*), and gamemasters are therefore completely within their rights to ban it.

❷ This spell is useful for sorcerers, who can't conjure spirits, but other magicians will probably want to stick with banishing spirits in the traditional way.
❷ High Gene

TIRE WRECKER

Type: P • Target: Object Resistance (8) +½ armor • Duration: I • Drain: +1S

This spell causes Deadly damage to the tires of vehicle. If the spell casting is successful, the tires burst and driver of the vehicle must make a Handling test. If successful, the vehicle can keep moving, but at a reduced speed: subtract 50% (25% for Runflat tires; see pp. 154-155, *Rigger 3*) from both the speed rating and maximum speed. If the Handling test is failed, the vehicle must make a Crash test. Whatever the outcome of the Crash test, the vehicle has stopped moving. Another such handling test is required whenever the vehicle exceeds its speed rating. A vehicle takes Moderate damage if its tires are destroyed (with corresponding speed reductions in addition to the 50% loss already). Note that this spell is technically illegal as parts of vehicles can not be targeted individually by spells (p. 150, *SR3*).

detection spells

ASTRAL PERCEPTION

Type: M • Target: 6 • Duration: S • Drain: –1S

This spell allows the target to use Astral Perception. The target can not use their normal vision when under the effect of this spell. Subjects of this spell use all normal rules for astrally perceiving characters.

❯ Note that this spell does not require a voluntary target, so you can get your opponents onto the astral, that way not only will they be fumbling about wondering why everything non-living is so hazy, they'll be open to your astral attacks.
❯ Steel

❯ The same also goes for friendly mages; when you don't have the time for them to switch to astral perception this can be a hell of a lot of use.
❯ Demon

❯ Mommy, why am I no mage? Astral space is beautiful!
❯ Ferret

CLAIR SPELL

Type: M • Target: 6 (R) • Duration: S • Drain: S

This spell is a combination of the Clairvoyance and Clairaudience spells (p. 192, *SR3*), allowing the subject to see and hear events taking place in the area of effect.

❯ Much better than just Clairvoyance or Clairaudience separately. Now you can have both effects with much less drain.
❯ Steel

CLAIR SPELL (EXTENDED RANGE)

Type: M • Target: 6 (R) • Duration: S • Drain: D

As the above Clair Spell, but with the Extended Range option.

DETECT CREDSTICK PROTECTION

Type: M • Target: Willpower (R) • Duration: S • Drain: M

This is a modified Mind Probe that only searches the target's mind for the security measures on his or her credstick. Every net success on the caster's part gives them the knowledge to defeat one security measure. For instance, if the caster is probing the owner of a Gold credstick (which has passcode, fingerprint, and voice-print security), and the caster rolls two successes, they gain information regarding two of the three (the gamemaster decides which). If the 'stick requires a passcode, the caster knows the passcode; if it requires a voiceprint, the caster knows the required voice (though reproducing it may be a problem), and so on.

DETECT DAMAGE LEVEL

Type: P • Target: 4 • Duration: I • Drain: –1S

This is the same as the Detect Wound Level spell (following below) but this spell can only detect the damage levels of vehicles, cyberdecks and other non-living items. It does not detect damage done to living creatures or bioware and cyberware paid for with Essence or Bio Index.

DETECT MAGICAL SITES

Type: M • Target: see p. 192, *SR3* • Duration: S • Drain: –2M

This spell allows the subject to know the location of all medicine lodges and active hermetic circles within range.

DETECT SENTIENTS

Type: M • Target: see p. 192, *SR3* • Duration: S • Drain: L

This spell is similar to the Detect Life spell (p. 192, *SR3*), but it only gives the caster the locations and numbers of all sentient beings within range.

❯ Not so much clutter from creatures that you don't want to know about as when casting Detect Life.
❯ She

DETECT TRAPS

Type: P • Target: see p. 192, *SR3* • Duration: I • Drain: –1S

This spell detects all traps, both electronic or physical, within range. This will not detect living traps such as individuals or creatures waiting in ambush.

DETECT TRAPS (EXTENDED RANGE)

Type: P • Target: see p. 192, *SR3* • Duration: I • Drain: –1D

Similar to the above Detect Traps spell, but with the Extended Range option.

DETECT WOUND LEVEL

Type: M • Target: 4 (R) • Duration: I • Drain: –1M

This spell allows the caster to detect the severity and nature of wounds, fatigue and damage to bio- and cyberware experienced by the target. A willing target is not required.

