

Adept

Compendium

2065

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Adept Compendium 2065

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# Introduction

This is a compendium containing rules for adepts – it is *the* book. The complete canon of powers and metamagic for playing adepts in Shadowrun 3.0 plus parts from the Shadowrun 2.0 canon and third party stuff from a bunch of other people. No more searching through more than two books to find the description of an adeptic ability – just look here to find the most important information.

But this is no replacement for the original books – this is just a quick reference. Please consult the referred sourcebooks when uncertain about a specific entry.

## Using this book

The canonic rules of Shadowrun are in a continuing process of change and expansion. Eventually ideas from the community are somehow integrated into the canon, and this book gives first priority to the canon.

On some entries you may find a **Notes** section. These contain suggestions for balanced gameplay, not criticism, and they are not necessarily my own thoughts.

Every description begins with the title of the power, metamagic or focus. This is followed by the required amount of power points (powers only), the source or author and, sometimes, a cryptic symbol on the right margin indicating that the item is canonic ("**C**") or was once canonic and now deprecated ("**D**"). Deprecated stuff shouldn't be newly learned by characters.

Sometimes the text refers to sections of certain canonic source books using the following abbreviations:

| <i>Source</i>           | <i>Abbreviation</i> |
|-------------------------|---------------------|
| Shadowrun 2.0           | SR2                 |
| Shadowrun 3.0           | SR3                 |
| Cannon Companion        | CC                  |
| Magic in the Shadows    | MitS                |
| Man and Machine         | M&M                 |
| Shadowrun Companion 3.0 | SRComp              |
| State of the Art 2063   | SotA63              |
| State of the Art 2064   | SotA64              |

## Sources

This book bases upon the Adept Handybook 1.0 (created by Brett Brown), which has literally fallen behind the state of the art, when State of the Art 2064 came out. The Adept Compendium 2065 is not only an update to the Adept Handybook, it also integrates adept related metamagic and and Foci from Magic in the Shadows, State of the Art 2063 and State of the Art 2064.

This book is no challenge to copyright. seeing that the greater part of this book is copied from books published by FASA and FanPro, I would drop this material when they call me to do it.

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## *Thanks*

**WizKids** for hopefully not killing me.

**FASA** for putting out such a successful role-playing game.

**FanPro** for keeping Shadowrun alive.

All those people around playing Shadowrun and having fun.

**My Gaming Group** for not kicking me out whenever I try to overpower my adept character.

# Powers

To all other things noted, the level of any power is limited to the adept's Magic attribute.

## *Adhesion*

**Cost:** 1                      **Author:** Georg Greve (greve@fusebox.hanse.de)

The Adhesion power gives the PA the ability to make parts of his/her body adhesive to objects (it works more like magnetism than glue but it works on all material). The adhesion power has a very limited range (only up to the outer border of the PA's aura) and can be controlled in a way that allows the PA to say "I make my left palm and my right foot adhesive" and can be turned on/off instantly. The maximum weight that can be supported by the Adhesion power is equal to the maximum lifting weight (Strength \* 20) plus the character's own weight. When combined with the "Traceless Walk" power the Adept doesn't apply pressure/force to the object he is adhesive to. Pressure sensors will not recognize him and so on.

## *Aggravated Damage*

**Cost:** 1                      **Author:** Gurth (gurth@xs4all.nl)

Use of this ability allows the adept to do more damage than normal on a successful Unarmed Combat hit. The adept must make a normal attack test. If all skill dice (including Improved Ability dice, but not including Combat Pool dice) come up as successes, and the adept hits the target, the Damage Level is increased by 1 step automatically. This cannot be used with an armed attack, or with Edged Arm or other damage enhancing abilities (though it may be used with power enhancing abilities, such as Power Blow).

**Example:** Finn hits a security guard. Finn rolls his Unarmed Combat test (6 dice, plus 3 Combat Pool dice), and the guard does the same (3 dice). All of Finn's skill dice are successes, and he also gets 1 success on his Combat Pool dice, for a total of 7. The guard gets 2 successes, so Finn has 5 left in his advantage. His attack hits, and all skill dice were successes. Normally, Finn would do (STR)M Stun damage, but now he does (STR)S Stun, and has 5 successes left, against which the guard is now to roll a Body test.

## *Aid Spell*

**Cost:** 0.5 / level                      **Source:** State of the Art 2064, p. 64 (FanPro)                      **C**

Aid Spell allows an adept to channel his/her or her inner magic so that a magician may tap into it to aid his/her spellcasting. Physical contact between the adept and spellcaster is necessary. The adept must take an exclusive Complex Action and concentrate on acting as a conduit for mana. This power allows the adept to provide one die per level to a magician that is casting a spell in the same Initiative Phase. Each use of Aid Spell requires the adept to make a Drain Test using Willpower (mana spells) or Body (physical spells) against (Force / 2)M Stun.

## *Animal Empathy*

**Cost:** 0.25 / level                      **Source:** State of the Art 2064, p. 64 (FanPro)                      **C**

An adept with Animal Empathy has a natural affinity for handling animals. Each level adds +1 die for any skill tests involving the non-threatening handling of animals or attempts to threaten or frighten animals.

**Note:** This canonic power replaces the Animal Control power originally created by Herbert L. Helzer II for White Wolf #38.

### *Astral Cloak*

**Cost:** 0.5 / level      **Author:** Herbert L. Helzer II (White Wolf #38)

This ability partially shields an adept against Detection spells. The Cloak acts as a passive Mana Barrier, adding the number of points purchased to the Target Number of of any hypersense or general detection spell targeted against the adept (gamemaster's discretion). If the Cloak rating negates (reduces to zero) the successes of a hypersense spell (Clairvoyance or Clairaudience), the adept is invisible/inaudible to the spell (otherwise the spell works normally). This ability only works for the adept; he or she cannot extend the Cloak around others. In astral space the Cloak can be attacked like a Mana Barrier. If the Cloak falls, it is rebuilt at a rate of one point/six hours. Unless the player states otherwise, the Cloak is always considered to be "up".

### *Astral Perception*

**Cost:** 2      **Source:** Shadowrun 3.0, p. 168 (FASA)      **C**

You have the ability to see and reach into the astral plane via astral perception. You cannot use astral projection. Adepts with this power follow all the normal rules for astral perception.

### *Attribute Boost*

**Cost:** 0.25 / level      **Source:** Shadowrun 3.0, p. 168 (FASA)      **C**

You can call upon your inner strength to perform amazing feats beyond your normal abilities. Attribute Boost can be purchased for any Physical Attribute: Strength, Body, or Quickness. It cannot be purchased for a Mental or Special Attribute. It must be purchased separately for each of the Physical Attributes. To gain the boost, make a Magic Test against a target number equal to one half the base (unaugmented) rating of the Attribute being boosted (round up). If there are no successes, the Attribute is not boosted. Otherwise, the Attribute is boosted by the level of the power. The boost lasts for a number of Combat Turns equal to the number of successes. No Attribute can be boosted to greater than twice its Racial modified Limit.

When the boost runs out, you must make a Drain Resistance Test. The target number is equal to one-half the boosted Attribute value (round up). The Drain Level is based on the level of the boosted Attribute rating compared to your character's Racial Maximum or Limit for that Attribute.

Consult the Attribute Boost Drain Table below.

Attribute Boost is not compatibly with any artificial (cyberware) enhancements, nor spell-based increases. It is compatibly with the Improved Physical Attribute power.

| <i>Boosted Attribute</i><br><i>Racial Modified Limit</i> | <i>Drain Level</i> |
|--|--------------------|
| ≤ 1.0  | L                  |
| ≤ 1.5  | M                  |
| ≤ 2.0  | S                  |

### *Blend in/Stand out*

**Cost:** 0.75      **Author:** Gurth (gurth@xs4all.nl)

A power with two distinct sides, that are nonetheless similar, the adept can use it to either blend into a crowd, or stand out from it. The power is not normally active, but once activated (costing a Simple Action), the adept may choose whether he wants to be part of the crowd, or be noticed.

The adept must concentrate on the use of the power, which counts as sustaining a spell, and incurs a +2 to all other magical target numbers for the adept (including spellcasting, if the adept is a physical magician). The use of the power is not evident from astral space, though, unlike a sustained spell.

When blending in, the adept is easily overlooked by people searching for him (whether they search him specifically, someone fitting his/her description, or just want a generic person); on the



other hand, when the adept chooses to stand out, he will be noticed sooner than others. For example, by choosing to stand out the adept can increase his/her chances of being picked from the audience in a quiz show, while by blending in he can avoid being volunteered for a hazardous mission. The exact reaction of other characters (player and non-player) to use of the power is judged by the gamemaster, keeping in mind other activities the adept engages in, since these may give him or her away anyway. For this ability to work, the adept must be in a crowd, or at least a small group of people. No tests or target numbers are normally involved, though the gamemaster may choose to give characters trying to spot the adept a +2 or -2 to their Perception test target numbers, depending on whether the adept wants to blend in or stand out.

### *Blind Fighting*

**Cost:** 0.5

**Source:** Magic in the Shadows, p. 149 (FASA)

**C**

Adepts with the blind fighting power possess a mystical "sixth sense" that allows them to function more effectively in darkness or under other conditions in which the adept is unable to see (such as being blindfolded). The blind fighting power reduces the visibility penalty (blind fire, full darkness) to +4. Targets attacked by an adept using this power still gain the normal bonuses from cover.

### *Blur*

**Cost:** 1.5

**Author:** Shadowdancer (briddle@marsh.vinu.edu)

This power makes the physical adept's body rapidly vibrate, making him blurry and hard to see. It causes major eyestrain to the opponent, even those with cybereyes or cameras.

A simple action is required to activate it. It lasts 5 combat turns, during which it increases all opponents' Target Number by 3 in attempting to do something relating to the adept (i.e. firing at him, swiping at him, etc.). This modifier does not apply to casting spells against the adept, however, as his/her aura does not blur.

**Notes:** There is no clear indication as to what happens after the 5 turns; there seems to be nothing preventing the adept from simply reactivating the power with a simple action and letting it go another 5 turns. This may sound a bit disconcerting to some GM's, and they may wish to restrict Blur in some way. Possibilities include making some sort of drain test at the end of the duration, allowing only one use every (some number) minutes, etc.

### *Body Control*

**Cost:** 0.25 / level

**Source:** Shadowrun 3.0, p. 169 (FanPro)

**C**

Your power of mind-over-body allows you to resist the effects of toxins and diseases. Each level of Body Control provides 1 additional die for Resistance Tests against such effects.

**Notes:** This replaces the Pathogen Control power, originally listed in White Wolf.

### *Bone Razors*

**Cost:** 0.75

**Author:** Shadowdancer (briddle@marsh.vinu.edu)

Similar to spurs, except made of bone. Damage code is (Str-1)M. Can be extended and retracted, but each time they are extended from beneath the skin, the adept suffers a Light Mental wound.

**Notes:** It might be advisable to allow the adept to resist the damage from extending the razors. Also, I don't know about how strong bone would be compared to the metals used in spurs, but the GM may wish to put some checks on just what you can slice at with these razors.

### **Breaking Blow**

**Cost:** 0.5 / level      **Author:** Mark Mohan (NERPS Shadowlore, p. 13)

This power allows the adept to break and destroy barriers with his/her bare hands (a variation of Shattering Blow.) For each point purchased, the adept adds +1 to the power of the attack and subtracts 1 from the opposing Barrier Rating. This can be used in conjunction with Power Blow, but only in attacking objects with Barrier Ratings (such as cars.) This power may also be used in conjunction with Smashing Blow.

### **Called Shot**

**Cost:** 0.5 / level      **Author:** Gurth (gurth@xs4all.nl)

This ability reduces the modifier for called shots (SR3, p. 114). Normally, this is a +4 modifier to the target number, but every point bought in Called Shot ability reduces this modifier by 1 point — that is, an adept with level 3 Called Shot would only get a +1 modifier for an aimed shot. Called Shot cannot reduce the modifier below +0, so an adept with level 7 Called Shot only gets a +0 modifier, not -3. The adept must buy this ability for each skill he intends to use it with separately. An adept with Called Shot (Pistols) level 2 would get only a +2 modifier when attempting aimed shots with a pistol, but would have the full +4 when firing a bow.

**Notes:** This power was originally listed as "Aimed Shot" – this was changed due to the fact that this is about called shots. The GM may wish to increase the cost of this power to prevent adepts from becoming overly trigger-happy. Increasing cost to .75 or 1 per point is useful. What I would recommend is to up the cost for firearms and gunnery while keeping it at .5 for projectile and throwing weapons.

### **Camouflage**

**Cost:** 0.5 / level      **Author:** Shadowdancer (briddle@marsh.vinu.edu)

This power gives close to the same effect as the critter power "Adaptive Coloration". Each level adds 1 die to the stealth skill and adds +1 modifier to opponent perception tests.

**Notes:** As it is, the power is clearly open to min-max abuse, and so the GM may wish to place a cap on the power (no more than (Magic) points of Camouflage, no more than three levels of Camouflage, and so on). Also, although it is not explicitly stated, it can probably be assumed that the perception test modifier is strictly for visual tests.

### **Charge Object**

**Cost:** special      **Author:** Thanatos (ryokley@earthlink.net)

The adept channels mana through his/her hands and into a held object of no greater size than his/her (Magic)<sup>3</sup> in cubic centimeters and at least (Magic)<sup>2</sup> cubic centimeters. Charging takes one Simple Action for each damage level (L takes 1 Simple Action, D takes 2 Complex Actions) and must be done without pausing or the charge is lost. Depending on the level of the power, upon physical contact with the object with any significant amount of force (i.e. greater than air pressure or dust falling), the object explodes in a violent physical explosion, causing damage to the object struck. Treat the explosion as a defensive grenade blast (-1 Power per half-meter) with a Power equal to the adept's magic rating and the damage base as listed below. Once the object is removed from contact with the adept's aura (i.e. the adept releases the object), any pressure on the object *including* the same adept touching it will set off the charge.

To hurl the object, the adept must have an appropriate skill for throwing the object, like Throwing Weapons. Charging objects with explosive properties is not possible, as charging an object such as

this causes the materials to become volatile and explode prematurely.

Objects such as knives or bladed objects can be charged, but a charged item explodes on immediate pressure contact, so no proprietary damage will be caused by the sharp edge before the blade explodes. Attempts to charge an object unstable in its environment (i.e. an ice cube in room temperature) simply results in the object disintegrating (melting, in the aforementioned case). The charge is mana-based, but the explosion is purely physical and deals no damage on the astral plane.

