

Sorcery Contests

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Unless you're in astral space you probably won't get into a good old magical street fight unless it involves simply lobbing spells back and forth at each other. This is a shame. I've always wanted to see two magic users engaged in a struggle of power that doesn't involve on hiding behind a buick as an Acid Bolt comes roaring at them. I'd love to see a battle of raw magical energy. So, of course, I wrote up some rules for one.

When two magic users engage on a sorcery contest they are using their knowledge of magical energy in an attempt to overpower the energy of their opponent. They are essentially manufacturing spells on they fly designed to counter and overrun the actions of another magician. Mundanes cannot participate in nor can they be the target of the magic used in this way. It involves the subtle probing of an opponents magical weaknesses and the utilization of the vulnerabilities created when a sorcerer uses magic in this way.

Declaring A Contest

A Sorcery Contest is usually a contest of both honor and power. Both participants must be willing and the contest only ends when the participants agree to "disengage" or when one of them is dead. Usually there are only two combatants although there is no real limit to how many people may participate.

Combat

Combat in a sorcery contest is mutual (see "Mutual Combat") with each individual rolling any number of their Sorcery skill dice against a base target of 4, plus any applicable modifiers. I personally do not allow magic pool dice to be used for anything in these contests because it messes with its purity. Damage can be declared as being either physical or mental, the staging for both starting at Moderate. Some method should be used to ensure both parties don't know how many dice the other is rolling until they hit the table.

Drain

Drain depends on how much energy an individual put into their attack or defense. The staging for resisting drain is set at Moderate with the target number being however much of their Sorcery skill they used in their efforts. It doesn't matter whether you declared mental or physical as the damage type. Roll Willpower plus any Sorcery dice not used in the attack. As you can see the proper use of the Sorcery skill is instrumental in winning this kind of contest. If you "hold back" on your attack you'll better be able to resist drain later on. Yet if you hold back too much you might get wasted. Tough choices.

Ending A Contest

I'm sure at least somebody picked up on the fact that, while you can't end a contest until all parties agree to end it or the combatant dies, you are able to knock out an opponent with mental damage. Simply because you took a little nap does not mean its over. The contest continues. A combatant who has brought his or her opponent to the brink of death may choose to knock them out instead, thus allowing combat to resume on some later day. Also a combatant may simply run away. When combat "ends" in this way the combatants are linked by their rivalry in strange ways. When their opponent is in the immediate

area, they will know it. They may become obsessed with finishing the contest, or they may go to extreme means to avoid their adversary. The possibilities are endless.

Roleplaying Combat

Roleplaying a sorcery contest is fun. The "spells" cast may appear in any form the caster wishes, although this visual appearance does not alter the spells effect. If, for example, the magician achieved the most successes and slammed a spell resembling an large brick into the chest of his opponent this opponent would not receive the benefits of armor. In addition these spells may not create any effects which alter or harm anything surrounding the target. A spell resembling a fireball wouldn't even damage the target's clothing. It is still a contest of pure sorcery skill, knowledge, and power. Nothing more, nothing less.