

Download 3.3: Mage

“I came through fire, came through water
Through the oily serpent's kiss
Climbed the mountain, chased the dragon
Thrown myself in the abyss
Do I make myself familiar to you now?
'Cause I've been around you
And I'm glad I found you
I am the living flame, and I teach the holy games”
- *Bruce Dickinson, “The Magician”*

There is a second magic tradition that operates on most of the same principals and with all of the same limitations as the spirit magic of the Shamans, but with a drastically different world view. Mages (sometimes called magicians) view magic as something more like a science—arcane forces are abstractions to be bent to their will, not spirits demanding respect and obedience.

Hermetic magic is the proper name of the kind practiced by mages, named for Hermes Trismegistus, the purported author of the Hermetic Corpus, a series of ancient texts that are the basis for Hermeticism. These magical teachings were passed down throughout the Fifth World when magic itself was dead on Earth, or as good as, and with the Awakening and the return of magic, organizations like the Hermetic Order of the Golden Dawn were waiting to return to its study and practice. Not all Mage runners come from an academic or elite background, however. Anarcho-punks practicing Chaos Magick are Mages as well.

CLASS FEATURES

Hit Points

Hit Dice: 1d6 per mage level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per shaman level after 1st.

Proficiencies

Weapons: Simple weapons, pistols

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, Insight, Medicine, Perception, Stealth, Investigation, Religion, or History.

THE MAGE

Level	Proficiency Bonus	Features	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
[Spell Slots Per Spell Level]											
1 st	+2	Astral projection, spellcasting, elemental binding	2	--	--	--	--	--	--	--	--
2 nd	+2	Arcane Specialization or Combat Mage	3	--	--	--	--	--	--	--	--
3 rd	+2	--	4	2	--	--	--	--	--	--	--
4 th	+2	Ability score improvement	4	3	--	--	--	--	--	--	--
5 th	+3	Initiate Grade 1	4	3	2	--	--	--	--	--	--
6 th	+3	Arcane Specialization	4	3	3	--	--	--	--	--	--
7 th	+3	Elemental sustaining	4	3	3	1	--	--	--	--	--
8 th	+3	Ability score improvement	4	3	3	2	--	--	--	--	--
9 th	+4	--	4	3	3	3	1	--	--	--	--
10 th	+4	Arcane Specialization	4	3	3	3	2	--	--	--	--
11 th	+4	Initiate Grade 2	4	3	3	3	2	1	--	--	--
12 th	+4	Ability score improvement	4	3	3	3	2	1	--	--	--
13 th	+5	--	4	3	3	3	2	1	1	--	--
14 th	+5	Arcane Specialization	4	3	3	3	2	1	1	--	--
15 th	+5	Initiate Grade 3	4	3	3	3	2	1	1	1	--

16 th	+5	Ability score improvement	4	3	3	3	2	1	1	1	--
17 th	+6	--	4	3	3	3	2	1	1	1	1
18 th	+6	Initiate Grade 4	4	3	3	3	3	1	1	1	1
19 th	+6	Ability score improvement	4	3	3	3	3	2	2	1	1
20 th	+6	Initiate Grade 5	4	3	3	3	3	3	2	2	1

ASTRAL PROJECTION

A magician can perceive the astral plane (see p. XX) at will (using the Wisdom (Perception) skill) and can use their action on their turn to astrally project, although doing so leaves their physical body helpless and vulnerable.

The astral plane overlays the real world, and all living things have astral signatures (auras), while unliving objects do not—they are gray, hazy, and insubstantial on the astral plane. This makes it appear like a kind of “photo-negative” of the physical world: glowing neon signs are nearly invisible, while a shrub you wouldn’t normally notice glows vibrantly.

Astral travel is near instantaneous. The astral plane ends with the planet’s “manasphere” which in turn ends with the stratosphere. The significance of this is that there is no astral plane in space, which means the space stations that exist in orbit have *no magic* unless they’ve somehow engineered and/or cultivated their own miniature manasphere. As a rule, walls, floors, ceilings, and so on

are no barrier on the astral plane and you can fly through them without even feeling it. You cannot astrally travel through natural, unworked soil because it is a living part of the planet.

Mages that are astrally perceiving or projecting can cast spells on spirits or other astral entities that exist on the astral plane but have no physical manifestation in the “real” world. Spells with the {Mana} tag can also be cast on any living being from the astral plane (but no other spells). This means a mage can astrally project, fly through the wall to the corridor on the other side, and cast a {Mana} spell on a guard that cannot see them to put the guard to sleep. Likewise, spirits are invisible to characters that cannot see the astral plane unless they specifically choose not to be.