ENHANCED SENSES

Type: P • Target: 6 • Duration: S • Drain: +1M

This spell gives one enhanced sense to a voluntary subject, for instance thermographic vision, low-light vision, flare compensation, high or low frequency hearing, and so on. Each sense enhancement is a separate spell.

ENHANCED SIGHT

Type: P • Target: 6 • Duration: S • Drain: +1S

This spell gives a voluntary subject natural low-light vision, natural thermographic vision, flare compensation, and optical magnification 1.

❯ No more need for cyber or goggles.
❯ Chat

MEMORY PROBE

Type: P • Target: Willpower (R) • Duration: S • Drain: +1S

This spell is similar to the Mind Probe spell (p. 193, *SR3*), but the magician can access information stored in computer memory linked to the mind of the target (such as headware memory or through a datajack). The caster can remember only simple things from what they read in the memory,

such as names, telephone numbers, etc. Complex things can not be remembered, although this is up to the gamemaster to decide. To find the information gained, consult the table below.

SOUND SELECTION

Type: M • Target: 6 • Duration: S • Drain: +1S

This spell gives a voluntary subject selective hearing similar to the effect of a select sound filter (p. 299, *SR3*). The rating is equal to one-half (round down) the number of successes rolled on the Spell Success test. The rating can not exceed the Force of the spell.

DETECT WOUND LEVEL TABLE

Successes	Result
0	Caster finds out nothing
1	Caster knows whether the target is more or less wounded than the caster him- or herself, on both monitors.
2	Caster knows if the target's Wound Level is higher than, equal to, or lower than Serious, on both monitors and if the target is suffering from stress to Attributes, bioware, and/or cyberware.
3	Caster knows the current Wound Level (Light, Moderate, Serious or Deadly) of both monitors of the target and what Attributes, bioware and/or cyberware are suffering from stress.
4	Caster knows exactly how many blocks are filled on both monitors and the exact stress levels of all the target's Attributes, bioware and cyberware.

MEMORY PROBE RESULTS TABLE

Successes	Knowledge Gained
1-2	The subject can access simple files such as text and pictures.
3-4	The subject can view more complex files such as computer programs and complicated 3D pictures.
5+	The subject can access any file stored and learn the name and nature of files previously deleted from the memory, provided they have not been overwritten since they were deleted.

❯ Looks to me like with such spells, all you spelltossers can finally experience what it's like to have all your senses enhanced and pick up much more than off-the-rack-ers.
❯ Wallow

❯ Yeah, but luckily it's not the other way around.
❯ Tripwire

❯ What is that supposed to mean??
❯ FFG

health spells

AIR BREATHING

Type: P • Target: 4 • Duration: S • Drain: +1L

This spell allows creatures that normally live under water and cannot breathe air (such as fish, but not dolphins) to utilize air rather than water for oxygen extraction. The subject can still breathe under water, and must be voluntary to receive the spell.

❯ Who designed this one? A merrow?
❯ Texan

ALLERGY

Type: P • Target: Body (R) • Duration: S • Drain: +2S

A variation on the Cause Allergy spell (p. 142, *Magic in the Shadows*) The target of this spell gains a randomly generated allergy (p. 19, *Shadowrun Companion*) for the spell's duration. Every two net successes on the caster's behalf add 1 to the Severity die roll.

ESSENCE DRAIN

Type: P • Target: Willpower (R) • Duration: S • Drain: +3D

This spell allows the caster to drain the essence from another creature in a similar way to the Essence Drain (Temporary) critter Power (p. 10, *Critters*). Every net successes from the spell casting test reduces the target's Essence by 0.5. The caster does not get the lost Essence points, unless he or she has the Essence Loss weakness (if they are a vampire, for instance). The Essence loss only lasts for as long as the spell is sustained, after which the target regains all Essence lost to this spell at a rate of 1 point per combat turn (this applies whether or not the caster has the Essence Loss weakness). A target who is reduced to 0 or less Essence falls into a coma for the spell's duration. Targets with 0 or less Essence are completely unaffected by this spell.

HAIR GROWTH

Type: P • Target: 4 • Duration: S • Drain: +2L

This spell causes a voluntary subject's head hair to grow at a speed of a number of centimeters equal to the caster's Magic Attribute, multiplied by the number of successes (up to the Force of the spell), per turn. The effect is permanent after the caster stops sustaining the spell, in so far that the hair will fall out, and can be cut off, normally.