Further, the mana charge on an object will slowly dissipate once it is released from the adept's grasp. The Power of the potential explosion reduces by 1 for every 10 minutes the object is free from the adept. Once the Power is reduced to 0, the charge fully dissipates and the object, while warm to the touch, may be safely handled.

| <i>Base Damage Level</i> | <i>Cost</i> |
|--------------------------|-------------|
| (Magic)L                 | 1           |
| (Magic)M                 | 1.5         |
| (Magic)S                 | 2           |
| (Magic)D                 | 4           |

### *Chitin*

**Cost:** 0.25 / level      **Author:** TH Anderson (ryumyo@ic.mankato.mn.us)

An "abnormal" channeling of magical energies that results in the manifestation of chitin around the adept's body. This hardening and densification of the body does result in added armor cover, but rarely improves one's lifestyle. Each level provides 1 point of Impact armor. Each 3 levels provides 1 point of Ballistic armor. For every number of levels equal to the adept's natural body, he loses 1 point of Initiative. Life sucks chummer. Social penalties are up to the GM, but I would not advise having this one in Chicago!

**Notes:** Considering the cost of the canon power Mystic Armor, it might be advisable to check this one in a few ways; disallow the purchase of a level higher than Magic rating and/or raise the cost to .5 or .75 per level.

### *Claws*

**Cost:** 1      **Author:** TH Anderson (ryumyo@ic.mankato.mn.us)

Similar to how Chitin develops, this is a highly localized version. It results in the adept's finger and toenails becoming very hard and sharp. Damage is (Str/2)L and the nails have a Body equal to the adept's Magic rating for the purposes of possibly breaking. This power is particularly common among shamanic adepts.

**Notes:** Some have said that this power is too expensive for the damage it does, and so lowering the cost (i.e. .75) is certainly understandable.

### *Combat Sense*

**Cost:** 1 / level      **Source:** Shadowrun 3.0, p. 169 (FASA)

**C**

Combat sense provides an instinctive sense about an area and any potential threats nearby. Each level gives you a number of extra Combat Pool dice, as well as the ability to spend a percentage of your Combat Pool dice on your Reaction Test in surprise situations.

| <i>Level</i> | <i>Cost</i> | <i>Combat Pool</i> | <i>for Reaction Test</i> |
|--------------|-------------|--------------------|--------------------------|
| 1            | 1           | +1                 | 25%                      |
| 2            | 2           | +2                 | 50%                      |
| 3            | 3           | +3                 | 100%                     |

### Commanding Voice

**Cost:** 0.5

**Source:** State of the Art 2064, p. 64 (FanPro)

**C**

This power channels magic into the modulation of the adept's voice. As a result, the weight and importance of the adept's words subliminally influence target listeners. An adept with Commanding Voice may take a Complex Action and issue a forceful but simple order (three words or less) to another character. The adept pits his/her Charisma against the target's Willpower in an Opposed Test. For each additional individual past the first, the adept suffers a +1 target number modifier. If the adept wins, the target character takes his/her next available Free or Simple Action to either obey the adept or pause in indecision (gamemaster's call). The order does not carry any weight beyond that immediate impetus, however, and determined characters will immediately go about doing what they originally meant to do. This power is useful for temporarily distracting or flustering opponents.

Commanding Voice may only be used on metahumans who can directly hear and understand the adept. It does not work when the voice is amplified or transmitted via technological means (bullhorn, loudspeakers, etc.). It is less effective on subsequent uses; apply a cumulative +2 modifier each additional time an adept tries to use Commanding Voice on the same character in a 24-hour period.

### Confusing Hit

**Cost:** special

**Author:** Capt. MJB (Michael Best)

When the adept hits a living opponent (spirits and elementals count) with a bare handed strike and hits exposed flesh (scales, bone, whatever) the opponent must make a Willpower success test with a target number equal to the adept's Magic attribute. If no successes are rolled, the victim suffers the penalty below to all his/her target numbers. The distraction varies per level of the power, as does the time it lasts. The effect begins the victim's next action.

| Level | Penalty | Duration (Turns) | Cost |
|-------|---------|------------------|------|
| 1     | +1      | 1                | 1    |
| 2     | +2      | 2                | 2    |
| 3     | +3      | 1D6 + 1          | 3.5  |
| 4     | +4      | 2D6 + 2          | 5    |

Additional hits by the same adept are not cumulative, but hits by other adepts are.

### Cool Resolve

**Cost:** 0.5 / level

**Source:** State of the Art 2064, p. 65 (FanPro)

**C**

An adept with Cool Resolve has a confident and unflappable presence in social situations. This power protects the adept from being manipulated, fooled or intimidated by others. The adept receives one die per level for resisting the use of Charisma-linked social skills against him. This power does not protect against spells or critter powers, but it does function against other adept powers.

### Counterstrike

**Cost:** 0.5 / level

**Source:** Magic in the Shadows, p. 149 (FASA)

**C**

The counterstrike power gives the adept a particularly strong ability to strike back at attackers. For each level of the power, the adept rolls an additional die for Counterattack Tests in melee combat, either armed or unarmed. These dice can only be used for counterattacks, not for damage resistance or any other type of attack.

### *Delay Damage*

**Cost:** 1 (Obvious), 2 (Silent) **Source:** Magic in the Shadows, p. 149 (FASA) **C**

The delay damage power allows an adept to inflict damage in unarmed melee combat that does not take immediate effect. Before making his/her attack, the adept declares the use of the delay damage power and then makes a normal Attack Test against the target. The target makes a Damage Resistance Test as normal.

If the attack is successful and the target does not completely resist the damage, the delay damage power converts the attack into a “charge” of astral force that lingers in the target’s aura for up to 24 hours. After a predetermined period, defined by the adept when the attack is made, the damage from the attack (Stun or Physical, per the standard rules for the attack) takes effect against the target as if the attack had occurred that instant.

Once the delayed damage attack has been set in motion, it requires no further attention or effort from the adept. A target can only be under the effects of one delay damage attack at any given time. Anyone who observes the target of a delay damage attack in astral space will see the magical charge in the target’s aura. The charge can be removed before it takes effect by making a Dispelling Test against a target number equal to the Power of the attack, with a Drain equal to the attack’s damage code. Adept assassins with the delay damage and killing hands powers are capable of striking a victim with the confidence that the target will die hours later, when the adept has secured an alibi hundreds of miles away.

### *Deep Rooting*

**Cost:** 0.5 **Source:** State of the Art 2064, p. 65 (FanPro) **C**

Deep Rooting is an advanced version of the Rooting power (p. 32). It has the same effects as one level of Rooting and additionally allows the adept to root himself in place so thoroughly that he acts as a highly stable firing platform. Deep Rooting reduces all recoil penalties by half (round down). The adept has a firing arc of 90 degrees to the front and may only turn up to 90 degrees per action. (Note that the Rooting power is not a prerequisite for Deep Rooting.)

### *Disarm*

**Cost:** 0.5 / level **Author:** Gurth (gurth@xs4all.nl)

Using this ability, the adept can quickly and efficiently remove a weapon (or any other object, for that matter) from an opponent’s hands. The adept rolls a number of dice equal to his/her Unarmed Combat skill plus the level of the ability against a target number equal to the opponent’s Quickness and applying all applicable modifiers for melee combat. Disarm is considered to be an unarmed attack, so the opponent may defend against it in the normal way. If the adept has any net successes, anything the opponent was holding in his/her hands is removed and flies away for a number of meters equal to the adept’s net successes, in the direction desired by the adept. Disarm does not cause damage to the target, but the target’s counterattack may damage the adept. The adept must have both hands free in order to disarm an opponent.

### *Distance Strike*

**Cost:** 2 **Source:** Magic in the Shadows, p. 149 (FASA) **C**

The distance strike power allows an adept to use the medium of astral space to make an unarmed attack over a short distance and strike a target without physically touching the target. The power has a range in meters equal to the adept’s Magic Attribute and inflicts the standard damage for an unarmed attack. To use the distance strike power, the adept makes an Unarmed Combat Test as normal, ignoring Reach modifiers. The target uses Combat Pool dice and Body to resist the attack as

a ranged attack; in other words, the target cannot counterattack, and if the target rolls more successes on his/her Combat Pool or Threat Rating dice than the attacker's successes, the attack is a complete miss. If an adept possesses either the killing hands power or the distance strike power and wishes to purchase the other, double the cost of the second power purchased.

**Notes:** Alfredo Alves (dghost@juno.com) recommends an optional rule for distance strike; the distance strike power may be purchased along with killing hands without an increased cost to either power as long as the powers are not used in conjunction.

Alves also suggests that other powers—not just killing hands—be made available to be used with distance strike. Further, although it is not explicitly stated, it may be assumed that Distance Strike cannot attack manaless targets (rocks, etc.).

### *Edged Arm*

**Cost:** special      **Author:** Gurth (gurth@xs4all.nl)

The adept can transform one of his/her arms into a vicious, bladed weapon. The exact transformation depends on the level of ability purchased; for instance, level 1 changes a finger into a knife, while level 7 transforms the whole lower arm into a broadsword. The transformed limb gets the properties of steel, hardened into a sharp edge, so it can be used as a sword or knife. The transformation requires one Complex Action to take place, and a Free Action to return to the normal state of the limb. It cannot be used with a cyberarm, or with adept abilities that directly enhance damage, such as Killing Hands. It can be used with Improved Physical Attributes, if that has increased the adept's Strength.

**Notes:** As the lower levels may be a bit costly, alternative figures are listed in parentheses. Also, it isn't specified what skill is used with this power, although Edged Weapons may be assumed; a specialization in a knife might be applicable for the first couple levels of the power, and so on. I would also advise against allowing this power to be used with Distance Strike.

| <i>Level</i> | <i>Damage</i> | <i>Reach</i> | <i>Cost</i> |
|--------------|---------------|--------------|-------------|
| 1            | (Str)L        | 0            | 1 (.5)      |
| 2            | (Str+1)L      | 0            | 1.25 (.75)  |
| 3            | (Str+2)L      | 0            | 1.5 (1.25)  |
| 4            | (Str)M        | 1            | 1.75 (1.5)  |
| 5            | (Str+1)M      | 1            | 2           |
| 6            | (Str+2)M      | 1            | 2.25        |
| 7            | (Str+3)M      | 1            | 2.5         |

### *Eidetic Sense Memory*

**Cost:** 0.5      **Source:** State of the Art 2064, p. 65 (FanPro)      **C**

An adept with Eidetic Sense Memory has a photographic sight memory in addition to a very keen memory for noises, smells, the way textures feel, the way foods taste and so on. The adept can always remember these senses and recall what or who they are in future encounters. Adepts with this power can also photo-read, greatly increasing the rate at which text can be read.

### *Elemental Strike*

**Cost:** 0.5      **Source:** State of the Art 2064, p. 65 (FanPro)      **C**

Elemental Strike can only be purchased by adepts who already know the Killing Hands power.

Elemental Strike allows an adept to channel his/her power into creating a secondary elemental effect (MitS, p. 51) when he strikes a target with Killing Hands. The specific elemental effect is chosen when this power is purchased. When the power is active, it appears as a visible effect around the adept's hands or feet. Creating the elemental effect requires a Simple Action, and it remains in effect for (Magic Attribute) Combat Turns or until the adept uses a Free Action to extinguish it.

Elemental Strike may not be used with Distance Strike or Delay Damage.

### *Empathic Healing*

**Cost:** 1                      **Source:** State of the Art 2064, p. 65 (FanPro)                      **C**

An adept may heal another person by transferring some or all of that person's wounds to himself. The adept makes a Magic(10 – the target's Essence (round down)) Test. The number of successes determines the maximum number of damage boxes that can be transferred. The base time for this process depends upon the wound level transferred (use the Permanent Spell Base Time table, SR3, p. 128). Extra successes may be used to reduce the base time.

The adept must maintain physical contact with the wounded character during this entire process. Only Physical damage can be transferred in this manner.

### *Empathic Reading*

**Cost:** 0.25 / level                      **Source:** State of the Art 2064, p. 65 (FanPro)                      **C**

An adept with Empathic Reading has a greater ability to determine if a target is telling the truth or imparting factual information. The adept is sensitive to the unconscious physical body language and biological signs a person exhibits while trying to lie. The adept receives a -1 target number modifier per level to determine if a character is lying. To determine if a character is lying, the adept makes an Intelligence Test against the lying character's Negotiation Open Test – Empathic Reading reduces the result of the Open Test by 1 per level for the adept.

### *Empathic Sense*

**Cost:** 0.5                      **Source:** Magic in the Shadows, p. 150 (FASA)                      **C**

The empathic sense ability gives an adept a limited form of astral awareness that allows him to sense the feelings of those around him, to a range of the adept's unaided line of sight. The adept makes a Perception (4) Test to gain a general impression of a subject's current emotions (love, anger, fear, and so on). The greater the number of successes, the more detailed the information the adept learns. Metamagical masking can defeat this power, but if the adept using the empathic sense power is also an initiate, resolve an attempt to penetrate the masking normally.

### *Energy Charge*

**Cost:** 1.5 / level                      **Author:** Shadowdancer (briddle@marsh.vinu.edu)

This allows the adept to charge a body part for increased damage.

It takes one simple action to activate. The opponent suffers a base 2L Stun shock in addition to the normal damage. Each level adds +2 Power and +1 Damage to the base (i.e. level 3 would cost 4.5 magic and do 6S Stun). Drain is (Level+2)Damage Code (i.e., same power has drain of 5S).

**Notes:** While it does not specify, GM's may assume that this power affects both Armed and Unarmed attacks or either one. Because the adept must resist drain, the GM may wish to lower the cost to 1 per level.

### *Enhanced Balance*

**Cost:** 0.5 / level                      **Source:** State of the Art 2064, p. 65 (FanPro)                      **C**

Enhanced Balance increases an adept's balance for athletic maneuvers such as climbing, tight-rope walking, gymnastics and so on. Each level of Enhanced Balance reduces the target number for any Physical Skill Tests involving balance or Knockdown tests by 1. Maximum level is 2.

### *Enhanced Coordination*

**Cost:** 0.25 / level      **Source:** Awakenings, p. 116)

**D**

An adept with the enhanced coordination power may use both hands equally well. Each level of this power counts as 1 level in the Ambidexterity Special Skill (see Off-Hand Training, p. 81, *Fields of Fire*). The adept must have at least 1 level in the Ambidexterity Skill in order to buy this power, and may not have more levels in the enhanced coordination power than he has levels in the Ambidexterity Skill.

**Note:** The Ambidexterity Skill has been replaced by the Ambidexterity Edge (CC, p. 96). The gamemaster should decide whether he allows further use of this power or change the character have to bought the Ambidexterity Edge.

### *Enhanced Healing*

**Cost:** 2      **Author:** Herbert L. Helzer (White Wolf #38)

This power allows an adept to heal stun and physical damage more quickly by entering a state of dormancy. When the adept is recovering from stun damage he makes the same roll for recovering, but double the number of successes made.

The adept heals physical damage at a rate of one extra box a day. When the adept is healing by this power he is also considered to be asleep too, so is oblivious to his/her surroundings. If the adept doesn't get the required amount of sleep (which is eight hours), then the time spent in the dormancy is wasted.

