

## DRAIN VALUE CHANGES FOR SEVERAL SPELLS

The Drain Values for several spells should be updated as follows:

Corrode [Object]	F - 5
[Critic] Form	F - 4
Melt [Object]	F - 3
Pulse	F + 3
Slaughter [Metatype/species]	F - 2
Slow Vehicle	F + 1
Sludge [Object]	F - 1
Turn to Goo	F + 3

## RANGE CHANGES FOR SEVERAL SPELLS

Below are corrected ranges for several spells:

Catalog	T (A)
Chaff	LOS (A)
Fashion	T (A)
Increase/Decrease Noise	LOS (A)
Insecticide [insect spirit]	LOS (A)
Mass [Sense] Removal	LOS (A)
Spatial Sense	T (A)
Spatial Sense, Extended	T (A)
Stench	LOS (A)

## P. 37, CORRECTION ON MAYA CLOUD SIZE

The size of the cloud should be changed to cover more than two-and-a-half million square kilometers.

## P. 103, DESTROY [VEHICLE] TYPE CORRECTION

The spell type should be changed from M to P.

## P. 103, INSECTICIDE TYPE CORRECTION

The spell type should be changed from P to M.

## P. 105, RADIATION BEAM SUB-HEADER

Change "(Direct, Area)" to "(Indirect, Elemental)"

## P. 105, RADIATION BURST SUB-HEADER

Change "(Indirect, Elemental)" to "(Indirect, Area, Elemental)."

## P. 106, ASTRAL MESSAGE CORRECTIONS

Change the first sentence of the description to read as follows:

"Astral Message uses principles of Astral Projection (p. 313, SR5) to send short verbal messages (one hundred words or less) through the astral plane without creating a watcher."

## P. 106, POLLUTANT WAVE SUB-HEADER

Change "(Indirect, Elemental)" to "(Indirect, Area, Elemental)"

## P. 109, AMBIDEXTERITY CORRECTIONS

Change the Duration from S to I, then change the second sentence of the description to read as follows:

"The effect lasts 1 Combat Turn for every hit on the Spellcasting Test."

## P. 110, DECREASE REFLEXES, ENABLER, AND DECREASE INHERENT LIMITS SUB-HEADS

In all these sub-heads, change "(Negative)" to "(Essence)."

## P. 111, PHYSICAL CAMOUFLAGE SPELL TYPE

Change the spell type from M to P.

## P. 113, NET BIND SUB-HEADER

Change "(Physical)" to "(Physical, Area)."

## P. 115, [ELEMENT] WALL DESCRIPTION CORRECTION

Change the fifth sentence of the first paragraph from "In addition, the caster may adjust this size as he would adjust any area effect radius (see p. 282, SR5)" to "The caster may adjust this size if he has the Spell Shaping metamagic (p. 326, SR5)."

Also change the first sentence of the second paragraph of the description from "Anyone coming into contact with the wall suffers special damage as appropriate to the element (p. 170, SR5), with a Drain equal to the spell's Force" to "Anyone coming into contact with the wall suffers special damage as appropriate to the element (p. 170, SR5), with a Damage Value equal to the spell's Force."



## P. 115, GREATER SPIRIT POWERS SIDEBAR CORRECTION

Here are updated spirit types and their powers:

**Guardian:** Shielding (p. 326, SR5)

**Guidance:** Psychometry (p. 144)

**Task:** (Compulsion (p. 395, SR5).

## P. 116, CHANGE IN INCREASE/DECREASE NOISE SPELL

Change the first sentence of the second paragraph from “The spellcaster must achieve enough hits to beat the item’s Object Resistance threshold (p. 295, SR5)” to “The spellcaster must achieve enough hits to beat thresholds as follows: public grid (2), local grid (4), global grid (6).”

Additionally, change the second sentence of the third paragraph from “Every point of Force of this spell above 3 adds one to a hacker’s Overwatch Score each minute” to “For every net hit on the Spellcasting Test above 4, increase all Overwatch Scores of hackers in the affected area by 1D6 per minute.”

Finally, the sub-head of the spell should be changed from “(Physical)” to “(Environmental).”

## P. 116, INCREASE/DECREASE GEAR LIMITS TEST CORRECTION

Change the first sentence of the second paragraph from “The spellcaster must achieve enough hits to beat the item’s Object Resistance threshold (p. 295, SR5)” to “The spellcaster must achieve enough hits to beat the item’s Object Resistance Test (p. 295, SR5).”