❯ A number of hairdressers in Seattle offer this spell to customers who want to grow their hair long but don't want to wait years to do it.
❯ Amber

HAIR LOSS

Type: P • Target: 4 • Duration: P (10 turns) • Drain: +1S

This spell causes the head hair of the target to fall out. It is permanent in the same way as cutting the hair off with a razor is permanent. This spell does not require a willing subject (if the subject is not willing he or she may resist the spell with a Body test).

ALLERGY TABLE

2D6 roll	Allergy	2D6 roll	Severity
2	Silver	2	Mild
3	Plastic	3	Mild
4	Plastic	4	Mild
5	Plastic	5	Mild
6	Sunlight	6	Moderate
7	Sunlight	7	Moderate
8	Sunlight	8	Moderate
9	Pollutants	9	Moderate
10	Pollutants	10	Severe
11	Iron	11	Severe
12	Roll twice (ignoring 12)	12+	Severe

HEAL (WOUND CATEGORY)

Heal Light Wounds
Type: M • Target: 10 – Essence • Duration: P • Drain: –1L
Heal Moderate Wounds
Type: M • Target: 10 – Essence • Duration: P • Drain: –1M
Heal Serious Wounds
Type: M • Target: 10 – Essence • Duration: P • Drain: –1S
Heal Deadly Wounds
Type: M • Target: 10 – Essence • Duration: P • Drain: –1D

This variation of Heal only heals physical wounds of its category or lower. Thus, someone with three or more boxes filled on his Physical Condition Monitor cannot be healed with a Heal Light Wounds spell, but anyone with one or two boxes can. Other than this, the spell operates in the same way as Heal (p. 293, *SR3*.) Each variation is a separate spell, thus there are four different spells: Heal Light Wounds, Heal Moderate Wounds, Heal Serious Wounds and Heal Deadly Wounds. If a wound of a lower category is healed with one of these spells, its full Drain must be resisted.

SUFFER

Type: P • Target: Body (R) • Duration: S • Drain: +2M

When this spell is cast, the target's lungs refuse to function, and the target will eventually suffocate. Treat this as if the the target is holding their breath (p. 47, *Shadowrun Companion*); if the spell is sustained long enough the target will lose consciousness, and eventually die. This spell does not require the caster to touch the target.

TREAT (WOUND CATEGORY)

Treat Light Wounds
Type: M • Target: 10 – Essence • Duration: P • Drain: –2L
Treat Moderate Wounds
Type: M • Target: 10 – Essence • Duration: P • Drain: –2M
Treat Serious Wounds
Type: M • Target: 10 – Essence • Duration: P • Drain: –2S

Treat Deadly Wounds

Type: M • Target: 10 – Essence • Duration: P • Drain: –2D

This is the same as the Heal (Wound Category) spell above, but the Treat spell must be applied within one hour of the wound being inflicted.

WATER BREATHING

Type: P • Target: 4 • Duration: S • Drain: +1L

This spell allows a voluntary subject to breathe under water, but does not give any of the other advantages of the Oxygenate spell. The subject can still breathe air when under the effect of this spell.

Illusion Spells

DIRECTED ILLUSION

DEAFNESS

Type: P • Target: Intelligence (R) • Duration: S • Drain: +1M

This spell causes the target to become deaf for as long as the spell is sustained. It also affects cybernetic hearing devices.

❷ The worst thing about spells like these is not that you can't hear what is going on; a lot of the time that is the case anyway because of all the gunfire, but that you can't hear anything. Nothing at fragging all!
❷ Hoarder

INDIRECT ILLUSIONS

FAKE DEATH

Type: P • Target: 4 (R) • Duration: S • Drain: +1D

This spell makes the subject appear dead if examined. If the subject plays dead, this spell makes it appear real; a moving subject without a pulse will look suspicious at the very least. Even spells such as Detect Life can be fooled: these spells need more successes than the Fake Death spell in order to detect the subject of the spell. Note that the resistance test is made by those who examine the "corpse," not the individual who plays the "corpse."

HIDE VEHICLE

Type: P • Target: Signature • Duration: S • Drain: S

This spell increases the Signature Rating of the target vehicle (p. 133, *SR3*) by one-half (rounded down) the number of successes rolled on the Spell Success test. The caster must touch the vehicle to cast this spell, and may only affect a vehicle with a Body Rating less than or equal to the Force of the spell.