**Notes:** If one extra box a day seems a bit much (and it does to many GM's), please tweak it to fit your needs. Personally, I would simply throw out the "extra box" aspect and make the "double successes" aspect work for stun and physical. Even allowing this power to affect stun damage is debatable, as magic is (canonically) not supposed to modify stun damage. As such, the cost could be reduced and applied only only to physical damage. Also, it is probably advisable to disallow combining this power with Rapid Healing.

### *Enhanced Perception*

**Cost:** 0.5 / level      **Source:** Shadowrun 3.0, p. 169 (FASA)

**C**

This power sharpens your senses. Each level provides an additional die for all Perception Tests, including astral perception, if you also have that power. You cannot have more Enhanced Perception dice than your Intelligence or Magic Attribute, whichever is less.

### *Enthralling Performance*

**Cost:** 0.5      **Source:** State of the Art 2064, p. 65 (FanPro)

**C**

An adept must have an artistic performance Knowledge Skill (Dancing, Operating, Singing, etc.) to purchase this power. The power only applies to that select performance skill (Enthralling Performance must be purchased separately if the adept would like to use it for more than one Knowledge Skill).

This power channels magic into the adept's performance, mesmerizing the audience with the flow of his/her movements or the cadence of his/her words and putting the audience at ease. Enthralling Performance includes a mild hypnotic state in the audience. The adept makes an Open Test using the appropriate performance skill. Any audience members who fail to beat the Open Test with a Willpower Test give the adept their full, unwavering attention. While mesmerized, such characters suffer a +4 distraction modifier to Perception Tests (rather than the usual +2 for distraction). Entranced audience members who are subject to an act of stress (such as being knocked over or



threatened) or obtrusive environmental distractions (like a gunshot) will automatically break out of trance. The maximum period the adept can keep others entranced is equal to his/her Charisma x 10 minutes.

### *Face Anonymous*

**Cost:** 0.5      **Author:** David Perry (White Wolf #38)

The power allows the adept to make people unable to remember anything about what the adept looked like. This power only effects the conscious mind, but has no effect on the subconscious mind (i.e., a physical description can be retrieved from someone's subconscious mind through a technique such as hypnosis).

### *Facial Sculpt*

**Cost:** 1      **Source:** State of the Art 2064, p. 66 (FanPro)      **C**

An adept can change his/her facial features through slight shifts in musculature, bone, cartilage and skin angles for a number of hours equal to his/her Magic Attribute. Use of Facial Sculpt requires (10 – Willpower) minutes of concentration. The adept makes an Open Magic Test to determine the target number that observers use on Perception Tests to recognize her. Examples of changes include raising or lowering the cheek bones, thickening or hardening of the lips, stretching the eyelids, altering the angle or height of the ears, squaring or rounding the chin or drawing up or fattening of the nose. It can alter the character's perceived metatype (at least in the face), though depending on the character's body mass this may look odd. Facial Sculpt can create the facial structure necessary to speak Or'zet (SotA2064, p. 167) without penalty. If used in conjunction the Disguise skill (SotA2063, p. 104) to imitate the appearance of a specific person, the target number of the Disguise Test is reduced by 2.

**Note:** This canonic Facial Sculpt and Melanin Control powers replace Mask, originally created by Gurth.

### *Flexibility*

**Cost:** 0.5 / level      **Source:** Magic in the Shadows, p. 150 (FASA)      **C**

The flexibility power makes an adept's limbs unusually limber, able to twist and bend more than a normal person's.

For each level of this power, the adept may add 1 die to tests made to slip out of ropes, handcuffs and other such bindings as well as tests made to escape from a hold in unarmed combat.

The adept can also make Flexibility Tests to squeeze through small openings and passages that would be difficult for a normal person of the character's size to fit through, such as transoms, ventilation ducts, and other close quarters. The gamemaster may determine appropriate target numbers for such tests. Flexibility can only be purchased up to level 2 (1 point).

### *Fluid Movement*

**Cost:** 0.5 per level      **Author:** J. Eric Seaton (eric@freenet.victoria.bc.ca)

This power makes all the adept's major muscles move much more fluidly. This has the effect of negating movement modifiers from the adept's movement up to the power's level.

For example, an adept with level 4 Fluid Movements would suffer no modifiers from running on open ground (which is normally a +4 modifier).

**Notes:** The GM may wish to lower the cost to 0.25 / level.

## Force Shield

**Cost:** 3

**Author:** Shadowdancer (briddle@marsh.vinu.edu)

This power erects a permanent shield to help lessen damage.

The barrier has a rating equal to the adept's Magic rating for physical and melee combat, 1/2 rating for spells and mystical damage, 1/4 rating for firearms and explosives. Each time the shield is hit, the adept suffers drain equal to (1/2 modified power of the attack)M. It *is* possible to take multiple drains during the combat turn.

**Notes:** Depending upon whom you ask, this power is either well-balanced, weighted against the adept, or weighted against his/her opponent(s). Powers that cost this much should always be given close scrutiny, in my opinion. GMs are encouraged to look at this power carefully and consider how it may affect their game, particularly if they are dealing with adept initiates (with a high-level initiate adept, you may get a guy who laughs too much at the group of angry, axe-wielding Trolls cyberzombies).

## Freefall

**Cost:** 0.25 / level

**Source:** Magic in the Shadows, p. 150 (FASA)

**C**

For each level of the freefall power, the adept can fall a distance of 2 meters without suffering injury or making a Damage Resistance Test, provided that the surface the adept falls onto is not in itself dangerous. If the adept falls a distance greater than the allowance of the freefall power, subtract the maximum distance cushioned by the power from the distance fallen before calculated damage. If the adept falls onto a dangerous surface – an alley covered with shards of glass or a burning floor, for example – he can still use the freefall power to avoid falling damage, but will take damage dependent on the surface and the gamemaster's discretion.

## Gentle Strike

**Cost:** special

**Author:** unknown

This power allows an adept to take a person out without physically harming the person. When the adept uses this power on someone/something, it will never do physical damage even if there stun overflow.

| <i>Damage</i> | <i>Cost</i> |
|---------------|-------------|
| (Str)L Stun   | 0.5         |
| (Str)M Stun   | 1           |
| (Str)S Stun   | 2           |
| (Str)D Stun   | 3.5         |

## Gills

**Cost:** 0.5

**Author:** Alfredo Alves (dghost@juno.com)

This power allows the adept to breathe underwater. This ability must be purchased separately for salt and fresh water.

**Notes:** I've had a couple people say the cost should be increased to .75 or 1 (particularly considering the cost of Deep Breathing and Enhanced Breathing).

## Gliding

**Cost:** 1

**Source:** State of the Art 2064, p. 66 (FanPro)

**C**

Gliding allows an adept to run up to (Magic attribute) meters across tangible surfaces that would not normally support his/her weight, such as water, thin ice or a fragile tree limb. Any attempt to run longer distances requires break points or landings and multiple uses of Gliding. Any attempt to use this power with acrobatics (such as jumping from the surface) will require an Athletics Test against

a target number established by the gamemaster and is considered a difficult maneuver. The secondary effects of the adept's motion still occur, such as sound or vibrations (leaves shake and water ripples), unless it is combined with Traceless Walk (p. 38).

**Note:** The older, non-canonic Gliding power is now listed as Sliding (p. 33).

### *Great Leap*

**Cost:** 0.25 / level      **Source:** Magic in the Shadows, p. 150 (FASA)      **C**

Adepts with great leap are able to make incredible jumps into the air and over long distances. Each level of great leap adds a die for Jumping Tests (see Jumping, SRComp, p. 47).

Each level is also added to the character's Quickness for determining the maximum distance a character can jump.

**Note:** This canon power replaces the Extended Jump power originally created by Mark Mohan for NERPS Shadowlore.

### *Harmless Form*

**Cost:** 0.25 / level      **Author:** Arthur S. (hanker@geocities.com)

This power enables the adept to look like an average member of his/her race and gender. The power must be purchased separately for every physical attribute. This means that a human with natural Strength at 6 and Harmless Form(Strength) at level 3 looks like a human with Strength at 3.

This power is a real transformation of the adept's body, which means purchasing Harmless Form (Body) will cause a weight reduction. A successful Assensing Test (after penetrating Masking) will reveal the true attributes. This power cannot "hide" any positive modifications to physical attributes through cyber- or bioware.

**Notes:** If this power is purchased during gameplay, the adept needs new clothing and armor, fitting to his/her new body. And this power is not switchable.

For better compatibility with SR3, I changed this power to a more modular style and raised th cost.

### *Hyper-Kick*

**Cost:** 0.75      **Author:** Shadowdancer (briddle@marsh.vinu.edu)

This allows the adept to kick repeatedly in the same area. Leg does not recoil. Looks similar to Van Damme movies. Either +2 damage code or 1/2 power(S) physical, chosen when power is acquired. Both may be owned, but not combined.

### *Hypnotic Influence*

**Cost:** 2      **Author:** Herbert L. Helzer (White Wolf #38)

This power allows an adept to mesmerize people like the Influence power of certain paranormal animals. With a voluntary subject the adept can access deep memories, plant minor posthypnotic suggestions, release inhibitions while in the trance state, etc. Unwilling victims require a opposed test matching the adept's Magic rating versus the victim's willpower. The adept's net successes determine the level of effect.

### *Ignore Pain*

**Cost:** 1      **Author:** Alex "Sal" Luerken (Shadowrun Black Pages #3)

The effects of Ignore Pain are similar to the Pain Editor (M&M, p. 73). As long as the adept uses Ignore Pain, he/she ignores all damage modifiers. The character will not be rendered unconscious from Stun damage, though he/she might fall unconscious when reaching or passing Deadly Physical

damage (see Consciousness, M&M, p. 73). The character can sustain this power for (Magic attribute) Combat Turns. If the Character got damage when ignoring pain, he/she suffers due to the intense strain (Magic attribute/2)M Drain, which must be resisted with Willpower. Additionally, Ignore Pain can't be used for the next (Magic attribute) hours.

### *Improved Ability*

**Cost:** special      **Sources** Shadowrun 3.0, p. 169 (FASA)      **C**

This power gives you additional dice for use with a specific Active Skill. Dice purchased for the Active Skill carry over equally to any specializations of the skill you know. If you are defaulting to the improved skill, only 1/2 (round down) of the Improved Ability dice may be used. You cannot have more additional dice than your base skill rating or your Magic Attribute, whichever is less. For example, an adept with Pistols 4 and Magic 5 cannot have more than 4 Improved Ability (Pistols) dice. Remember that Improved Ability does not actually improve a skill's rating, it only provides additional dice for tests involving the skill.

| <i>Skills</i>                         | <i>Cost per die</i> |
|---------------------------------------|---------------------|
| Athletics, Diving, Stealth            | 0.25                |
| Combat Skills                         | 0.5                 |
| Artistic/Performance Knowledge Skills | 0.25                |
| B/R, Social and Vehicle Skills        | 0.5                 |

### *Improved Ability (Expanded)*

**Cost:** special      **Source:** State of the Art 2064, p. 66 (FanPro)      **C**

Increasing number of adepts, however, have learned to expand the limits of this ability through training, practice and natural talent beyond its original scope, so that it is now applicable to other skills. The expanded skills are listed below with their associated costs.

### *Improved Physical Attribute*

**Cost:** 0.5 / level      **Source:** Shadowrun 3.0, p. 169 (FASA)      **C**

With this power, you can improve a Physical Attribute (Body, Strength, Quickness). Each level of this power increases the Attribute by 1. If you later want to increase the Attribute using Karma, the cost is based on the total Attribute, including the magical improvements. Improving Quickness improves Reaction and Combat Pool normally. This power allows you to exceed your racial maximums, but each level over the maximum costs double (1 point per level).

### *Improved Reflexes*

**Cost:** special      **Source:** Shadowrun 3.0, p. 169 (FASA)      **C**

This power increases the speed at which you react, just like Wired Reflexes. For each level, you receive +2 to Reaction and an additional Initiative die. The maximum level of Improved Reflexes is 3, and the increase cannot be combined with technological or other magical increases to Reaction or Initiative.

**Note:** This power renders Improved Reaction, originally in SR2, null, and replaces Increased Reflexes.

| <i>Level</i> | <i>Cost</i> |
|--------------|-------------|
| 1            | 2           |
| 2            | 3           |
| 3            | 5           |

### *Improved Sense*

**Cost:** 0.25 / improvement      **Source:** Shadowrun, p. 169 (FASA)      **C**

You have a sensory improvement not normally possessed by your race. Improvements include Low-Light or Thermographic Vision, High- or Low-Frequency Hearing, and so on. Unless an improvement involves radio or similar technological phenomena, any sense provided by cyberware

can also be provided by this power. Unlike cyberware, there are no package deals on cost. Additional Improved Senses are described here.

**Direction Sense:** Your sense of direction is so acute you know what direction you are facing, and whether you are above or below the local ground level, with a successful Perception (4) Test. This ability is especially useful for tribal hunters, guides, spies and runners who pursue similar occupations.

**Improved Scent:** You can identify scents in the same way as a bloodhound. By making a successful Perception Test, you can identify individuals by scent alone, and can tell if someone whose scent you know has been in an area recently. The strong smells of most sprawls may impose Perception Modifiers on the use of this sense.

**Improved Taste:** You can recognize the ingredients of food or beverage by taste alone. A successful Perception Test allows adepts with Chemistry or a similar Knowledge Skill to identify ingestive poisons and drugs concealed in food or drink. A successful Perception (4) Test allows adepts to determine if a sample of water is pure enough to drink.

**Flare Compensation:** Your eyes adapt quickly to intense light, allowing you to avoid the effects of flash grenades and similar weapons. This power function exactly like the cybernetic version of flare compensation.

**Sound Dampening:** Your ears are protected from loud noises and adjust quickly to sudden changes in noise level. The sound dampening power functions exactly like the cybernetic dampener enhancement.

**Improved Balance\*:** In many ways, a magical inner ear. It provides a -2 to Target Numbers involving the recognition of balance, be it walking a tightrope, dealing with freefall or coping with a car spinning wildly out of control. It is, of course, the GM's discretion as to when it does or does not apply.

**Distance Sense\*:** The adept has a sort of "magical range finder" sense. This power is not digitally accurate, but the adept can gain a good sense (GM's discretion) of most distances.

\*From TH Anderson (ryumyo@ic.mankato.mn.us)

### Improved Sense (Expanded Rules)

**Cost:** 0.25 / improvement      **Source:** Awakenings, p. 116 (FASA) **C**

The following information offers specific variations of this power. Use the Perception and Success tables as guidelines for Perception Test target numbers gained per success in using the improved physical senses power.

| <i>Condition</i>                     | <i>TN</i> | <i>Successes</i> | <i>Result</i>                                    |
|--------------------------------------|-----------|------------------|--|
| Subject in Line-of-Sight             | 4         | 1                | General information, no details                  |
| Subject beyond visible/sensor range  | 6         | 2                | Minor details with some inaccuracies             |
| Subject present only in astral space | 10        | 3                | All details accurate, some minor details obscure |
|                                      |           | 4                | Complete, detailed information                   |

### Inertia Strike

**Cost:** 0.5      **Source:** State of the Art 2064, p. 66 (FanPro) **C**

An adept with this power performs a powerful melee or unarmed attack channeling energy into knocking the opponent off his/her feet. The base Damage Level of the attack is reduced by one, but the opponent must make a Knockdown Test (even if no damage is caused) as if the Damage Level

was one level higher than the base. A character who suffers a Serious Wound or worse is automatically knocked down.