## P. 116, GLUE STRIP TEST CORRECTION

Change the third sentence of the description from “The caster must beat the item’s Object Resistance threshold (p. 295, SR5) in order to create the mystical bond” to “The caster must beat the item’s Object Resistance Test (p. 295, SR5) in order to create the mystical bond.”

## P. 117, INTERFERENCE SPELL CHANGES

The sub-header should be changed from “(Environmental, Area)” to “(Physical, Area).”

Also, the description should be changed to read as follows:

“Interference floods the airwaves with electromagnetic jamming signals to block out wireless and radio communication. Each net hit from the caster increases the Noise by one just like a jammer (p. 441, SR5).”

## P. 117, LOCK TEST CORRECTION

Change the second sentence of the description from “The caster must beat the item’s Object Resistance threshold (p. 295, SR5)” to “The caster must beat the item’s Object Resistance Test (p. 295, SR5).”

## P. 117, PROTECT VEHICLE SUB-HEADER

Change “(Physical, Area)” to “(Physical).”

## P. 117, PROTECT VEHICLE TEST CORRECTION

Change the second sentence of the description from “The caster must beat the surface’s Object Resistance threshold (p. 295, SR5) in order to create the mystic bond between the caster and the vehicle. vehicle’s Object Resistance threshold by 1” to “The caster must beat the surface’s Object Resistance Test (p. 295, SR5) in order to create the mystic bond between the caster and the vehicle.”

## P. 117, PROTECT VEHICLE TEST CORRECTION

Change the third sentence from “Each net hit scored by the caster then increases the vehicle’s Object Resistance threshold by 1” to “Each net hit scored by the caster then adds one hit to the vehicle’s Object Resistance Test.”

Remove the last sentence with its limitation on how many targets may utilize Spell Defense.

## P. 118, PULSE TEST CORRECTION

Change the first sentence of the second paragraph from “The caster must be the item’s Object Resistance threshold (p. 295, SR5) to affect it with Pulse” to “The caster must beat the item’s Object Resistance Test (p. 295, SR5).”

Also, change the third sentence of the second paragraph from “The number of hits scored by the caster determines the level of disruption” to “The number of net hits scored by the caster determines the level of disruption.”

## P. 118, SLOW VEHICLE TEST CORRECTION AND CLARIFICATION

Change the second sentence of the description from “Should the caster achieve enough hits beat the vehicle’s Object Resistance threshold (p. 229, SR5), she may physically absorb excess kinetic energy causing a decrease in relative speed” to “Should the caster achieve enough hits beat the vehicle’s Object Resistance Test (p. 229, SR5), she may physically absorb excess kinetic energy causing a decrease in relative speed.”

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Also, change the third sentence from “This causes a good deal of extra Drain, but for every hit scored, the caster may decrease the Speed Attribute by one for the targeted vehicle” to “For every net hit scored, the caster may decrease the Speed Attribute for the targeted vehicle by one.”

### P. 118, SHAPE [MATERIAL] CHANGES

Change the sub-header from “(Environmental, Area)” to “(Physical, Area).”

Also, change the second sentence of the description from “First, the caster must beat the material’s Object Resistance threshold (p. 295, SR5) and then mentally command it to his whims” to “First, the caster must beat the material’s Object Resistance Test (p. 295, SR5) and then mentally command it to his whims.”

### PP. 118-119, (CRITTER) FORM SPELL CORRECTIONS

Change the fourth sentence of the description from “Add 1 to the critter’s Base attribute Ratings for every hit the caster generates” to “The caster may increase any base critter Physical Attribute one point for each net hit scored.”

Also, change the second sentence of the second paragraph from “Each critter form is a different spell (Hellhound form, Devil Rat Form, and so on)” to “Each critter form is a different spell (dog form, shark form, and so on).”

### P. 119, STERILIZE SUB-HEAD CORRECTION

Change “(Physical, Area)” to “(Environmental, Area).”

### P. 121, ADEPTS AND RITUALS CORRECTION

Change the first sentence of this section from “There are various rituals available to the adept, where the adept’s relevant skill or attribute fulfills the role of ritual spellcasting (steps 4 and 5)” to “There are various rituals available to adepts, where a relevant skill or attribute takes the place of Ritual Spellcasting in Step 7: Seal the Ritual.”

### P. 122, LINE OF INFLUENCE RADIUS STREAMLINING

In the second sentence of the sidebar, change “The radius of this cylinder is equal to ten meters times twice the Force of the mana line” to “The radius of this cylinder is equal to twenty meters times the Force of the mana line.”

### P. 125, BLOOD RITE FORCE CLARIFICATION

Change the third sentence of the description from “The minimum Force of the ritual is equal to the victim’s willpower” to “The minimum Force of the ritual is equal to the victim’s Willpower (or single highest Willpower if there are multiple victims).”