ILLUSIONARY BARRIER

Type: P • Target: 4 (R) • Duration: S • Drain: +1S

This spell mimics the effects of a Physical Barrier spell (p. 198, *SR3*), but is insubstantial; anything can pass through the barrier without problems. The slightly opaque nature of the barrier gives a +1 target number modifier for any attack directed through it. This is an area-effect spell, that can be shaped in any way a normal Barrier spell can.

MAYA'S FLAME BURST

Type: P • Target: 4 (R) • Duration: I • Drain: S

This spell creates a vertical column of illusionary fire. The width of the column is approximately half a meter, while the height is equal to the number of successes generated by the caster, divided by two, in meters, up to the Force of the spell. The sound of a small explosion comes with the flame. The flame can do no damage at all, and the sound is not loud enough to damage hearing.

MISINFORMATION

Type: M • Target: 4 (R) • Duration: S • Drain: S

This spell was designed to counter the effects of Detection spells. If the subject of this spell is targeted by a detection spell, subtract the net number of successes rolled for the Misinformation spell from the successes of the detection spell. The subject must be touched by the caster.

UNDETECTABLE LIE

Type: P • Target: 4 (R) or OR • Duration: S • Drain: +1M

This spell counters the effects of spells designed to tell the truth from a lie. Every two successes rolled for the Undetectable Lie remove one success from a truth-detecting spell. The Undetectable Lie spell only works when the subject is speaking; it will have no effect on written lies. The Undetectable Lie spell does work against such manufactured devices such as lie detectors (which have an Object Resistance Rating between 8 and 10 depending on their complexity), but only if they are used to verify the subject of the spell directly—the spell gives no protection if a recording of the subject is run through a lie detector, for example. The resistance test is made by the caster of the detection spell (if used against a mechanical device, there is no resistance test).

VOICECHANGE

Type: P • Target: 4 (R) • Duration: S • Drain: –1L

This spell allows the caster to distort his or her voice and imitate others. Note that only the voice of the caster is changed. They cannot make any sounds outside of their normal vocal range, or speak any language they cannot normally speak.

manipulation spells

ELEMENTAL MANIPULATIONS

FLAME ARROWS

Type: P • Target: 4 (R) • Duration: I • Drain: +1(Damage Level+2)

A bolt of magical energy that causes Physical damage to multiple targets, using the elemental effect of fire. The caster may divide the successes rolled on the Spell Success Test among any and all targets within line of sight, but at least one success must be allocated to each target to be struck. Each target takes damage as if hit by a single Flamethrower spell (p. 197, *SR3*) with the number of successes allocated to the target.

CHAINED LIGHTNING

Type: P • Target: 4 (R) • Duration: I • Drain: +1(Damage Level+2)

This is similar to the Lightning Bolt spell (p. 197, *SR3*), but instead of striking only a single target, it jumps from the original target to the closest living thing, then to the next, and so on. The caster has no control over the jumps; if two or more targets are the same distance for a jump (round up to the nearest whole meter), one is selected randomly. For every jump, the Force is reduced by 1. The energy keeps jumping until it runs out of targets, or until its Force is reduced to 0. All targets are struck by the same number of successes, only the Force is decreased for each new target. This spell can strike its caster if he or she is the closest living being for a jump.

LIMITED FIREBALL

Type: P • Target: 4 (R) • Duration: I • Drain: +1(Damage Level+1)

A variation on the Fireball spell (p. 197, *SR3*) with a range limited to (Magic × successes) meters. Anyone standing between the caster and the intended center for the area of effect when the spell is cast is subject to (Force)L damage (the caster's successes do not increase the Damage Level from L). When the fireball reaches its destination it does its full damage for its area of effect, staged up as normal.

SMALL METEORS

Type: P • Target: 4 (R) Duration: S • Drain: +2M

This spell creates a number of small meteors, equal to the number of successes rolled, up to the Force of the spell. These fly away from the caster in the direction they are facing, hitting anyone in their path. All meteors fly out in a cone, with the tip at the hand of the caster. The cone uses the spread rules for Shotguns on page 117 of *SR3*, with the choke being anything the caster desires, from 1 up to their Magic Attribute. The caster allocates meteors between targets within this area. Of course, no more meteors can hit than there were to start with and no meteor can hit multiple targets. Every two meteors stage up the damage level by one, with a single meteor causing (Force)L (i.e. two meteors do (Force)M, four (Force)S and six (Force)D damage). No more than six meteors will hit a single target.