### *Invisibility*

**Cost:** 2                      **Author:** unknown

The adept using this power concentrates so that visible light bends around him. This will fool the naked eye as well as cameras and low-light vision, but will not fool non-visual sensors (thermographic, ultrasound, scent, etc.). The power allows the adept to become invisible for a number of turns equal to his/her Magic rating, after which the adept must resist Drain of (Magic/2) M.

**Notes:** Being that I don't know who the author of this power is, I took the liberty of adding the Drain bit at the end. Even with that, however, Drain may be a bit light; the GM can certainly raise it to (Magic/2)+1M or +2M (and so on).

### *Iron Gut*

**Cost:** 0.25 / level            **Source:** State of the Art 2064, p. 66 (FanPro)                      **C**

An adept with Iron Gut can eat nearly anything and his/her body will digest and pass it without harm. Each level of Iron Gut reduces the Power of ingested toxins by 2.

**Note:** The canonic Iron Gut and Sustance powers replace Iron Stomach, created by Arthur S.

### *Iron Lungs*

**Cost:** 0.25 / level            **Source:** State of the Art 2064, p. 66 (FanPro)                      **C**

An adept with Iron Lungs has a dramatically expanded lung capacity. Each level of Iron Lungs increases the amount of time an adept can hold his/her breath by 45 seconds (SRComp, p. 47).

**Note:** This power replaces the Deep Breathing power originally listed in NERPS Shadowlore and the Enhanced Respiration power originally designed by Mark Mohan.

### *Iron Will*

**Cost:** 0.5 / level            **Source:** Magic in the Shadows, p. 150 (FASA)                      **C**

The iron will power makes an adept's will exceptionally resistant to outside influence. For each level of this power, the adept rolls an additional die when resisting any attempt to control, affect or alter his/her mind. This power does not defend against illusion or mana-based combat spells.

### *Killing Hands*

**Cost:** special                      **Source:** Shadowrun 3.0, p. 170 (FASA)                      **C**

Normal unarmed attacks do (Strength)M Stun Damage. This power uses magic to turn unarmed attacks into lethal, physical damage. When using Unarmed Combat and Killing Hands you may do normal stun damage, or physical damage as purchased. The use of Killing Hands must be declared with the Unarmed Combat attack.

A Killing Hands attack is effective against creatures with Immunity to Normal Weapons. Their defensive bonuses do not count against Killing Hands. Killing Hands can also be used in astral combat if you have the Astral Perception power and are using it to see into the astral plane.

| <i>Damage</i> | <i>Cost</i> |
|---------------|-------------|
| (Str)L        | 0.5         |
| (Str)M        | 1           |
| (Str)S        | 2           |
| (Str)D        | 4           |

### *Kinesics*

**Cost:** 1 / Level      **Source:** State of the Art 2064, p. 66 (FanPro)      **C**

An adept with Kinesics has complete control over his/her body's nonverbal and subconscious communications and social cues, even when engaged in stressful scenarios. This control includes facial expressions, body movements, posture, eye movements and internal biological stress functions such as heartbeat, blood pressure and sweat glands. The adept is also gifted at reading others' body language and cultural-specific affectations and mimicking their cues to his/her advantage. As a result, this power boosts the character's natural presence and social charms.

Each level reduces the target number for Etiquette and Negotiation Tests by a minimum target number of 2. The adept also adds 1 die per level to any social situation Charisma Success Test the character makes. Additionally, apply a +2 modifier per level to any test to discover whether the adept is lying or not (including magic and technological tests). Maximum level is 3.

Two adepts with Kinesics and within sight of each other can use a Complex Action to nonverbally communicate simple notions to each other, using body language alone. Only basic messages and emotional states can be conveyed, yes, no, I don't want to, I'm angry, look out behind you and so on.

### *Linguistics*

**Cost:** 0.25      **Source:** State of the Art 2064, p. 66 (FanPro)      **C**

Linguistics allow an adept to absorb a new language in a very short time by exposure to it. Only (10 – Magic attribute) hours of exposure to the language are required to learn it. At the end of this time, the adept makes an Intelligence Test against an appropriate target number (see below). If successful, the adept gets the Language skill at Rating 1 at no Karma cost. Increasing the skill costs the standard amount but reduce the base learning time for the adept by half.

| <i>Language is:</i>                       | <i>TN</i> |
|---|-----------|
| Common (Arabic, Aztlaner Spanish, German) | 4         |
| Uncommon (Sperethiel, Swahili, Ukrainian) | 6         |
| Obscure (Latin, Or'zet, Sami)             | 8         |

### *Little Death*

**Cost:** 0.5      **Author:** David Perry (White Wolf #38)

This power allows the adept to enter a trance. In this dormant state, the adept's metabolic rate decreases to such an extent that even modern medicine cannot detect that he is alive.

The only problem with this power is that the adept must decide before he enters the trance how long the trance is to last. Once this decision is made the adept will not wake from the trance until this time has passed, regardless of any outside stimuli.

It is possible for an adept to remain in trance too long and wake up in pieces in the mortuary, having just had an autopsy performed on him.

**Notes:** Considering this power costs less than the canonical Suspended State power, further restrictions may be desired, such as bumping up the cost slightly.

### *Living Focus*

**Cost:** 1      **Source:** State of the Art 2064, p. 67 (FanPro)      **C**

Living Focus allows an adept to channel mana into his/her own body in order to sustain a spell cast on him/her (an effect similar to a sustaining focus). Thereafter, the magician that cast the spell does not need to sustain the spell. The adept, however, suffers the usual +2 modifier for sustaining

the spell. The Force of the sustained spell cannot exceed the adept's Magic attribute. Only one spell may be sustained at a time in this fashion.

### *Luck*

**Cost:** 2.5 / level      **Author:** Herbert L. Helzer II (White Wolf #38)

Unlike other abilities covered here, a so-called "luck" ability continues to defy scientific analysis. However, anecdotal evidence suggests that some folks are just plain lucky.

In fact, noted shadow journalist Domingo Higuera devoted his/her 2051 prize-winning sime sense documentary, *Born Lucky: The "Teela Brown" Factor In Shadowrunning*, to the exploits of a runner for whom things always fell into place.

The most useful (and perhaps most dangerous) skill an adept can possess, Luck directly increases the adept's Karma Pool (SR3, p. 246) by one point per 2.5 Magic points spent.

This is good for any situation where the Karma Pool can be used, but luck points are not permanently exhausted by buying successes (for this reason, Luck points should be recorded separately from the earned Karma Pool). Luck points can never be contributed to Team Karma, nor may they be used as "good" Karma. In other words, an adept with this ability cannot use Luck to increase Attributes or Skills, bond magic items, become an Initiate, or do anything else that requires actual Karma points.

**NOTE:** Luck can unbalance a campaign, and should be introduced with caution.

### *Magical Power*

**Cost:** 1 / level      **Source:** Magic in the Shadows, p. 22 (FASA)      **C**

This power allows you to use the Magical Skills of Sercery and Conjuring with an effective Magic Attribute equal to your level in Magical Power. Follow the standard rules for using Magical Skills and choose a tradition, either shamanic or hermetic.

During character creation only, each level of this power also gives the character 6 Spell Points to spend on spells, spirits and so on (see SR3, p. 54).

**Note:** See either MitS, p. 22, or p. 58 on the creation of magical adepts and the use of Magical Power.

### *Magic Resistance*

**Cost:** 1 / level      **Source:** Shadowrun 3.0, p. 170 (FASA)      **C**

You possess an inherent resistance to sorcery. Add 1 die per level of this power to all your Spell Resistance Tests. Your magic resistance does not interfere with spells that you choose not to resist. The only critter power this protects you from is the Innate Spell power (and critters using Sorcery, of course).

### *Magic Sense*

**Cost:** 0.5 / level      **Source:** Magic in the Shadows, p. 150 (FASA)      **C**

The magic sense power allows an adept to sense magical energies and effects within a radius equal to the adept's Magic Attribute x 5 in meters. Use the Detection Spell Table (SR3, p. 192) to determine the target number for the adept's Perception Test and the information gained. Use of this power does not make adept astrally active.



### *Melanin Control*

**Cost:** 0.25

**Source:** State of the Art 2064, p. 67 (FanPro)

**C**

An adept with Melanin Control has the ability to alter his/her hair or skin color within the limits of natural skin tone for the character's metatype for (Magic attribute) hours. Use of Melanin Control requires a Complex Action to shift either hair or skin color one grade. There are four standard grades of hair color: white/gray, blonde, red/brown, black. Therefore, to shift albino skin to black requires three Complex Actions

**Note:** This canonic Facial Sculpt and Melanin Control powers replace Mask, originally created by Gurth.

### *Meld*

**Cost:** 3

**Author:** Brian King (nocturnal@primary.net)

This ability allows a physical adept to ‘absorb’ objects into their bodies. These objects can be no larger than the adept himself though—they include pistols, knives, clothes, silverware from nightclubs, etc. The adept can only take in his/her Body Rating x 2 in kilograms.

Melding/unmelding is a fairly instantaneous process. Very small objects (keys, bullets, etc.) require a Free Action to meld/unmeld. Objects around the size of the adept’s hand (wallets, small knives, shuriken, etc.) require a Simple Action. Larger objects (pistols, clothing, small computers) require a Complex Action. At the time of absorption, the adept must be holding the object. Bullets or projectiles cannot be absorbed unless they are projectiles the adept has caught with the missile parry power.

The adept cannot ‘lose’ anything in his/her body. If he melds something, it will unmeld in his/her hand. Objects that are melded do not exist inside the adept in the same state that they outside of the adept; they thus do not show up on scanners, except as an increased amount of the objects’ constituent elements inside the adept.

The adept may meld foci, but any melded foci must be bonded to the adept. Adepts may not meld any living, macroscopic creatures; dust mites may be present on clothing that is melded, but cockroaches aren’t going to come along for the ride.

**Notes:** Some individuals concerned about potential abuses of this power may limit it by restricting the level of complexity of objects that are melded. Such a restriction would rule out micronukes, for example, but not knives or keys. Objects of intermediate complexity (i.e. pistols) would be up to the GM’s discretion.

### *Melee Sense*

**Cost:** 0.5 / level

**Author:** J. Eric Seaton (eric@freenet.victoria.bc.ca)

Each level of this ability negates one target number modifier from facing multiple opponents. For example, if the character is fighting three opponents, and he has Melee Sense level one, he will only suffer a penalty of +1. Also, his/her opponents only take a bonus of -1 to their rolls.

**Notes:** It is worth noting that this power only negates target number modifiers; it cannot reduce the target number beyond what it would be without multiple opponent penalties.

### *Missile Mastery*

**Cost:** 1

**Source:** Magic in the Shadows, p. 150 (FASA)

**C**

An adept with the missile mastery power possesses such a highly developed talent for for throwing weapons that, in his/her hands, normally harmless items such as pens, credsticks and ID cards become deadly weapons. Adepts make attacks with such items using Throwing Skill.

Unorthodox missiles such as pens have a base Damage Code of (1/2 adept’s Strength, rounded down)L. Impact armor resists damage from such missiles. Items with an edge or point inflict Physical damage, while blunt objects do Stun damage. Adepts using the missile mastery power to throw standard missile weapons, such as shuriken and throwing knives, add +2 to the weapon’s Power Level.

**Missile Mastery (Extended)**

**Cost:** 1.5                      **Author:** unknown

This extends Missile Mastery allowing the adept to throw up to (Quickness/2) throwing weapons as Burst Fire (SR3, p.115).The adept can only throw prepared throwing weapons. (The Simple Action Ready Throwing Weapon prepares up to the (Quickness/2) Throwing Weapons of similar types.) All projectiles must be thrown on the same target. The gamemaster has to decide whether standard Burst Fire rules are applied or damage is calculated for every single throwing weapon.

**Note:** The gamemaster might allow an adept who possesses Missile Mastery (Extended) as well as Missile Parry to catch a Missile Salvo out of the air. This is then limited to (Quickness/2) missiles per Free Action. This increases the Target Number for every missile beyond the first by 1.

**Missile Parry**

**Cost:** 1                              **Source:** Shadowrun 3.0, p. 170 (FASA)                              **C**

You can catch slow-moving missile weapons such as arrows, thrown knives, or shuriken out of the air. Make a Reaction Test (plus any Combat Pool dice you choose to allocate to the test) against a Target Number of 10, minus the base target number for the range of the incoming attack. For example, against an arrow coming from long range, the target number is 4 (10 – 6, the base Target Number for long range). If the attack were from short range, the Target Number would be 6 (10-4, the base Target Number for short range).

To successfully grab the missile weapon out of the air, you must generate more successes with your Reaction Test than the attacker achieved on the Attack Test. Ties go to the attacker. Using Missile Parry is a Free Action.

**Note:** This power replaces the Arrow Cutting power originally listed in White Wolf #38.

**Missile Parry (Extended)**

**Cost:** 1.5                              **Author:** Jens-Arthur Leirbakk (leirbakk@pvv.ntnu.no)

Similar to the Missile Parry power, Extended Missile Parry allows the physical adept to extend that power to an individual he or she is protecting, up to 3 meters away from the physical adept.

**Molecular Agitation**

**Cost:** special                      **Author:** unknown                              **D**

This power allows the adept to agitate the molecules of certain things as to set them ablaze. This power has a range of (Magic attribute) meters, LOS.

**Notes:** The GM may wish to change the range to be equal to the adept’s Magic rating, or perhaps (Magic rating x 2). Additionally, the GM may wish to lower the costs.

| <i>Level</i> | <i>Cost</i> | <i>Agitate</i>   |
|--------------|-------------|--|
| 1            | 2           | Paper and light materials                                |
| 2            | 4           | Thicker materials such as cloth                          |
| 3            | 6           | Organic materials such as skin and living wood           |
| 4            | 8           | Set fire on an area of (Magic attribute/4) square meters |

## Motion Sense

**Cost:** 0.5

**Source:** State of the Art 2064, p. 67 (FanPro)

**C**

An adept, through magical sensory perception of minute disturbances in the surrounding mana, can unconsciously detect the presence of objects, people or animals that move within (Magic attribute) meters, even when sight, sound or smell detect nothing. An adept makes a Perception Test against the appropriate target number given below or against the result of the target's Open Stealth Test (if stealthing); apply a target number modifier equal to any Background Count present. Only one success is needed to detect the movement. If a target is detected, the adept receives a -2 reduction to any visibility modifiers to strike at it (so an invisible target, normally +8 to strike, would only be at +6 to hit for the adept). This sense cannot detect movement on the other side of astral barriers.

| <i>Moving thing is:</i>                       | <i>TN</i> |
|---|-----------|
| Smaller than the average cat                  | 8         |
| Smaller than average mid-sized metahuman      | 6         |
| Average mid-sized metahuman (human, elf, ork) | 4         |
| Larger than average mid-sized metahuman       | 2         |

## Movement Efficiency

**Cost:** special

**Author:** David R Anderson (danders3@gac.edu)

For as long as Shadowrun's been around people have wanted to be faster. This has always been accomplished by adding points to Reaction or adding dice to Initiative. I mean, look at a MBW 4. Quite a bit of increase there. However, to my knowledge no one has dealt with the theory of efficiency in movement. This approach of additional actions does not add to a character's Reaction or Initiative. Instead it decreases the delay between the characters actions.