Any Mage can use their bonus action to shift their perception from the material world to the astral plane and back again. Much can be told about a character from their aura on the astral plane (emotional state, general health, presence and location of cyberware, awakened or not) although powerful magic users can mask or disguise their astral signature to fool weaker initiates. Characters that are astrally perceiving are at disadvantage when interacting with the physical world (driving a car, shooting a gun, etcetera).

Astral bodies' attributes are based solely on their mental abilities. Charisma replaces Strength, Wisdom replaces Constitution, and Intelligence replaces Dexterity.

Astral travel can happen at more or less the speed of thought. Assume that astrally projecting characters can move through the astral plane at a speed of *sixty miles per round* (600 miles per minute!) assuming that they don't run into an astral ward or mana barrier. More details on astral projection appear on p. XX.

SPELLCASTING

You can harness the power of the spirit world to impose your will on reality itself, although you must do so in accordance with the wishes of your totem.

SPELLS KNOWN

If using the optional Priority System, the number of spells you know at character creation varies depending on what you assigned to your Resources priority. Otherwise, you begin play knowing a number of spells equal to 4 + your Intelligence ability modifier.

CASTING SPELLS

You do not need to prepare spells. You can cast any spell you know assuming that you have a slot left for a spell of that level, or are willing to face the Drain.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your mage spells. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a mage spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

RITUAL CASTING

You can cast any mage spell you know as a ritual if the spell has the ritual tag.

SENSITIVE SYSTEM

For every point of Essence you install cyberware in, your Intelligence is permanently reduced by two points.

LEARNING SPELLS

Mages learn spells by paying for access to arcane libraries and databases and by paying other mages to train that. The cost of a new spell is usually 10,000 x spell level.

ELEMENTAL BINDING

Mages can summon elemental spirits, usually just “Elementals” for short. Elemental binding is a ritual that takes *at least* one hour to perform. Mages can summon air, earth, fire, and water elementals as well as watcher spirits and lesser elementals (see below). dust, ice, magma, and smoke mephits . For a spirit to appear at all, you must succeed at a Charisma contest versus the spirit. Unlike shaman, mages typically bind every spirit that they summon; if you succeed, the spirit is summoned and bound. You can only have a number of bound elementals at one time equal to your Charisma modifier (minimum one).

Elemental Summoning/Binding Table

Elemental	Ritual Length	Drain	Notes
Watcher Spirit	1 Hour	2d6	--
Lesser Earth Elemental	1 Hour	4d6	As Dust Mephit, <i>Monster Manual</i> p. 215
Lesser Water Elemental	1 Hour	4d6	As Ice Mephit, <i>Monster Manual</i> , p. 215
Lesser Fire Elemental	1 Hour	4d6	As Magma Mephit, <i>Monster Manual</i> p. 216
Lesser Air Elemental	1 Hour	4d6	As Smoke Mephit, <i>Monster Manual</i> p.217
Air Elemental	6 Hours	8d6	As Air Elemental, <i>Monster Manual</i> p.124
Fire Elemental	6 Hours	8d6	As Fire Elemental, <i>Monster Manual</i> p.125
Earth Elemental	6 Hours	8d6	As Earth Elemental, <i>Monster Manual</i> p.124
Water Elemental	6 Hours	8d6	As Water Elemental, <i>Monster Manual</i> p. 125

As usual, a successful Wisdom saving throw halves the drain damage. If you succeed, the spirit is now bound to

you. You must take a long rest after summoning a spirit before you can summon another one.

Elementals (not lesser elementals or watcher spirits) bound to you receive a bonus equal to your Proficiency bonus – 2 to all rolls they make and to their AC. Their hit point maximum also increases by half of your hit point maximum, rounded down.

ARCANE SPECIALIZATION/COMBAT MAGE

At 2nd level, you can choose to specialize in Abjuration, Enchantment, Evocation, Illusion, or Transmutation. If you do, you receive all of the benefits of the relevant Wizard Arcane Tradition, except that you ignore any mention of spellbooks, and the following Tradition features are altered:

- List go here.

Alternatively, you can choose not to specialize in one of those schools of magic and become a combat mage instead. If you do, you gain proficiency with all firearms, and you can choose to gain proficiency with either Constitution or Dexterity saving throws. Furthermore and finally, your hit dice improve to d8s.

INITIATION & METAMAGIC

When you reach 5th level, you undergo a ritual of Initiation during downtime and learn one of the following metamagic techniques that you meet the prerequisites for. For Hermetic Mages, this ritual is usually a ceremony (formal, informal, or just plain crazy) performed among their order at a place of power, while for a Shaman Initiation is usually a more intimate process involving a vision quest with their totem/spirit guide.

N.B. The highest level of Initiation a PC Mage can achieve in these rules is Grade 5. In the world of *Shadowrun*, few mages or shamans survive long enough to Initiate more than once, if they live that long, *but* on the other side, for the most powerful mages, Initiation Grades run well into the double digits and don't seem to have a maximum. Harlequin, for instance, is described as having an Initiate Grade in the "high double digits".

