

## NOTICING MAGIC

Just how obvious are magical skills? Not very, since most spells and spirits have little, if any, visible effect in the physical world (unless the magician prefers to have flashy effects, or her tradition calls for it). An observer has to notice the magician's intense look of concentration, whispered incantations, and small gestures. Magicians of some traditions display a more visible change when practicing magic known as the shamanic mask. The shamanic mask typically changes the magician's features temporarily to display characteristics appropriate to her mentor spirit or tradition—an eagle shaman, for example, might seem to have feathers or beaklike features while spellcasting or summoning.

Noticing if someone is using a magical skill requires a Perception Test (p. 135) with a threshold equal to 6 minus the magic's Force. More powerful magic is easier to spot with the gathered mana normally appearing as a disturbance or glowing aura in the air around the caster. The gamemaster should apply additional modifiers as appropriate, or if the perceiver is Awakened themselves (+2 dice), astrally perceiving (+2 dice), or if a shamanic mask is evident (+2 dice).

## MAGIC ACTIONS

The following list describes the magically oriented Free, Simple, and Complex Actions a character may take, as noted under *The Action Phase*, p. 146.

### FREE ACTIONS

**Centering:** An initiate may take a Centering action to focus himself and block out distractions in order to better resist Drain. See *Centering*, p. 198.

**Deactivate Focus:** An Awakened character may deactivate a focus that is bound to him as a Free Action, turning the focus off. See *Foci*, p. 199.

**Declare Counterspelling Protection:** A magician who wishes to protect others with Counterspelling (p. 185) must spend a Free Action and declare it in advance (a magician never needs to declare that he is using Counterspelling on himself).

**Drop Sustained Spell:** A magician may drop a sustained spell as a Free Action.

### SIMPLE ACTIONS

**Activate Focus:** An Awakened character may take a Simple Action to activate a focus that is bonded to him. Note that activating a sustaining focus requires the magician to cast a spell and thus is a Complex Action. See *Activation*, p. 199.

**Call Spirit:** A magician can use a Simple Action to call forth a spirit that was previously conjured and placed on "standby." See *Conjuring*, p. 186. More than one bound spirit may be called at once with the same Simple Action if they are all of the same type (fire spirits, for example). See *Binding*, p. 188.

**Command a Spirit:** Using a Simple Action, a magician may issue a command to a spirit under his control. More than one spirit may be commanded in this manner if they are all given the same command. See *Conjuring*, p. 186.

**Dismiss Spirit:** A magician can use a Simple Action to send a conjured spirit away on "standby." See *Conjuring*, p. 186.

**Shift Perception:** A Simple Action allows a magician to shift perception to or from astral space. Actual astral projection requires a Complex Action. See *Astral Perception*, p. 191.

### COMPLEX ACTIONS

**Astral Projection:** A magician may project his spirit onto the astral plane by taking a Complex Action. Returning to his physical body also takes a Complex Action. Note that once on the astral, maintaining astral projection does not require an action. See *Astral Projection*, p. 192.

**Banish Spirit:** A magician can attempt to banish a spirit by taking a Complex Action. See *Banishing*, p. 188.

**Cast Spell:** A magician may cast a spell by taking a Complex Action. See *Spellcasting*, p. 182.

**Erase Astral Signature:** A magician using astral perception may take a number of Complex Actions equal to the Force of an astral signature to erase it completely. See *Astral Signatures*, p. 192.

**Summon Spirit:** A magician may summon a spirit by taking a Complex Action. See *Summoning*, p. 188.

## STREET MAGIC

The advanced magic rulebook for *Shadowrun, Fourth Edition* introduces numerous new options for all magical characters and plenty of material for gamemasters too:

- 18 additional magical traditions and 5 Adept ways
- Advanced initiation rules and 23 metamagic techniques
- Rules for magical groups and 14 groups
- Advanced Enchanting rules
- Advanced spirit rules, including 4 more basic spirits, ally spirits, free spirits, and wild spirits
- Advanced rules for astral space and the Metaplanes, including astral phenomena like background count
- New Magical threats: twisted magicians, toxic magic, shadow spirits, insect spirits, and shedim
- Rules for Arcana use and spell design plus more than a hundred new spells
- 43 adept powers
- 17 mentor spirits



### MAGIC ACTIONS LIST

#### FREE ACTIONS

- Centering
- Deactivate Focus
- Declare Counterspelling Protection
- Drop Sustained Spell

#### SIMPLE ACTIONS

- Activate Focus
- Call Spirit
- Command a Spirit
- Dismiss Spirit
- Shift Perception

#### COMPLEX ACTIONS

- Astral Projection
- Banish Spirit
- Cast Spell
- Erase Astral Signature
- Summon Spirit