A normal character must subtract 10 from his/her initiative after every initiative pass. An efficient character may reduce his/her total by less. The first appearance of such efficiency was in a Physical Adept. Thought the cost of higher levels is substantial, it makes it more difficult to abuse. Characters with level 8 gain nearly twice as many actions as a normal character with the same initiative score. GM's should be wary of munchkinism. Movement Conservation is incompatible with any cyberware or bioware which directly raises Initiative or Reaction. Cyber or Bio that indirectly raises reaction (through quickness or intelligence) are compatible.

| <i>Level</i> | <i>Cost</i> | <i>Delay</i> |
|--------------|-------------|--------------|
| 1            | .5          | 9.5          |
| 2            | 1           | 9            |
| 3            | 1.5         | 8.5          |
| 4            | 2           | 8            |
| 5            | 2.75        | 7.5          |
| 6            | 3.5         | 7            |
| 7            | 4.25        | 6.5          |
| 8            | 5           | 6            |

All magical increases to reaction or initiative function normally with this ability.

**Notes:** As mentioned above, GMs should be wary of munchkin abuse. The fact that this power modifies the initiative turn itself may be a red flag to some GMs. The GM may wish to cap levels at, say 4, reserving higher levels for NPCs. Also, cost may be increased at GM's discretion.

## Multi-Tasking

**Cost:** 0.5

**Source:** State of the Art 2064, p. 67 (FanPro)

**C**

Multi-Tasking grants the adept the ability to gather information from multiple senses simultaneously and also to concentrate on two separate actions/thoughts at the same time. The adept may use two Free Actions per Initiative Phase. For example, an adept can read data off a vid-screen and simultaneously listen to the commlink providing full attention and focus to each.

Note: This allows an adept with Centering to center two times in a combat phase, but the gamemaster shouldn't allow the center two times for exactly the same action.

### *Mystic Armor*

**Cost:** 0.5 / level**Source:** Shadowrun 3.0, p. 170 (FASA)**C**

This power magically toughens your skin to resist the effects of damage. Each level provides you with 1 point of Impact Armor, cumulative with any worn Impact Armor. Mystic Armor does not provide Ballistic Armor. Mystic Armor also protects against damage done in astral combat.

### *Mystical Reach*

**Cost:** special**Author:** Jens-Arthur Leirbakk (leirbakk@pvv.ntnu.no)

A sort of variant over the Distance Strike power, some physical adepts develop that which may only be described as "Mystical Reach". Their punches reach farther and their kicks cover more ground. Mystical Reach often manifests as a (briefly glowing) ghostly image of the limb of the physical adept, when the physical adept employs this power.

Mystical Reach only applies to unarmed strikes, and not holds, throws, or armed combat. Races with extended reach (such as Trolls) must buy this power at level 2 or above to gain any bonus - only the highest bonus to reach is used, no matter the source of the reach bonus.

| Level | Reach | Cost |
|-------|-------|------|
| 1     | +1    | 1    |
| 2     | +2    | 3    |
| 3     | +3    | 5    |

### *Negamage*

**Cost:** 2**Author:** Herbert L. Helzer II (White Wolf #38)

This power gives the adept an spell defense pool. This pool is equal to the adept's willpower or sorcery skill, the higher of the two. An adept with astral perception gains 2 extra die while astrally perceiving.

**Notes:** As the new SR3 Spell Pool is calculated differently, you may wish to use it (INT+WIL+MAG/3) to get the value for the adept's spell defense pool. GMs who feel this power may unbalance their campaign are encouraged to increase the cost to 3+ or exclude the power.

### *Nerve Strike*

**Cost:** 1**Source:** Magic in the Shadows, p. 150 (FASA)**C**

Nerve strike allows an adept to inflict damage that affects a target's nervous system. The adept makes a standard unarmed attack against a base Target Number of 4 plus the target's Impact Armor Rating. Rather than inflicting damage, every 2 net successes reduce the target's Quickness by 1. If Quickness is reduced to 0, the target is paralyzed. Lost Quickness is recovered at a rate of 1 point per minute. Nerve strike is most effective against human and metahuman opponents. When used against critters, the base Target Number is 6 (or higher, if the critter has an unusual anatomy). Targets that lack a functional nervous system, such as machines, spirits and zombies, are immune to this power.

### *Nimble Fingers*

**Cost:** 0.5**Source:** State of the Art 2064, p. 67 (FanPro)**C**

Nimble Fingers allow the adept to perform simple reflex and timing tricks more efficiently and effectively. It grants the adept +1 die to Stealth or Quickness Tests that involve sleight-of-hand actions. Additionally, Insert Clip, Pick Up/Put Down Object, Remove Clip and Use Simple Object are Free Actions for the adept.

## Normalcy

**Cost:** 0.5 per level     **Author:** Lady Jestyr (jestyr@faraday.dialix.com.au)

This power is somewhat like the magical spell "Disregard", with elements of "Chaos" or "Chaotic World". The adept possessing the power of normalcy becomes a nonentity in the mind of his/her enemies - they are inclined not to notice him. The adept just looks like an ordinary Joe, and everyone's minds are encouraged to believe this. To actively notice an adept with normalcy active, you must make a Willpower test, with a target number dependent on the level of the power the adept has purchased. No action may be taken regarding the adept's presence until this test has succeeded; one test may be made per round.

The Target Number to actively notice someone using the normalcy power is  $4 + [2 \times \text{Level of normalcy power}]$ . This power does not function on the astral plane, and use of normalcy negates any attempts at active Masking by the adept while the power is active. The normalcy power is only active for a limited duration; this is equal to  $[1/2 \text{ Magic Rating}] + [\text{level of Normalcy power}]$  in turns. The adept using this power suffers drain when the power expires. The Drain Resistance Test is against  $[2 \times \text{Level}]M$ .

The Willpower test to act may be granted bonuses if a normal person should not be where the adept is. In other words, this power makes the adept "blend in" like a guy on the street. If a guy on the street would be out of place, so is the adept. The Maximum Level is 4.

## Pain Relief

**Cost:** 1     **Source:** State of the Art 2064, p. 67 (FanPro)     **C**

Pain Relief allows an adept to channel energy into his/her hands and apply it to chakra points on another target (the adept cannot use Pain Relief on himself). Used in many Asian techniques like Reiki, acupuncture and Shiatsu massage, this technique allows the adept to dissipate fatigue, stress, muscle tension and pain. To represent this energy manipulation, the adept makes a Magic (10 – Target's Essence (round down)) Test. Success reduces the target's Stun damage by one level (i.e., from Serious to Moderate). The technique requires a base time of 30 minutes of uninterrupted concentration (divided by the number of successes) and requires the adept to maintain skin contact with the target. Pain Relief can be used to alleviate Drain.

## Pain Resistance

**Cost:** 0.5 / level     **Source:** Shadowrun 3.0, p. 170 (FASA)     **C**

Pain Resistance allows you to ignore the effects of injury. It does not reduce actual damage, only its effect on you. Subtract your level of Pain Resistance from your current damage before determining your injury modifiers. For example, an adept with 3 levels of Pain Resistance does not suffer any modifiers for being Lightly or Moderately wounded. At 4 boxes of damage, the adept has only a +1 modifier ( $4 - 3 = 1$ , or Light damage). Pain Resistance works equally on both the Physical and Stun Condition Monitors.

Pain Resistance also allows you to resist pain from torture, magic, illness and so on. The level is subtracted from your target numbers to resist pain, such as a Body or Willpower Test against the symptoms of a painful disease, interrogation, torture, and so on.

### *Penetrating Strike*

**Cost:** 0.75 / level

**Source:** State of the Art 2064, p. 67 (FanPro)

**C**

An adept with this power channels great force a short distance forward while making an unarmed melee attack, thereby bypassing a target's Impact armor. Each level of Penetrating Strike allows an adept to reduce the target's Impact armor by 1 for the purposes of determining damage only. This power may be combined with Killing Hands, but not Distant Strike. Maximum level is three.

### *Pheromone Control*

**Cost:** 0.5 per level

**Author:** Gurth (gurth@xs4all.nl)

By consciously controlling his/her pheromone glands, the adept can affect the reaction people have toward him or her, much like the tailored pheromones bioware.

Each level adds 1 die to the adept's Charisma and Social Skill rolls. This power is effective out to twice the adept's Magic Rating in meters, in a wind still situation, and the power's level is halved (rounded down) when applied to a person of another metatype than the physical adept.

The maximum level that may be purchased is equal to the adept's natural Charisma Attribute Rating.

The adept may choose to specialize his/her Pheromone Control power to a specific gender, in which case the number of dice rolled for tests made against members of that gender are increased by 50% (round up) but for tests against the opposite gender, they are halved. This is in addition to the normal halving for using the power against persons of another metatype.

Specializing must be chosen when the power is bought; if an adept wants to specialize later on, he or she must be the Pheromone Control power a second time.

### *Poison Hit*

**Cost:** special

**Author:** Capt. MJB (Michael Best)

When a physical adept makes a bare-handed strike on a living opponent (spirits and elementals count) and hit entirely flesh (or scales, etc.), meaning his/her entire contact surface hits flesh, the opponent must make a Body success test with the below target number or take the below damage for the below number of turns. He only makes one test. If he fails, he takes full damage for the full number of turns. Every turn, beginning at the next turn. Quite a lethal power. It also grants the user immunity to other adepts similar hits of a equal or lesser level (i.e. A adept with level two poison hit is immune to level 1 and 2 poison hits, but not level 3, 4, or 5.).

**Notes:** The GM may wish to allow the victim to resist the damage each Turn, particularly considering the Damage codes given include Power. The Target Number may also be standardized to something (i.e. the adept's Magic attribute).

| <i>Level</i> | <i>TN</i> | <i>Damage</i> | <i>Duration (Turns)</i> | <i>Cost</i> |
|--------------|-----------|---------------|-------------------------|-------------|
| 1            | 2         | 3L            | 2                       | 1.5         |
| 2            | 3         | 2M            | 2                       | 2.5         |
| 3            | 5         | 5M            | 3                       | 4           |
| 4            | 6         | 3S            | 4                       | 5.25        |
| 5            | 8         | 3D            | 4                       | 6           |

### *Power Blow*

**Cost:** 0.5 / level

**Author:** Mark Mohan (NERPS Shadowlore, p. 13)

This skill does not need a barehanded attack. It focuses magical energy into the point of attack, so the character adds the influence of the Power Blow to any melee attacks. Ranged combat cannot be improved, because of the high speed of the projectile, and the fact that the adept cannot be in direct

contact with the projectile to channel the magical energy. Each .5 adds +1 to the power of the attack. Note that this ability cannot be used with devices such as stun gloves, stun batons, etc., as their effects are solely technological, and the magic cannot affect the power of the attack. You can't focus magical energy like this into a non-impact weapon, and stun batons and the like manipulate electricity to achieve their effect.

**Notes:** This is one of those powers GM's may wish to put a cap on. Troll min-maxer adepts running around with (STR+12+3)M katanas is not a pleasant thing for NPC's with families. The GM can cap this power in a variety of ways: increase the cost to .75 or 1 per point; no bonus greater than magic rating; no bonus greater than skill level; no bonus greater than 1/2 of magic rating/skill level; etc.

### *Projection*

**Cost:** 2                      **Author:** Shadowdancer (briddle@marsh.vinu.edu)

When the adept chooses this power, he can shoot a blast from his/her hands and choose either flame, ice, acid, or energy for the blast.

Elemental effects apply. Range is Magic x 3, and damage is (1/2 Magic)M. Target Number is Essence(R). The adept suffers Drain of [(Power/2) +3] S. The adept can upgrade the wound severity by 1 for every 2.5 magic spent (i.e., from M to D costs 5 magic).

**Notes:** It is not made explicit whether or not the elemental effect is chosen at the time of purchase or time of use, and I would recommend at time of purchase. Further, targeting Essence makes this power almost absurdly potent against heavily cybered characters; the GM may wish to change the target to Body, Willpower, or Quickness.

### *Quick Draw*

**Cost:** 0.5                      **Source:** Magic in the Shadows, p. 151 (FASA)                      **C**

The quick draw power allows an adept to use the quick drawing rules (SR3, p. 107) to quick draw weapons other than pistols. In other words, the adept can draw and use a single melee weapon, missile weapon, throwing weapon or firearm in one action. The adept need not spend 2 actions to draw and ready the weapon and attack; drawing or readying the weapon and attacking occur in the action used for the Attack Test. If using a weapon requires a Complex Action, the adept may draw the weapon and attack in a single Combat Phase.

If the weapon requires only a Simple Action to use, the adept can draw it and make two Attack Tests in a single Combat Phase. The adept must succeed in a Reaction (4) Test to quick draw.

### *Quick Strike*

**Cost:** 3                      **Source:** Magic in the Shadows, p. 151 (FASA)                      **C**

Adepts with the quick strike power possess the ability to leap into action with startling suddenness. This power allows the adept to act first in one Initiative Pass per Combat Turn. This action uses up the adept's action for that Initiative Pass. This power cannot be used during an Initiative Pass when the adept does not have an action. The adept's Initiative Score is not affected. The adept must be unwounded to use this ability.

### *Rapid Healing*

**Cost:** 0.5 / level                      **Source:** Shadowrun 3.0, p. 170 (FASA)                      **C**

You recover more quickly from all forms of injury, using magical energy to boost the normal healing process. Each level adds 1 die to your Body for Healing Tests as well as Body Tests to determine if you suffer a crippling injury from a Deadly Wound. The power does not increase

resistance to injury, toxins or pathogens, but does allow you to recover from their effects more quickly. Rapid healing has no effect on checks for magic loss.

**Notes:** Although it says “all forms of injury,” it is not entirely clear whether or not this power affects Stun as well as Physical, but, considering the canonical stance against magic’s ability to heal Stun damage, it seems likely that the power affects only Physical damage.

### *Regeneration*

**Cost:** special

**Author:** J. Eric Seaton (eric@freenet.victoria.bc.ca)

This powerful ability allows the adept to heal faster from physical wounds. This power does not interfere with any other form of healing (though it will startle a street doc!). Almost all physical wounds (with the exception of the most serious ones) taken will heal without even scarring.

