

SR6 MAGIC PROFILES

SPELLS (part 1)

COMBAT SPELLS - INDIRECT	RANGE	TYPE	DURATION	DRAIN VALUE	DAMAGE*
Acid Stream	LOS	P	I	5	P + Chemical
Toxic Wave	LOS (area)	P	I	6	P + Chemical
Clout	LOS	P	I	3	S
Blast	LOS (area)	P	I	4	S
Flamestrike	LOS	P	I	5	P + Fire
Fireball	LOS (area)	P	I	6	P + Fire
Ice Spear	LOS	P	I	5	P + Cold
Ice Storm	LOS (area)	P	I	6	P + Cold
Lightning Bolt	LOS	P	I	5	P + Electricity
Lightning Ball	LOS (area)	P	I	6	P + Electricity

*Damage for an Indirect Combat spell is [(Casters Magic / 2) + Net Hits + Amp Up] vs Body

COMBAT SPELLS- DIRECT	RANGE	TYPE	DURATION	DRAIN VALUE	DAMAGE**
Manabolt	LOS	M	I	4	P
Manaball	LOS (area)	M	I	5	P
Powerbolt	LOS	P	I	4	P
Powerball	LOS (area)	P	I	5	P
Stunbolt	LOS	M	I	3	S
Stunball	LOS (area)	M	I	4	S

**Damage for a Direct Combat spell is [Net Hits + Amp Up], Direct Combat spell damage not resisted

DETECTION SPELLS	RANGE†	TYPE	DURATION	DRAIN VALUE
Analyze Device	Touch	P	S	2
Analyze Magic	Touch	P	S	3
Analyze Truth	Touch	M	S	3
Clairaudience	Touch	M	S	3
Clairvoyance	Touch	M	S	3
Combat Sense	Touch	M	S	3
Detect Enemies	Touch	M	S	3
Detect Life	Touch	M	S	3
Detect Magic	Touch	M	S	4
Mindlink	Touch	M	S	3
Mind Probe	Touch	M	S	5

†The range of the effect from Detection spells is [Casters Magic + Net Hits] meters

HEALTH SPELLS	RANGE	TYPE	DURATION	DRAIN VALUE
Antidote	Touch	P	P	5
Cleansing Heal	Touch	P	P	5
Cooling Heal	Touch	P	P	5
Decrease Attribute	Touch	P	S	3
Heal	Touch	P	P	3
Increase Attribute	Touch	P	S	3
Increase Reflexes	Touch	P	S	5
Resist Pain	Touch	M	S	3
Stabilize	Touch	M	P	3
Warming Heal	Touch	P	P	5

ILLUSION SPELLS	RANGE	TYPE	DURATION	DRAIN VALUE
Agony	LOS	M	S	3
Confusion	LOS	M	S	3
Chaos	LOS	P	S	4
Hush	Touch	M	S	3
Silence	Touch	P	S	4
Invisibility	Touch	M	S	3
Improved Invisibility	Touch	P	S	4
Mask	Touch	M	S	3
Physical Mask	Touch	P	S	4
Phantasm	LOS (area)	M	S	3
Trid Phantasm	LOS (area)	P	S	4
Sensor Sneak	Touch	P	S	2

SR6 MAGIC PROFILES

SPELLS (part 2)

MANIPULATION SPELLS	RANGE↓	TYPE	DURATION↓↓	DRAIN VALUE
Animate Metal	LOS	P	L	6
Animate Plastic	LOS	P	L	3
Animate Stone	LOS	P	L	5
Animate Wood	LOS	P	L	4
Armor	Touch	P	S	4
Control Actions	LOS	M	L	4
Control Thoughts	LOS	M	L	4
Darkness	LOS (area)	P	S	3
Light	LOS (area)	P	S	3
Elemental Armor	Touch	M	S	5
Fling	LOS	P	I	5
Focus Burst	Touch	M	L	7
Levitate	LOS	P	S	6
Mana Barrier	LOS (area)	M	S	5
Mystic Armor	Touch	M	S	3
Overclock	LOS	P	S	4
Physical Barrier	LOS (area)	P	S	6
Shape Metal	LOS	P	S	5
Shape Plastic	LOS	P	S	2
Shape Stone	LOS	P	S	4
Shape Wood	LOS	P	S	3
Strengthen Wall	LOS (area)	P	S	4
Thunder	LOS (area)	P	S	3
Vehicle Armor	Touch	P	S	6

↓The volume of material affected by Manipulation spells is [1/2 Cubic Meters x Net Hits]

↓↓Manipulation spells with L Duration last [Net Hits] minutes

RITUAL MAGIC

RITUAL	TYPE	THRESHOLD
Circle of Healing	Anchored – Spell	7
Circle of Protection	Anchored	6
Curse	Material Link – Spell	5
Prodigal Spell	Spell – Spotter	6
Remote Sensing	Spell – Spotter	5
Renascence	Anchored – Spell	6
Ward	Anchored	6
Watcher	Minion	4

MAGICAL SUPPLIES

TYPE	AVAILABILITY	COST
Magical Lodge Materials	(Force) L	Force x 500¥
Reagents, per dram	2	50¥

ADEPT POWERS

POWER	POINTS
Adrenaline Boost	0.25 PP/ level
Astral Perception	1 PP
Attribute Boost: (Attribute)	0.25 PP/ level
Combat Sense	0.5 PP/ level
Critical Strike: (Skill)	0.5 PP/ level
Danger Sense	0.25 PP/ level
Enhanced Perception	0.5PP / level
Enhanced Accuracy: (Skill)	0.25 PP/ level
Improved Ability: (Skill)	0.5 PP/ level
Improved Physical Attribute: (Attribute)	1PP / level
Improved Potential: (Limit)	0.5 PP/ level
Improved Reflexes (1)	1.5 PP
Improved Reflexes (2)	2.5 PP
Improved Reflexes (3)	3.5 PP

POWER	POINTS
Improved Sense	0.25 PP/ level
Killing Hands	0.5 PP
Kinesics	0.25 PP/ level
Light Body	0.25 PP/ level
Missile Parry	0.5 PP/ level
Mystic Armor	0.5 PP/ level
Natural Immunity	0.25PP / level
Pain Resistance	0.5 PP/ level
Rapid Healing	0.5 PP/ level
Spell Resistance	0.5 PP/ level
Traceless Walk	1 PP
Voice Control	0.5 PP/ level
Wall Running	0.5 PP