❯ This spell is pretty dangerous if cast well. Don't get in front of this one if you can help it.
❯ Leo

❯ Easier said than done. If someone pulls out a shotgun, at least you know when to duck.
❯ Square

TELEKINETIC MANIPULATIONS

ARROW BARRIER

Type: P • Target: 6 • Duration: S • Drain: +2M

A version of the Limited Physical Barrier spell (p. 147, *Magic in the Shadows*), this spell gives protection only against arrows and crossbow bolts.

BLUNDER

Type: M • Target: Quickness (R) • Duration: I • Drain: S

When one casts this area-effect spell, all targets in the affected area will fall on a particular part of their bodies, like slipping over on a banana skin; see the Blunder Effects Table.

If the target falls, they are automatically prone. During the fall, the target will, of course, try to keep their balance, using their arms and hands. If the target is holding something, they must make a Quickness (Force) test. If this test fails the target loses their grip on the object and it will fly 1D6 meters away.

BLUNDER EFFECTS	
Successes	Effect on target
1	Falls but lands on hands; take no damage
2	Falls on side; take (Force)L Stun damage
3-4	Falls on back; take (Force)M Stun damage
5+	Falls on face; take (Force)M Physical damage

❯ If you want to have some fun, cast this baby in a crowd, heh heh heh.
❯ Paul

LIFT & PUSH

Type: P • Target: Body (R) • Duration: I • Drain: +1S

When this spell is cast the target is lifted up into the air up to (1 ÷ Body) meters, and then pushed back (away from the caster) for a number of meters equal to the caster's Magic Rating, provided they do not hit a solid object before that time. If they hit an object they suffer (meters traveled)M stun, staged up by one for every two net successes generated by the caster. If the target does not hit an object (if there is no object in range, for instance), they fall onto the ground and must make a Quickness (Force) test in order to remain standing. There is no damage from falling in this way.

❯ Our shaman used this spell a few times. It's a pretty strange sight to suddenly see somebody fly backward and crash into a parked car.
❯ Melissa

QUICKMOVE

Type: P • Target: 6 • Duration: I • Drain: +1S

This spell allows the subject to move almost instantly to any point within line of sight. This is *not* like teleporting: when using this spell, the subject is quickly moved to the destination point, and can hit anything that is between his or her original position and the destination point (trying to go through a wall is not a bright idea). The subject must be able to reach the destination point by his or her normal movement in a straight line (trying to jump from rooftop to rooftop across an alley is not a bright idea either). The spell does not require a voluntary subject; however, involuntary targets may roll a Strength Resistance Test to counter the spell.

Movement by this spell is not very accurate. To determine the subject's destination point, first select a target point within a number of meters of the subject equal to the caster's Magic Attribute Rating multiplied by the Force of the spell (it does not need to be within the caster's or subject's line of sight). Then, determine the actual destination point in the same way as grenade scatter (p. 118, *SR3*) with scatter of 3D6 meters, each success reducing the scatter distance by (caster's Magic Attribute ÷ 2) meters.

If someone is standing between the original position and the destination point, both the individual and the subject take damage, as per the Quickmove Damage Table, and may be staged down by both using a Body test and Combat Pool dice; impact armor reduces the target number for this Damage Resistance Test. If the

QUICKMOVE DAMAGE TABLE	
Caster's Magic Attribute × Spell's Force	Damage
1 to 12	(meters traveled)L Stun
13 to 24	(meters traveled)M Stun
25 to 36	(meters traveled)S Stun
37 or higher	(meters traveled)D Stun

number of successes rolled *by the subject* on Combat Pool dice alone are enough to avoid damage, he or she continues movement toward the spell's destination point; if not, the subject will be stopped at the point of collision. Note that it does not matter whether or not the person being bumped into fully resists the damage with Combat Pool dice or not.

When an object blocks the subject's movement, the gamemaster should decide how feasible it is for the subject to move around it. Items that can be avoided may be dodged as persons can (see above), but for example a wall or a Physical Barrier spell across the line of movement cannot be dodged. All the subject can hope to do in such a case is stage down the damage caused by slamming into it.

REMOTE CONTROL

Type: P • Target: 6 • Duration: I • Drain: M

This spell allows the subject to push any button, and operate any switch, within their line of sight. The magician can push one button or move one switch for every two successes rolled on the Spell Success Test, with a maximum number of buttons equal to the Force of the spell.