**Notes:** GMs worried about the impact of the higher level(s) of this power may cap its purchase at 75% or 50%.

| <i>Level</i> | <i>Healing Time</i> | <i>Cost</i> |
|--------------|---------------------|-------------|
| 1            | 75%                 | 1           |
| 2            | 50%                 | 3           |
| 3            | 25%                 | 5           |

### *Resilience*

**Cost:** 0.25 / level

**Source:** State of the Art 2064, p. 67 (FanPro)

**C**

An adept with Resilience has the natural power to stabilize Deadly wounds and minimize secondary effects associated with extreme wounds such as severed or maimed limbs, cracked bones or heart attack. The adept gains +1 die per level for stabilization tests (see Deadly Wounds and First aid, SR3, p. 129). The adept also receives an extra die per level when checking for permanent damage resulting from Deadly Wounds (see Deadly Wounds and Permanent Damage, SR3, p. 127). Additionally, the adept reduces the target number by -1 per level when testing for wound effects (see Determining Wound Effects, M&M, p. 126).

### *Revitalization*

**Cost:** special

**Author:** J. Eric Seaton (eric@freenet.victoria.bc.ca)

This power is to stun damage what Regeneration is to physical damage. In other words, it reduces the amount of time taken to recover from stun damage.

**Notes:** Following the canon, healing stun damage shouldn’t be affected by magic, and so GMs are strongly encouraged to give consideration before allowing this power.

| <i>Level</i> | <i>Healing Time</i> | <i>Cost</i> |
|--------------|---------------------|-------------|
| 1            | 75%                 | 1           |
| 2            | 50%                 | 2           |
| 3            | 25%                 | 5           |

### *Rooting*

**Cost:** 0.25 / level

**Source:** Shadowrun 3.0, p. 151 (FASA)

**C**

The rooting power allows the adept, by spending a Simple Action and concentrating for a moment, to extend the force of his/her aura to root himself to the ground and become an immovable object.

Each level of the power adds 1 die to all tests the adept makes to resist being knocked down, thrown, levitated or otherwise moved against his/her will. The adept cannot move while using this power, but can otherwise act normally (including making attacks), adding 2 to all target numbers.



## Shockwave

**Cost:** 1                      **Author:** Jumbler (jumbler@gmx.net)

By using this skill, the adept charges his/her body with kinetic energy and becomes ground-zero of a physical shockwave which affects everyone except himself. The radius is Magic/2 meters.

Everyone who fails a strength test against the magic attribute of the adept is thrown a distance of meters equal to the Magic rating of the Adept minus the meters he stood away from the center of the wave. Every success can be added to the distance the victim stood away from the Adept. If a victim is thrown back (i.e. distance + successes does not equal or exceed the adept's Magic), the victim is automatically knocked down. If a victim scores enough successes to avoid being thrown back, he must still make a Strength test against the adept's Magic rating and score 2 or more successes to avoid knockdown. This power needs 10 minutes to recharge.

**Example:** Maximum Standard is surrounded by some slots calling themselves the "Golden Gators". One of them just tried to hit his face while two others are at 3 and 5 meters. Max chooses to use Shockwave and there goes the party. He has Magic 8, making his effective radius 4 meters. Gator 1 is in close combat with Max, making his distance ground zero. He scores 3 successes in his strength test, making him fly away 5 meters (8 (Magic rating) – 0 (the distance from ground zero) - 3(the successes scored)). Nr. 2 scores one success and is standing 3 meters away. He is thrown 4 meters. (8-3-1 = 4). Nr.3, being at 5 meters is out of range and watches his buddies fly high above him, leaving tiny little cracks in the brick wall behind him.

## Side Step

**Cost:** 0.5 / level                      **Source:** State of the Art 2064, p. 67 (FanPro)                      **C**

An adept with Side Step can read the subtleties of motion and body language to anticipate the timing and location of a ranged or melee attack. Each level of Side Step grants the adept one additional Combat Pool die only for purposes of Dodge and Full Dodge attempts.

## Sixth Sense

**Cost:** 0.25 / level                      **Source:** Magic in the Shadows, p. 151 (FASA)                      **C**

Adepts with sixth sense possess the ability to immediately sense personal danger and leap into action with startling suddenness. Each level allows the adept to roll an additional die when making Reaction Tests for Surprise (SR3, p. 108). These dice do not apply to any other type of Reaction Test or Initiative roll.

## Sliding

**Cost:** 0.25 / level                      **Author:** Jumbler (jumbler@gmx.net)

The ability enables the adept to slide on almost any ground like it was slippery ice. For each level, the adept can slide 2 meters, up to a maximum of 8 meters. For doing so, the adept must accelerate first, whether by running or jumping or any other form of movement.

The slided distance is added to the effective rate of movement for that combat turn. That means, a human with Quickness(4) and gliding (2) could move up to 15 meters in a combat phase. Of course, this would require him to jump and slide the last 3 meters, leaving him lying on the ground. To run or move again, he would have to spend an action to get up.

And, of course, the direction can't be changed while sliding and this ability can not be used when using Spider Walk. (This would just look ridiculous.)

Another oddity is that this ability seems to flatten the body in a way, making it small enough to, for example, slide beneath a car without any danger. This also translates into other situations; for

every two levels of Gliding, add one die to tests involving squeezing into or out of spaces, including Athletics (Escape Artist) tests. Great for getting on the other side pretty fast and pretty surprising. Or entering a room in a quite dramatic way with both pistols ready for action. A must for every Bruce Willis Fan!

**Note:** Because "Gliding" has been taken by a canonic power, I renamed this to Sliding.

### Smashing Blow

**Cost:** 1

**Source:** Magic in the Shadows, p. 151 (FASA)

**C**

The smashing blow power allows an adept to focus magical energy into a devastating strike designed to smash through barriers. The adept makes an Unarmed Combat Test against the Barrier and compare the result to the unmodified Barrier Rating, determining the effect according to the Barrier Effect Table (SR3, p. 124). This power can be devastating when combined with the increased strength or strength boost powers. Smashing blow can be used against objects (including astral barriers) by adepts with astral perception: the power adds +2 to the adept's Charisma for such attacks.

### Sonar

**Cost:** 0.5 / level

**Author:** Alfredo Alves (dghost@juno.com)

An adept with this ability may detect objects by echolocation. This power works at a range of Hearing Perception Rating (Intelligence plus any extra dice that apply towards hearing perception tests) times level purchased meters. Anything within that range may be detected and identified by rolling the level purchased against a target number chosen by the GM. The smaller the object, the higher the target number should be. This is the target number to identify the general nature of the object. The range of this ability is x10 underwater. High-Frequency Hearing will detect the use of this power and an adept who wishes to use this power must first purchase High Frequency Hearing (part of the expanded rules for Improved Senses).

| <i>Size and Details</i>                 | <i>TN</i> |
|---|-----------|
| Metahuman sized                         | 6         |
| For each time size is halved            | +1        |
| For each time size is doubled           | -1        |
| General Details (Gender/Race)           | +2        |
| Detailed (Rough approximation of build) | +4        |
| Specific (Facial Features)              | +6        |

### Sonic Scream

**Cost:** special

**Author:** Herbert L. Helzer II (White Wolf #38)

This power allows the adept to create a yell/scream that can be heard from a great distance. The force of this scream is so great that it can shatter glass, deafen people, or even knock people out. Such an attack leaves people with a ringing sound in their head which causes deafness for a number of minutes equal to the adept's magic rating and also create a +2 modifier to all target numbers, unless the person has some sound damping which would then ignore the these effects. The area effect radius is equal to the adept's magic rating in meters. Any distance beyond that radius and the power begins to drop 1 point per meter. The adept rolls his/her magic rating versus a target number of 4. For every 2 net successes raises the wound level by 1. People resist this attack using Body. All damage is Stun. Anybody wearing protective headgear lowers the power rating by the impact armor rating of the head gear. Anyone one who has sound dampeners lowers the power by 4. Singing skill will add a number of dice to the attack equal to the one half the skill's rating.

| <i>Level</i> | <i>Damage</i> | <i>Cost</i> |
|--------------|---------------|-------------|
| 1            | (Wil/2)L      | 1           |
| 2            | (Wil)L        | 2           |
| 3            | (Wil)M        | 4           |
| 4            | (Wil)S        | 8           |

### *Spell Shroud*

**Cost:** 0.25 / level

**Source:** Magic in the Shadows, p. 151 (FASA)

**C**

Adepts with the spell shroud power possess the ability to “cloak” their presence in astral space, making them difficult to detect by spells designed to do so. For every level of the power, the adept adds 1 die to Spell Resistance Tests against detection spells only. Note that the spell shroud power does not affect attempts to read the subject’s aura via astral perception or otherwise spot the character in astral space; nor does it affect Masking Tests.

### *Spider Walk*

**Cost:** 1

**Author:** Jumbler (jumbler@gmx.net)

Using this power, the Adept is able to move along walls and ceilings (almost) like on normal ground. The adept can support his/her own weight, plus 15 kg for every point of strength he possesses, be them magical or cybernetically enhanced. All combat-related tests are at a +4. If the adept tries to run and fails an athletics(6) test, he loses touch and falls down.

**Note:** Beware that the adept is just able to literally "hang around" in some places. Never, NEVER, is gravity reduced or somehow changed. All objects the adept drops will fall to the ground. The same is for clothing, so any adept hanging around upside down should think twice about wearing capes and coats and stuff like that. They might get in the way.

### *Sprint*

**Cost:** 0.25 / level

**Source:** State of the Art 2064, p. 68 (FanPro)

**C**

An adept with this ability has refined her muscular control and force of surface contact to increase running speed. Every level of Sprint grants a +1 Quickness for determining running distance.

**Note:** This canonic power replaces the Enhanced Movement power originally listed in White Wolf #38 and the Legs of the Wind power created by J. Eric Seaton.

### *Steel Fingers*

**Cost:** 0.5 / level

**Author:** Mark Mohan (NERPS Shadowlore, p. 13)

The adept has practiced thrusting his/her fingers into soil and sand while focusing his/her magical energies to obtain this discipline, and can penetrate through most forms of body armor. Why, even plate mail is said to be useless against a master of Steel Fingers! For game purposes, each .5 spent negates one point of impact armor in melee combat. Masters of this skill also make superb gardeners.

**Notes:** This power, like Power Blow, is just asking for minmax abuse. Unless the idea of impact armor becoming no concern to an adept appeals to the GM, he may wish to cap this power. Possible methods include: upping the cost to .75 or 1 per point; incompatibility with other powers (like Power Blow); no more points than 1/4(Magic); etc.

### *Stone Breathing*

**Cost:** 0.5

**Author:** David Perry (White Wolf #38)

This power allows adepts to go for a prolonged period of time without oxygen. The amount of time is equal to the adept’s magic rating or the magic rating minus the number of minutes the adept is exerting him/herself. After this time period the adept must spend 1 minute to catch his/her breath before the adept can reuse this power.

### *Stretch Attack*

**Cost:** 1.5 / level      **Author:** Shadowdancer (briddle@marsh.vinu.edu)

This power allows the arms or legs to stretch to cover distances. Each level allows the adept to stretch Arms/Legs one meter; +1 reach in combat. The maximum level is 3.

**Notes:** Yoga fire! Yoga flame! (I'm sorry, I could help myself...)

### *Surround Sense*

**Cost:** 0.5      **Author:** J. Eric Seaton (eric@freenet.victoria.bc.ca)

This is a mystical sensing power which allows the character to see up to 270° (not the 90° directly to the rear). This does confer several obvious advantages (attacks from the rear get no bonus, and it's much more difficult to sneak up behind someone who's using this power!). There is a limitation, though: Usage of this sense adds +1 to all target numbers - seeing in all directions can be damnably confusing!

### *Suspended State*

**Cost:** 1      **Source:** Shadowrun 3.0, p. 170 (FASA)      **C**

This ability allows you to enter into a meditative state, reducing your metabolism and therefore your requirements for food, water, air, or your rate of bleeding. To use Suspended State, roll your Willpower against a target number of 4, applying any injury modifiers. Consult the description of the Hibernate spell and use the successes as indicated. If an adept with this power takes a Deadly physical wound and falls unconscious, the power automatically activates.

### *Sustenance*

**Cost:** 0.25      **Source:** State of the Art 2064, p. 68 (FanPro)      **C**

An adept with Sustenance replenishes the same amount of energy and health from three hours of sleep and one solid meal a day as a normal person would with eight hours of sleep and three meals a day. Additionally, the adept's body processes food and drink very effectively, and therefore the adept requires only one trip to the restroom each day.

**Note:** The canonic Iron Gut and Sustance powers replace Iron Stomach, created by Arthur S.

### *Temperature Tolerance*

**Cost:** 0.25 / level      **Source:** Magic in the Shadows, p. 151 (FASA)      **C**

The adept's body is exceptionally resistant to extremes of heat and cold. For each level of the temperature tolerance power, the adept gains an additional die for resisting the effects of exposure to extreme temperatures. This power does not protect the adept from exposure to physically harming agents such as open flames or the freezing cold of the Antarctic Ocean, but will help the character resist the effects of sources of extreme heat such as burning coast, heatstroke and sunburn, as well as frostbite and exposure to below zero temperatures. This power also protects against both the primary and secondary effects of elemental manipulation spells.

### *Thermal Cloak*

**Cost:** 0.5      **Author:** TH Anderson (ryumyo@ic.mankato.mn.us)

For a limited duration, the adept is virtually indistinguishable from the background temperatures. The character performs a Stealth or Bio-feedback Test against a Target Number determined by the GM based on the environment. Success means that the character is "invisible" on the thermographic spectrum until such time as the GM determines the environment would require additional testing.

**Notes:** As the GM is responsible for determining Target Numbers and such, some rough guidelines might run: 4 for moderate environments, 6 for unusual environments (meat locker, sauna), 8 for extreme environments (arctic winter, desert summer), and so forth.

### *Thermal Masking*

**Cost:** 1.5      **Author:** Jumbler (jumbler@gmx.net)

The term "thermal masking" is not 100 percent accurate, but for the sake of simplicity, this shall be its name. What this power does is pretty easy to explain. It shuts down the metabolism of the adept's body so far, that the adept can hardly move faster than slow walking, but raises his/her signature for thermal scanners to 15. Any physical attribute test, any movement other than slow walking and any use of a combat or motion intensive skill (like athletics, throwing or dancing) ends the effect. When this happens, the signature is reduced to 4 for 10 combat turns, simulating the heart pumping too much blood into the veins and the body going to a full-alert status. Additionally, the adept suffers 4M Stun damage from this. If the adept chooses to end the masking, it takes 2 combat turns to bring the body functions to a normal level. After that, the signature is set to a normal level and all penalties vanish.

