

Blackjack's Grimoire #7

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Rip

Transformation Manipulation

Type: Physical

Range: LOS

Target: Object Resistance

Duration: Instant

Damage Level: S

Drain: (F/2+3) D

The Rip spell decimates a swath of pavement, concrete, earth, etc. covering an area LOS meters long and 1 meter wide, creating an effect similar to that of a giant mole tunneling underground at about 150 kilometers per hour. All objects and people standing within 1/2 Force Rating meters of the rip is subject to elemental Blast effects and living entities must resist a damage levels ranging from S Stun if the terrain was simply dirt to S Physical if the terrain consisted of heavy, rebar laced concrete (the combat pool may be used to augment these resistance tests). The rip begins no more than Spell Force meters away from the casting magician and extends outward to the extent of the magicians line of sight or until it encounters terrain different from that located at its point of origin.

Example Of Use:

Jill Magician is in some deep shit. She's being chased down a narrow alley by a stream of gang members, two of which are mounted on motorcycles. Finally finding herself cornered, she turns to face her oncoming opponents and decides to give the Rip spell a try. The GM determines that the asphalt alley floor has an Object Resistance rating of 6, so Jill decides to cast the spell at a force of 6, rolling 10 dice total (obviously she decided to call on some help from her magic pool.) She achieves 3 successes and the ground erupts as a gash quickly stretches from her feet, down the middle of the alley, and to a building nearly 150 meters away (since the asphalt ends at the building, so does the spell), tossing asphalt, trash cans, and rat poop with its blasting effect. The GM determines that all of her targets are within the effective range of the ground 'blast' and all are forced to resist 6D Physical damage (asphalt is heavy stuff, especially if it's moving at a few meters per second). The GM must also determine whether the cyclists were knocked from their vehicles, whether or not windows were blown out, and other ambient factors that would be affected by the elemental effect of Blast.

Racial Conversion

Health

Type: Physical

Range: Touch

Target: 10 - Essence

Duration: Sustained

Drain:(F/2+5)D

The Racial Conversion spell requires a willing subject, causing them to undergo a drastic physiological metamorphosis that renders them biologically and visually identical to a chosen basic race (i.e. Human, Troll, Ork, Dwarf or Elf). The individual also acquires all Physical racial bonuses (or limitations) applied

to the race; Mental modifiers are not applied. Any visual or medical tests designed to determine race must roll an opposed test against the number of spell successes x 4. The transformation is extremely painful as well as being extremely risky to individuals possessing large amounts of cyberware. If the total number of successes does not equal or exceed the number of essence points the subject has invested in cyberware the subject is still successfully transformed - but their cyberware is not. Needless to say, a failure of this type will almost certainly lead to instant death as over or undersized parts rip through or collapse the physical structure of the subject.

Example Of Use:

Jill Magician has a friend who is being paid big, big bucks to go undercover as an elf. Problem is, Jill's friend is a dwarf. After much whining on the part of her friend, Jill decides to cast Racial Conversion on her. Since the friend possesses an Essence of 3, the target number for the test is a risky 7, and Jill knows she must achieve at least 3 successes lest her friend wind up as a pile of flesh in the middle of her living room. Jill rolls her dice and manages to pull 3 successes - just enough. Jill's friend howls as her body undergoes a grotesque transformation and, after rolling off drain, Jill barely has enough strength left to quicken the spell. After everything is over it still takes Jill's friend a few days to overcome the psychological shock of the change.

NOTE: Generally, the effects of transforming cyberware along with a living being are ignored by SR rules as per the 'paid with essence' argument. Therefore, if GMs wish to ignore the cyberware elements in these rules they are more than welcome to do so.