### P. 125, BLOOD SIGHT RESISTANCE FACTORS SIDEBAR

In the table listing additional resistance factors, change “+ Force Cleanse Spell” to “+Net Hits from Sterilize Spell (p. 119).”

### P. 129, QI MARK ACTIVATION CORRECTION

Qi marks can be deactivated as other foci. Change the last sentence of the **Qi Marked** paragraph from “Qi marks can be disenchanting in the same way as other foci, but cannot be deactivated (p. 305, SR5)” to “Qi marks can be disenchanting in the same way as other foci (p. 307, SR5).”

### P. 129, GROUP BOND FORCE CLARIFICATION

Change the fourth sentence of the third paragraph from “The force of the ritual equals 12 - stricture modifiers, with a minimum Force of 5” to “The Force of the ritual starts at 12, adjusted for group and individual strictures and penalties, with a minimum Force of 5.”

### P. 131, FREEING INDIVIDUALS FROM A GROUP BOND CORRECTION

The first sentence of the third paragraph should be changed from “Bonded individuals who do not have the Sorcery skill cannot free themselves of the bond on their own” to “Bonded individuals who do not have the Ritual Spellcasting skill cannot free themselves of the bond on their own.”

### P. 133, VIOLATING STRICTURES CORRECTION

Replace sentences four through six of the section with the following:

“Besides the ritual spellcasting penalties for the group, the offending magician personally suffers increased Drain for all magical skills (+1 for every stricture violated) until he atones.”

### P. 135, FOOLING WARDS CLARIFICATION

The first part of the first sentence of this section should be changed from “It is possible to attack a mana barrier or to press through it (p. 315, SR5)” to “It is possible to attack a mana barrier (p. 315, SR5).”

### P. 158, DIGITAL CELERITY EFFECT CLARIFICATION

Change the third sentence of the entry from “It imposes an additional -1 Perception modifier per level of Nimble Fingers to anyone observing or being targeted by the adept” to “It imposes an additional -1 Perception modifier per initiate grade to anyone observing or being targeted by the adept.”

### P. 170, COMMANDING VOICE CHANGE

The version of Commanding Voice on p. 185, *Stolen Souls*, stands. This power is changed to Authoritative Tone, costs 0.50 PP per level (max 3), and is described as follows:

Adepts with this power can speak in a way that immediately makes people want to believe them and follow their orders. For every level of this power, an adept gains a +1 die to any Opposed Social Skill Test that they initiate (normal limits apply).

### P. 172, INERTIA STRIKE CLARIFICATION

Change the third and fourth sentences of this section to read as follows:

“If the adept is successful with the attack, she adds (Magic x 0.5) to her Damage Value solely to determine if a knockdown occurs (p. 194, SR5). Inertia Strike does not change the actual Damage Value of the attack.”

### PP. 176 & 178, GREAT LEAP REFERENCES

These references (under The Athlete’s Way and The Invisible Way) should be changed to Light Body (p. 310, SR5).

### P. 177, THE BEAST’S WAY POWER LIST CHANGE

The last sentence, stating that Beast’s Way adepts can choose one additional power, should be removed.

### P. 185, MISSING ADEPT POWERS

Some adept powers are referred to in different ways in the book but are not detailed. Here are the powers:

### KERATIN CONTROL

**Cost:** 0.5

The adept has the ability to accelerate their hair, nail, and horn growth within the limits of the adept’s metatype. The adept can go from short, professional appearance to street chic in a matter of hours. The power also allows any hair grown to be straight or curly at the adept’s discretion. Full beards and long hair normally take six hours to grow, but the growth can be accelerated at the cost of one unresisted box of Stun Damage per hour reduction in growth time.

### LIVING FOCUS

**Cost:** 1

This power allows the adept to sustain a spell in a manner that simulates a Sustaining Focus. The casting magician does not need to maintain the spell but can transfer the spell to the adept with a Simple Action, with the adept providing the mana to power the spell. The spell cannot be further transferred, even if the recipient has the Living Focus power. The spell’s Force cannot exceed the adept’s Magic Attribute, and while sustaining the spell the adept suffers a -2 dice pool modifier to all actions while they sustain the spell. Counterspelling the sustained spell is handled with Dispelling (p. 296, SR5).

### P. 195, ENDOWMENT CORRECTION

In the second sentence of the description, change “the spirit can grant a power to a number of targets equal to twice its Magic” to “the spirit can grant a power to a number of targets equal to its Magic.”

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