TRANSFORMATION MANIPULATIONS

INSECT BARRIER

Type: P • Target: 6 • Duration: S • Drain: +2M

A restricted form of the Barrier spell. Insects and insect spirits can not move through the barrier and insect shamans have the Force Rating of the spell added to their target numbers when casting spells across it.

❯ Perfect for going into a hive. You can use this spell to shield your team so the foul beasts can't reach you while you pump them full of lead.
❯ Texter

ONE-WAY BARRIER

Type: P • Target: 6 • Duration: S • Drain: +2S

This spell is similar to the normal Physical Barrier spell (p. 198, *SR3*), with one major exception: it is possible to

go through the barrier from one direction, but impossible from the other. The caster chooses from which way things may move through the barrier. This spell is useful for creating a prison: if cast inside a doorway, persons can enter a room but cannot leave it. If cast as a sphere, people can enter the sphere but will not be able to leave, or can leave the sphere but not re-enter it.

PROTECTION FROM (COLD/ELECTRICITY/FIRE/HEAT/LIGHT)

Type: P • Target: 6 • Duration: S • Drain: +2L

This spell affords the subject, which must be touched by the caster, protection from the chosen elemental effect. The target number for resisting the effects of the chosen harmful condition is reduced by the number of successes rolled on the Spell Resistance Test. Clothing and other equipment are not protected. Note that this spell does not simply protect from elemental manipulation spells; it grants protection from any form of damaging cold, electricity, fire, heat or light.

RUBBER SKIN

Type: P • Target: 6 • Duration: S • Drain: +1M

This spell gives a voluntary subject impact armor equal to one-half the number of successes rolled by the caster, rounded down. The maximum armor rating is equal to the Force of the spell. It is cumulative with worn armor and cyberware that provides armor.

SOUND BARRIER

Type: P • Target: 6 • Duration: S • Drain: +1M

When this spell is cast, the magician forms an invisible barrier which blocks the passage of sound waves. Only sound is affected by the barrier; everything else can pass through it without obstruction—the blast of an explosion, for example, will affect anyone "protected" by a Sound Barrier spell; they just won't hear it. The target number for all sound-based Perception tests across the barrier is raised by one-half the number of successes rolled on the Spell Success Test (round down), to a maximum modifier equal to the Force of the spell. The actual barrier can be formed into the same shapes as the Physical Barrier spell (p. 198, SR3).

STEEL SKIN

Type: P • Target: 6 • Duration: S • Drain: +1M

This spell hardens the skin of a voluntary subject, who receives ballistic armor equal to one-half the successes rolled by the caster, rounded down. The maximum armor rating is equal to the Force of the spell. This armor is cumulative with worn armor and cyberware that provides armor to its user.

STOPLIGHT CONTROL

Type: P • Target: Object Resistance • Duration: S • Drain: +2M

With this spell, the magician can make stoplights change color. Green to orange, red to green, and so on. They can also turn on several colors at the same time (e.g. red and green), or turn off the light altogether. Once the spell is being sustained, the magician can change the colors by spending a Free Action, without having to recast the spell.

❯ Great fun!
❯ She

❯ And useful if you're in a hurry.
❯ Yuck

TURN TO GOO

Type: P • Target: Body or Object Resistance • Duration: S • Drain: +2S

Turn to Goo breaks down the target's molecular cohesion, reducing it to a puddle of sludge. The Threshold is the target's Body or Barrier Rating. So long as the material is kept together, the target will return to normal when the spell ends. If the material is dispersed or separated, the target is (messily) destroyed when the spell ends. Living targets are not conscious while under the effects of this spell.

❯ I once read something about a mage who used this spell to hide his guns from security personnel: he put them in a sack and cast Turn To Goo on the weapons. Security guard comes along, looks in the sack, and wonders why that guy is carrying a sack full of goo. The mage dropped the spell when he felt like he'd be needing the weapons. The only problem appeared to be that one time when a security guard took a handful of goo from the sack.
❯ Moses

WIND

Type: P • Target: 4 • Duration: I • Drain: +2M

A strong wind will appear when this spell is cast, in the direction the caster is facing. The wind appears in a cone-shaped area, with the cone's tip at the caster's position; the maximum angle of the cone is equal to the caster's Magic Attribute multiplied by the number of successes achieved on the Spell Success Test, in degrees. This spell uses the elemental effect of blast, and anyone standing in the cone must roll a Strength test with a target number equal to the Force of the spell. If this test does not generate a number of successes equal to, or higher than, those of the caster, the target falls over.