### *Three-Dimensional Memory*

**Cost:** 0.5      **Source:** State of the Art 2064, p. 68 (FanPro)      **C**

An adept with Three-Dimensional Memory can memorize an area viewed first-hand in exact, three-dimensional detail by performing a Complex Action. At a later date, the adept may make a Perception Test to mentally walk through the area, searching and exploring as if the adept were walking through the scene for the first time. Nothing in the scene can be disturbed or manipulated in the memory, and an adept only recalls things he actually saw or sensed, even if incidentally. For example, the adept cannot remember what is within a desk drawer unless the drawer was open when memorized the area. Each individual area memorized in this manner can be no greater than (adept's Magic attribute) square meters. An adept may memorize a number of areas equal to his/her Magic attribute.

The target number of the Perception Test is modified by elapsed amount of time since the memory was "captured", as noted to the right.

| <i>Time passed since Memorization:</i> | <i>TN</i> |
|--|-----------|
| Less than 24 hours                     | +0        |
| Less than a week                       | +1        |
| Less than a month                      | +2        |
| Less than a year                       | +3        |
| A year or more                         | +4        |

### *Toughness*

**Cost:** 0.5 / level      **Author:** Gurth (gurth@xs4all.nl)

When resisting Stun damage of any kind, the adept adds the toughness dice to her Body or Willpower rating.

**Notes:** Here is yet another power that should probably be capped. I can just see the min-maxer physical magician who never has to worry about drain again. Suggestions for capping Toughness include: no more extra die than the attribute; no more extra die than 1/2 the attribute; cannot be used toward drain (for physical magicians); etc.

### *Tough Skin*

**Cost:** 1 / level      **Author:** Shadowdancer (briddle@marsh.vinu.edu)

Tough skin is a magical variant of the bioware enhancement "Orthoskin" Skin acquires the same texture and tactile sensations as Orthoskin. +1 Ballistic/+1 Impact per level.

**Notes:** +6 B/+6 I sound scary to anyone else? Okay, how about a *Troll* with +6 B/ +6 I. Yeah, okay...I thought so. Suggestions for capping Tough Skin include: increase the cost (1.75 or 2 per level, perhaps); just cap it at level 3; cap it at 1/2 Magic; give Charisma penalties for high levels (Level 6 Tough Skin *has* to make a guy look funny); etc.

### *Traceless Walk*

**Cost:** 0.5      **Source:** Magic in the Shadows, p. 151 (FASA)      **C**

An adept with the traceless walk power can move over soft or brittle surfaces such as snow, sand, or thin paper without leaving any visible traces. An adept with this power makes no noise from contact with the floor or ground (though movement from clothes or gear may still cause noise); apply a +4 modifier to hearing-based Perception Tests. An adept with this power will not trip ground based motion or pressure sensors. The adept cannot walk across liquid surfaces (but can cross deep snow without sinking) and can still be tracked by non visual clues, such as scent.

**Notes:** Note that "ground-based motion or pressure sensors" probably do not include laser trip sensors, wire trippers, and such.

### *Trauma Compensator*

**Cost:** 1      **Author:** J. Eric Seaton (eric@freenet.victoria.bc.ca)

This power enhances the body's ability to cope with damage. Whenever the adept takes mental or physical damage of moderate or worse severity, subtract one box of damage from the amount taken.

**Notes:** I would recommend that this power be limited to use on physical damage only, per the canonical standard of magic's inability to affect stun damage.

### *True Sight*

**Cost:** 0.25 / level      **Source:** Magic in the Shadows, p. 151 (FASA)      **C**

An adept with the true sight power is more resistant to the effects of illusions. Each level of this power gives the adept an additional die when making Resistance Tests against illusion spells and illusion-based critter powers.

### *Voice Control*

**Cost:** 0.5      **Source:** State of the Art 2064, p. 68 (FanPro)      **C**

An adept with Voice Control has an amazing level of control over the properties of his/her voice. The adept can change his/her voice's pitch, modulation and tone at will, as well as increase her volume. This allows the adept to mask his/her voice and intimate sounds within the normal range of metahuman vocalization (i.e., no infrasound or ultrasound), including mimicking the voices others. This trick can be used to defeat voice recognition systems. Use the adept's Intelligence in an Opposed Test against the system's rating, or against the Intelligence of other characters the adept is attempting to fool. Voice Control also allows an adept to "throw" her voice up to (magic attribute) meters away.

**Note:** This power replaces by Voice Alteration power, originally designed by Gurth, which replaced the Adept Mimicry power originally appearing in White Wolf #38 .

### *Volatile Aura*

**Cost:** 1                      **Author:** Arthur S. (hanker@geocities.com)

A must-have for the mildly paranoid! With this power every single cell separated from the adept's body loses instantly the adept's aura and can therefore never be a Link for Ritual Magic. A DNA analysis is possible of course. A side effect of this power is that items handled by the adept do not have such a strong psychic "image" of their user as normal. Apply a +1 modifier if using such items as symbolic representations of the adept. Because of the same reason, Adepts bonding a focus must pay one extra Karma Point, due to the the extra effort they put in synchronizing the aura of the focus and their own.

### *Wall Running*

**Cost:** 1                      **Source:** State of the Art 2064, p. 68 (FanPro)                      **C**

Wall Running allows an adept to move up to (Magic attribute) meters on a sheer wall or vertical surface. Any attempt to run higher distances requires break points or landings and multiple uses of Wall Running. Any attempt to use this power with acrobatics (such as jumping from one wall to another) will require an Athletics Test against a target number established by the gamemaster and should be considered a difficult maneuver. the secondary effects of the adept's motion still occur, such as sound or tracks, unless this power is combined with Traceless Walk (p. 38).

### *Will to Live*

**Cost:** 1                      **Author:** Arthur S. (hanker@geocities.com)

(Not the same things as the SR Compendium edge!) Stay alive in the seediest parts of town even with a big bad chest wound!

This power automatically stabilizes the adept in a matter of seconds if he has a deadly wound. The adept needs no first aid to survive, but he will be in a coma until his/her wound is properly treated or heals (A deadly wounded PC lying on a garbage dump will very unlikely heal without any help. It is more likely he will end as a snack to whatever lives on a garbage dump). Note that if the Sudden Death Rule (Fields of Fire) is in effect, this power may be limited in its use. And, of course, the last bullet in the head to "finish them off" is also a good way to prevent this power to stabilize anyone.

**Notes:** Some people have said this should be bumped up to 1.5 or so. Noting the ease of obtaining the relatively low-impact Stabilize spell, 1 is probably a fair cost for this power, but, of course, always apply GM's discretion.

## Initiation

*This chapter is derived from Initiation and Metamagic, MitS pp. 58 - and is written for use on adept characters. In case of indistinctiveness, please consult the original source.*

The process of Initiation enhances the Adepts possibilities by giving him/her new powers and access to Metamagical techniques (p. 44). A character can initiate on his own or as a member of a magical group. Most magical groups assemble for the primary purpose of making initiation easier by reducing Karma cost for every member, but because they are hard to find, selective in their membership and require members to abide their rules, some characters prefer to initiate on their own. See MitS, p. 61 for details on magical groups.

### *Grades of Initiation*

Initiation is measured in grades, beginning with Grade 1 and increasing. A Grade 1 Initiate completing his/her second Initiation, becomes a Grade 2 Initiate. This linear system is for tracking initiation levels in game terms – characters might ignore this completely.

### *Advantages of Initiation*

An initiate can choose between three advantages during each initiation:

- raise the Magic Attribute by 1 and learn a metamagical technique
- raise the Magic Attribute by 1 and alter the the initiate's astral signature
- shed a geas

Raising the Magic Attribute causes the Adept to get a new Power Point, and the Magic Attribute can increase above 6 in this manner.

**Note:** According to MitS, full magician initiates gain access to the metaplanes. As a matter of fact, I am uncertain if this applies to magician adepts as well.

### *Astral Abilities*

Initiates receive a bonus to their Astral Reaction equal to their grade. They also gain access to the Astral Pool, which contains a number of dice equal to the initiate's grade. Astral Pool dice can be used for any test made while on the astral plane or metaplanes, except for Magical Skill Tests. They can be used to augment Astral Combat Tests (even when Sorcery is used) and Astral Perception Tests. Dice in the Astral Pool refresh the same way as other dice pools (SR3, p. 43).

### *Shedding Geasa*

Each time a character initiates, he/she can get rid of a geas (MitS, p. 33). This means, a certain geas is eliminated, and the character regains full access to the certain Magic Point. Only one geas may be shed per grade.

### *Altering Astral Signature*

To alter his/her astral signature, a character has to change his/her style of using magic. Make a Magic Test against Target Number 6 plus the new grade. No dice other than Karma can be added to this test. A minimum of 2 successes means the character has altered his signature. People who recognized the character's old signature can no longer identify the character by his signature.

If an attempt to alter the astral signature fails, the character continues to use his existing signature, but may make the Magic Test described above at each new initiation until he/she succeeds. For each unsuccessful attempt to change the astral signature, increase the target number for future attempts by 1.

**Note:** I think that neither an adept (not the magicain adept) can change his/her astral signature, nor he/she might ever need to do this. Only few powers and metamagics cause astral reisdues.



**Cost of Initiation**

| <i>Type</i>                  | <i>Cost</i>                            |
|------------------------------|--|
| Self-Initiation              | (5 + desired grade) x 3                |
| Self-Initiation with ordeal  | (5 + desired grade) x 2.5 (round down) |
| Group Initiation             | (5 + desired grade) x 2                |
| Group Initiation with ordeal | (5 + desired grade) x 1.5 (round down) |

**Initiation Ordeals**

These Initiation Ordeals are taken from various sources. In addition, they are cut to the needs of adepts.

**Astral Quest**

**Source:** Magic in the Shadows, p. 60 (FASA)

**C**

To perform the astral quest ordeal, the character must project onto the metaplanes (see Metaplanes, MitS p. 91). Shamans journey to their the metaplane of their totem, mages must fulfill a quest on each of the four elemental planes, wulen (see MitS, p. 17) must quest to the metaplanes of all five stems, and so on. Characters unable to astrally project cannot undertake an astral quest unless they gain access to the Astral Gateway power of a free spirit (MitS, p. 116). If so, normal astral quest rules apply.

The rating of the astral quest is twice the desired grade of initiation. If a character fails the quest, he must strengthen himself through ritual and meditation before trying again. Make a Willpower Test against a target number to the desired grade. Divide the base time of 10 days by the successes to determine the amount of time your character must spend preparing to re-attempt the quest. There is no penalty for interrupting this process, but preparing an astral quest is very demanding work and leaves no time for any activities other than the most ordinary tasks.

A mage who fails on one elemental plane need only repeat the quest on that plane.

**Asceticism**

**Source:** Magic in the Shadows, p. 60 (FASA)

**C**

An asceticism ordeal involves physically challenging activities such as rigorous fasting, strenuous exercises, ritual combat, or even self-inflicted torture.

The character undergoing this ordeal must permanently give up 1 point from a physical Attribute. This is a reduction to the attribute's unaugmented rating; augmented ratings (from cyberware, spells or adept powers) can never be sacrificed as part of this ordeal. In addition, the character's Racial Modified Limit (see SR3, p. 244) for the Attribute also decreases by 1 point, reducing the potential maximum value of the Attribute. The character cannot sacrifice a point from an Attribute that has a Rating of 1.

If this ordeal is taken multiple times, the character must reduce a different physical Attribute before he can reduce a previously reduced Attribute again.

**Note:** In my opinion, the character must fulfill another requirement: extreme stupidity. Especially adepts have to rely on their Attributes – it is just stupid to sacrifice them first to boost them back next by magic.

## Deed

**Source:** Magic in the Shadows, p. 60 (FASA)

**C**

A deed ordeal requires a character to perform some task with a goal appropriate to his/her Path, his magical group (if he/she belongs to one), his totem (if he/she is a shaman), or his/her moral code (if his/her character has one). Successfully accomplishing the goal makes it a deed.

The gamemaster and the player should agree on a deed ordeal in advance. Alternatively, the gamemaster can decide that a run just fits the bill. As a general guideline, a run can qualify as a deed if the Karma award is comparable to the Karma cost of the grade the character seeks. The deed must be personally relevant and appropriate to the character – it is not acceptable to declare a run a deed ordeal simply because it has a high Karma award.

If the gamemaster approves the run as a deed, the player simply turns down the Karma award for the run and the ordeal is accomplished. A character can carry out a deed before he/she is ready to initiate to another grade, essentially "saving" a deed and using it as an ordeal for his next initiation. A deed must be used for the character's next initiation, however, and cannot be saved beyond that grade. See MitS, p. 60, for some deed run examples.

## Geas

**Source:** Magic in the Shadows, p. 60 (FASA)

**C**

To fulfill this ordeal, the character takes a geas of his choice and accepts a limitation on the Magic Point or Power Point he gains from the new grade. Choose from the standard geasa (MitS, p. 31) or create a new one with the gamemaster's approval. This geas does not reduce the cost of any powers purchased with that Power Point, but otherwise it works normally. A geas taken as an ordeal cannot be removed.

**Note:** Stupid. Limiting Abilities just to spare some crappy Karma points may result in the knowledge having done bullshit.

## Masterpiece

**Source:** State of the Art 2064, p. 60 (FanPro)

**C**

A masterpiece ordeal requires the character to spend at least a month working on an original piece of art. The work must challenge the artist and requires complete concentration, not allowing for daily activities such as work, study or shadowrunning to distract the artist. Additionally, the work must be completely original. The adept undertaking this ordeal must either know the virtuoso metamagic technique (p. 53) or learn it during the Initiation he is currently undergoing. The adept must also have an appropriate art-oriented Knowledge skill. The adept must succeed in creating a virtuoso piece or the ordeal fails and the artist must start over. If an artist chooses to perform subsequent masterpiece ordeals, he/she must start anew, and the work must have a new theme that distinguishes it firmly from other works.

## Meditation

**Source:** Magic in the Shadows, p. 61 (FASA)

**C**

The character must spend time in daily meditation, trying to bring his physical being under the control of his astral self.

The character must pass three Attribute Tests:

- A Charisma Test against a target number equal to Strength
- An Intelligence Test against a target number equal to Quickness
- A Willpower Test against a target number equal to Body.

Each test has a base time of (desired garde x 4) in days. Divide the base time for each test by the number of successes. Unless all three tests are successful, the character must begin the mediatative cycle over again. The mediatation ordeal is very demanding and leaves no time for any activities other than the most ordinary tasks, and environmental distractions must be kept to a minimum. Apply +2 to the target numbers of all the meditative tests if the character's lifestyle is Squatter or Street (SR3, p. 240). Do not apply this penalty if the character is living in the wilderness during this ordeal and possesses a Wilderness Survival Skill of rating 4 or greater.

### *Oath*

**Source:** Magic in the Shadows, p. 61 (FASA)

**C**

The oath ordeal, in which the character swears an oath to obey a magical group's rules and strictures, is available only to members of such groups (see Magical Groups, MitS, p. 61). Even if a character swears several oaths in his career, only the first qualifies as an ordeal.