Initiate Metamagic - Spell Shaping

When you cast an area of effect spell that forces other creatures to make a saving throw, you can take a bonus action before casting the spell to 'shape' it: choose a number of creatures up to your Intelligence modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

Initiate Metamagic – Flexible Signature

You can alter your astral signature at will. You can disguise your aura so that it can't be used to identify you, or forge the astral signature of another magician you've assented, or simply reduce the amount of time your astral signature lasts (by your Initiate Grade in hours). Any character astrally perceiving your signature has their Wisdom (Perception) roll opposed by your Deception (Charisma) roll: if they win, they spot the true signature underneath.

Note that this metamagic disguises the magical “residue” your magic leaves behind, whereas Masking disguises your aura itself.

Initiate Metamagic - Masking

By taking one minute, you can alter your aura, causing you to appear mundane (non-magical), weaker (lower level), or stronger (higher level) on the astral plane. Any character astrally perceiving you and attempting to read your aura has their Wisdom (Perception) roll opposed by your Deception (Charisma) roll.

The higher-level magician has advantage on this opposed roll: it is largely trivial for powerful shamans to conceal their auras from novitiates, and likewise quite easy for even more powerful shamans to penetrate the masking of their inferiors.

Note that this metamagic modifies your aura, but not the magical residue left behind by your magic—that can be disguised with the Flexible Signature metamagic.

Initiate Metamagic – Psychometry

Psychometry is the art of reading objects to assess their history: only particularly dramatic and emotional events (sex, death, etc.) carry the emotional power to leave imprints on inanimate objects. Using psychometry on an imprinted object causes the magician to experiencing flashbacks, a flood of senses and emotions that can be overwhelming.

Reading an object calls for an Intelligence (Insight) roll, causes no drain, and does not use any spell lots. However, once reading an object, the magician has no control over how long the reading takes, and cannot stop until the reading is done. The DM rolls 1d6 to determine the duration of the reading in minutes.

Initiate Metamagic – Shielding

Prerequisite: Any two other Metamagic Techniques.

An initiate with this metamagic is far better at defending himself from spells. Shielding grants you advantage on all saving throws versus magical effects. As a bonus action, you can grant this magic resistance to any character you can see, although doing so means you lose it until you use a bonus action to start shielding yourself again.

Initiate Metamagic – Reflection

Prerequisite: Shielding Metamagic

Reflection is a metamagic technique that does what it sounds like it does. Whenever an initiate with shielding and reflection makes a save versus an offensive spell (whether single target or area of effect), if his saving

throw result beats the spell save DC by four or more points, the spell is reflected back at the caster. Radius spells reflect to a point centered on the caster, while line and cone spells reverse the direction of the line or cone back to the caster (if a lightning bolt from a Renraku wage-mage zaps through an ork mercenary on your team before it hits you and gets reflected, the ork *does not* take the damage a second time). A spell can only be reflected once, so if an enemy mage also has this metamagic, they receive a save versus their spell, but they cannot reflect it BACK at you again.

Initiate Metamagic - Centering

You can use your bonus action before casting a spell to center yourself. You have advantage on your Wisdom saving throw to resist the drain from that spell.

Initiate Metamagic – Quickening

Prerequisite: Any four other Metamagic Technique

You can cast one of a number of spells (see p. XX) on yourself *permanently*. This is exactly what it sounds like.

The spell's effects apply to you, and the duration becomes permanent. Quickening a spell on yourself costs a permanent number of Charisma points equal to half the spell's level (minimum 1). Quickening a spell on yourself is a ritual that takes 1 hour to perform, or longer if the spell's base casting time was longer than 1 hour.

WATCHER SPIRIT

Small Spirit, unaligned

Armor Class 16

Hit Points 17 (5d6)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	22 (+6)	10 (+0)	6 (-2)	16 (+3)	12 (+1)

Skills Perception +5

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, exhaustion, grappled, paralyzed, petrified, poisoned, prone

Senses passive Perception 15

Languages As Summoner

Challenge 1 (200 XP)

Telepathic Link. A watcher spirit shares a two way channel of telepathic communication with its summoner, and the two can exchange mental images through the link as well as words.

ACTIONS

Zap. *Ranged Spell Attack:* +5 to hit, range 30', target one creature. Hit: 9 (2d8) radiant damage.

“I've watched you all succeed with the highest marks in greed
From my cave where you're displayed like photographs that bleed
And I took the names to their ivory membranes
I am hate, everlasting with each sickly spell I'm casting
And discard all feelings
The stars scar my ceiling
This time I won't spare you”
- *Say Anything, “Chia-Like I Shall Grow”*

End Download 3.3