

Blackjack's Grimoire #2

Branson Hagerty (Blackjack's Shadowrun Page <http://shadowrun.html.com/users/blackjack/>) Posted February 03, 1997

Hilarity

Illusion

Type: Mental

Range: LOS

Target: Willpower (R)

Duration: Sustained

Drain: (F/2+1)M

Hilarity causes the target to perceive everything any person says or does as being insanely funny. The target perceives simple gestures or greetings as being the most hilarious thing he or she has ever seen or heard. The number of successes determines how funny the target perceives everything as being. 5 or more successes probably means the target wet his or her pants. Modifiers to any tests attempted by the target while under the influence of Hilarity may be added at the GMs discretion.

Example Of Use:

Jill Magician is attending a political dinner (don't ask why) and is currently being lectured by a drunken politician on how women should have never been allowed in politics and how they're responsible for all problems currently endured by (meta)humankind. Jill keeps her cool (don't ask why) and, as the blimp-like drunkard excuses himself and wanders over to speak to the city's Mayor, she decides to cast Hilarity on him. Jill tosses her dice in an opposed test against the drunk and, since his willpower has been dramatically reduced by the ingestion of alcohol, comes out a whopping 6 successes on top. The Mayor says "Hello, have you met my wife?" and the drunk politician erupts into hysterical raucous laughter which eventually floors him in a puddle of piss and drool. Jill smiles.

Comic

Illusion

Type: Mental

Range: LOS

Target: Willpower (R)

Duration: Sustained

Drain: (F/2+2)M

Comic is similar to Hilarity only instead of the target perceiving everything as being funny, everyone perceives the *target* as being funny, no matter how mundane his statements or actions are in reality. Essentially an area effect spell, all applicable targets within a six meter radius of the target resist the spells effects with Willpower. Modifiers to any tests attempted by the victims while under the influence of Comic may be added at the GMs discretion. If the target is NOT willing, he also participates in an Willpower test. If this test comes out in the targets favor the spell cannot successfully make him the center of attention and therefore is not effective. Only one actual spellcasting roll should be made and all resistance tests should be measured off the success or failure of this single roll.

Example Of Use:

Jill magician is watching her friend Bill perform a comedic routine before a rather stiff audience at the Big Laugharoo comedy club. To put it mildly, Bill is dying, so Jill decides to spruce up his routine by casting Comic on him. She rolls her dice, achieving 5 successes and first compares her successes to those of Bills resistance test since he, technically, is not a willing target. Bill achieves only 4 thus allowing the spell to make him the center of attention. Jill then compares her 5 successes against those achieved by any special members of the audience. Anybody who fails to achieve five or more successes in their resistance tests succumb to Bills sudden influx of comic ability. One even wets his pants.

NOTE: Situations like this is why I like the Joy Of 4 rules. Rather than comparing Jills die roll to the differing willpower ratings of various people she need only remember the number of 4s achieved and compare all resistance rolls against this total.