### *Thesis*

**Source:** Magic in the Shadows, p. 61 (FASA)

**C**

This ordeal requires a character to create a formula containing all his magical knowledge. Hermetic theses are usually written texts. Shamanic theses are usually works of art, expressing the the spiritual insights of the shaman. Adepts can produce either type of thesis, depending on the adept's way (p. 21) A thesis must exist as a physical item (in hard-copy form, in the case of a text).

A thesis is created in the same way as a spell formula (see Spell Formulas, MitS, p. 47) with a Rating of 6, using the character's highest Active Magical Skill and a base time of 30 days. The author must guard the thesis carefully because anyone who obtains a copy can use it as a material link to target the author with ritual sorcery (p. 34). For this reason, initiates are reluctant to make more than one copy of their thesis. If all copies of the thesis are destroyed, however, the author immediately loses a Magic Point, so most initiates risk making more than one copy.

Some magical groups require this ordeal. The thesis is usually the second ordeal for the group because most groups require the oath ordeal for the first initiation. Members must file a copy of their thesis with the group because it acts as link for ritual sorcery – for good and ill.

### *Way Ordeal*

**Source:** State of the Art 2064, p. 60 (FanPro)

**C**

A way ordeal requires the character and gamemaster to devise a trial appropriate to advancement in the character's chosen way. The trial must be a significant step in the character's philosophical development along his path. Way ordeals should require a significant sacrifice of resources, time or even attribute points, as the gamemaster deems appropriate. Way ordeals must also have measurable results. See SotA2064, p. 61 for some examples of a way ordeal trials.

# Metamagics

## *Attunement (Animal, Item)*

**Source:** State of the Art 2064, p. 61 (FanPro)

**C**

Throughout history, animal companions and certain signature items have figured in legends. The Attunement metamagic could be said to be the Sixth World's manifestation of this concept.

In practical terms, Attunement allows the adept to invest Karma toward establishing a mystical bond with a specific animal or object – similar to the way he/she would bond a focus – granting him/her a unique affinity with that critter or item. Attuned animals or items may be used as a material ritual link to the adept (MitS, p. 34).

Before bonding is possible, Attunement requires the adept to go through familiarization process with the animal or item until handling it is second nature. When familiarization is complete, a bonding ritual of some sort is needed. The gamemaster and player should tailor this to the character's cultural background, belief system and/or way. For instance, a shamanic adept might best a wild animal in combat to become the alpha. A warrior adept might give his weapon a baptism of blood by cutting himself with the edge. During the appropriate ritual, the adept sacrifices some of his Good Karma to attune to the target. Adepts may also perform a deed ordeal (MitS, p. 60) with the animal or object as a bonding ritual.

Attunement has different effects depending on whether the target is an object or animal. Note that Attunement metamagic only applies to either animals or items; if an adept wants to learn to attune to both animals and items, he must learn the metamagic technique twice. A character may only be attuned to a number of items or animals (total) equal to his Initiate Grade. He may not receive a bonus from more than one attuned item/animal in any single action. Attunement may be voluntarily severed at any moment by the adept (invested Karma is lost) and is canceled if the animal dies or the object is destroyed.

**Animals:** Animal Attunement allows an adept to bond with a friendly, mundane, non-sentient animal. To do this, an adept must first befriend the animal and gain its trust, requiring an Animal Handling (or similar skill) (5) Test with a base time of two weeks. Extra successes may be used to divide the duration. A failed test means the adept's time was wasted and he must start again. The process will not work if the animal is coerced. Once a rapport is established, the adept may perform the ritual bonding, paying Karma equal to the animal's Essence.

A bonded animal gains the power of Sense Link (MitS, p. 109), allowing the adept to experience the world through the animal's senses. The adept may also issue simple low-level telepathic commands to the animal through this link. (These commands do not automatically succeed, depending on the disposition of the animal – especially if the command puts the animal in danger. The gamemaster may call for an Animal Handling or other appropriate test.) This power has a range equal to the adept's (Magic + Charisma + Willpower) x 10 meters. If the animal goes beyond this range, contact is lost. Likewise, if the animal suffers a Moderate Wound or greater, while the power is in use, the link is immediately broken and the adept suffers Light Stun damage; contact may be re-established when the animal is healed.

**Items:** Attuning a vehicle, weapon or piece of gear allows an adept amazing intuitive control and uncanny insight into its operation. An attuned item feels like a physical extension of the adept's body and makes it easier to perform incredible feats and difficult stunts. The familiarization process requires that the adept become thoroughly acquainted with the item's characteristics and limitations. This entails a relevant B/R Skill (5) Test (for example, Edged Weapons B/R for a katana or Bike B/R for a Yamaha Rapiere) with a base time of one week. Alternately, the adept may elect to build/forge/construct the item from scratch. Success in the test allows the adept to attune to the

item by means of an appropriate bonding ritual. The Karma cost to bond to an inanimate object like a vehicle, weapon or other gear equals the item's Object Resistance (p. 58).

In game terms, Attunement reduces the target number for any skill tests involving use, control or handling of the item by 1. Attunement, however, provides no bonus when the item is controlled through a cybernetic interface (VCR, datajack, smartlink, etc.). Attunement does not aid Magical skills such as Sorcery, Conjuring, Centering or Enchanting.

Note: See "A note on attuning animals", SotA2064, p. 61, for some optional rulings.

## Centering

**Source:** Magic in the Shadows, p. 72 (FASA)

**C**

For centuries, magicians studied skills like singing, dancing, playing musical instruments, speaking ancient languages, and so on. Since the Awakening, initiates have discovered the reason behind the practice. The mental and physical discipline of performing such skills helps *center* them, putting them in harmony with the center of their being, the well from which all magical power springs.

### Centering Skill

To use the technique of centering, an initiate must use two skills: Centering Skill and another skill that represents the initiate's method of centering, referred to here as the *creative* skill. Centering Skill is an Active Magical Skill (SR3, p. 85) that is linked to Willpower. Centering Skill represents a character's ability to use the the creative skill to center. Centering Skill can never be raised higher than the rating of the creative skill.

The creative skill can be Active or Knowledge, though it is usually an artistic or intellectual ability. It may even be one the initiate already possesses. Only one skill may be considered the character's creative skill. Generally applicable examples are: Dancing, Singing, Playing Musical Instruments, Arcane Languages, Meditation.(see MitS, p. 72 for details)

Some players may want to invent a new creative skill. The Awakening made magicians understand the value of the old ways, but it also set a wave of experimentation to find new and better ways of performing magic. For purposes of the game, however, creative skills should not be particular useful in non-magical areas.

For example, consider the possibilities of shooting a gun as a Centering Skill. A case could be made for using that or other Combat Skills, based on the Zen like qualities of marksmanship. This would, however, give the character the advantage of being able to attack an opponent while preparing to do another attack on the same or another opponent, and get bonuses for it. Generally speaking, the meditative aspects such as Zen archery should be considered a separate Meditation Skill rather than combined with the practical aspects of a Combat Skill.

The potential for such a crossover between skills is less problematic if an initiate's creative skill also helps them earn a living, as i the case of a rocker-mage who uses music to center.

A creative skill can *never* be chip-based. The initiate must know the skill personally and learn it the old-fashioned way.

### Using Centering

Adepts use centering to improve their performance with Athletics and Stealth and can learn to apply centering to other types of skills as well.

An adept who learns centering begins with the ability to apply it to Athletics and Stealth. As the adept continues to initiate, centering can be applied to other skills. An adept initiate who learns centering at Grade 1 can learn to apply it to an additional skill area at Grade 2, another at Grade 3 and so on. Learning to apply centering to a new skill is the only metamagical technique the adept

may learn for that grade.

The additional skill areas for which adepts may learn centering are: Build and Repair, Melee Combat, Ranged Combat, Knowledge, Language, Social, Technical and Vehicle. centering may also be applied to Special Skills. Each skill or area of Special Skill (like Musical Skills) is considered a separate technique. Though adepts can learn to apply centering to Sorcery, they can still only use Sorcery for astral combat.

Adepts can use centering for success and centering against penalties for any skill area they have learned to center in. The gamemaster has the final say on whether a particular penalty can be overcome through the use of centering. Because they apply to mundane skills, adepts do not require astral perception to use centering for success.

Adepts can center against any Drain caused by any use of their powers (such as Attribute Boost).

### **Centering for Success**

When centering to improve the success of a Skill Test, the initiate declares the skill use in the standard fashion and then declares the use of a Centering Test to enhance it. The target number for the Centering Test is the same as that for the Skill Test. Any modifiers to the Skill test also apply to the Centering Test. Every 2 successes generated on the Centering Test count as an additional success on the Skill Test. If the Skill Test yields no successes, the initiate cannot use any of the successes generated in the Centering Test.

### **Centering against Drain**

Centering against Drain allows an initiate to attempt to reduce, in advance, the Drain of using magic. The target number for the Centering Test is the Drain Power of the magic intended. Every 2 Successes from this test count as 1 success in the Drain Resistance Test. If the Drain Resistance Test generates no successes, the player cannot apply any successes from the Centering Test.

### **Centering against Penalties**

Centering can also counteract penalties affecting an initiate's Skill Tests, such as modifiers for partial cover, injury, atmospheric conditions and so on. Use the same target number for the Centering Test as for the Skill Test, adding all applicable modifiers and subtracting the initiate's grade.

Every 2 Successes cancel out 1 point of modifiers to the Skill Test target number; centering cannot reduce the base target number. Trying to sprint requires an Athletics(Running) Test against 4, for example.

Note: The gamemaster might allow an adept to extend Centering on Enchanting (p. ).

## **Cognition**

**Source:** State of the Art 2064, p. 63 (FanPro)

**C**

Requires the Centering technique (p. 45) and a Centering skill.

Cognition allows an adept to hone and expand his mental, perceptual and intellectual faculties. It also reflects the character's enhanced ability to interact with and comprehend his environment, as well as his increased mental resilience and social and intellectual adaptability.

In game terms, Cognition allows the adept to Center for success or reduce modifiers on Intelligence Tests, including Perception and Learning Tests. This requires a Free Action. The adept may also use Centering to reduce modifiers when defaulting to Intelligence form Intelligence-linked skills. Cognition also adds one die to the adept's Knowledge and Language Skill Tests.

Adepts who have learned Cognition have mastered their own ability to assimilate new knowledge. To reflect this, decrease the Karma cost to increase skills by 1, to a minimum of one.

## Divining

**Source:** Magic in the Shadows, p. 74 (FASA)

**C**

Divining allows an initiate to gain insight into future events concerning a specific subject. To do so, the initiate must assense the subject of divination or possess some kind of magical link to the subject, which may be anything suitable as a material link for ritual sorcery (MitS, p. 34).

The initiate must also have two skills: Divining Skill and another skill that represents the character's method of divination, referred to here as the prediction skill. Divining Skill (see MitS, p. 30) is an active skill linked to Willpower. It represents the character's ability to use the prediction skill to foretell the future. Diving Skill can never have a rating higher than the prediction skill.

The prediction skill can be Active or Knowledge, though it typically is an intellectual ability and may be a skill the character already possesses. Only one skill may be considered the character's prediction skill. A few of the more popular prediction skills are: Astrology, Dowsing, Omens, Dreaming, Sortilage (see MitS, pp. 74 and 75 for details).

### The Divination Test

Once the initiate has a link to the subject of the divination, he asks a question about a future event and makes a Divination Test. The gamemaster rolls dice equal to the initiate's Divining Skill against a target number based on complexity of the question asked, as shown below. Divination is only useful in answering questions about events.

| <i>Divination question is...</i>                                  | <i>TN</i> |
|---|-----------|
| Very vague (What does the next month hold for me?)                | 4         |
| Vague (Are my old enemies catching up to me?)                     | 5         |
| General (Will I get hurt if I go on this next Shadowrun?)         | 6         |
| Specific (Will Mr. Johnson take a bribe from Yakashima?)          | 8         |
| Very specific (Is Mr. Johnson picking up his bribe this evening?) | 10        |

The number of successes indicates how useful the answer is, to be adjusted at the gamemaster's discretion. No successes means the answer isn't useful. A roll of all 1s results in completely misleading information. One or two successes result in a cryptic answer containing an underlying truth. With three or four successes, the answer is mildly helpful. Five or more successes achieve approximately the level of detail the diviner wanted. Regardless of the number of successes achieved, however, the gamemaster should make the answer as specific or vague as suits the story, allowing the player characters to extrapolate what they think the answer might mean.

An initiate can perform a number of Divination Tests per week equal to his grade. Further Divination Tests on the same subject increase their target number by +2 per attempt until the gamemaster judges that something significant about the subject or the situation has changed.

Divination can be used by gamemasters to provide cryptic clues about plots in the game. The gamemaster can enhance the flavor of this power by having characters with divination experience "visions" and "omens" at unexpected, and perhaps inappropriate, times. Gamemasters should try to keep divining from becoming a "quick fix" solution for the players by providing them with occasional misleading or contradictory information.

## *Empower Animal Companion*

**Source:** State of the Art 2064, p. 63 (FanPro)

**C**

Requires the Attunement (Animal) technique (p. 44).

Empower Animal Companion builds on the bond between the adept and an attuned animal companion, expanding the mystic connection between them to allow the adept to share some of his power and magical abilities with the critter.

To use Empower Animal Companion, the adept first chooses one of his adept powers and then performs a ritual similar to the one used originally to attune to the animal. During this ritual, the adept must pay Karma equal to the power point cost of the chosen power x 4. This allows the adept to take a Free Action and temporarily transfer that power to the animal through the Sense Link. The adept may not use a power himself while it is transferred to the animal. The adept and animal must be within the Sense Link's power range.

If the use of a power transferred to the animal calls for a Skill or Attribute Test, the gamemaster should use the animal's Reaction as the default skill rating (though Intelligence and Quickness might also be appropriate) or the animal's relevant attribute.

The adept may conduct similar rituals in order to gain the ability to transfer additional powers to the critter. The adept may even empower more than one critter companion, though a power can never be transferred to more than one animal at a time. Also, the amount of power points transferred at one time may never exceed the adept's Initiate Grade (note that this means an adept may simply be unable to empower an animal with some of his more costly powers):

## *Infusion*

**Source:** State of the Art 2064, p. 63 (FanPro)

**C**

Requires the Centering technique (p. 45) and a Centering skill.

Infusion enhances an adept's understanding and command over both the magic that powers his abilities and his capacity to channel mana. Infusion allows the adept a measure of control over his body's own somatic gifts, temporarily extending the limits of his original powers or even temporarily manifesting new ones. Such a magic surge has its cost, however, as adepts suffer temporary burnout afterwards.

To use Infusion metamagic, the adept takes an exclusive Complex Action and makes a Centering Skill (4) Test. Each success grants the adept 0.25 power points that can be used to either boost an existing power or acquire new powers. The adept cannot score more successes than his Initiate Grade. The adept may purchase only one level of a power he does not already possess. These enhanced/new powers can be used for (Magic attribute x Initiate Grade) minutes, after which they fade.

As soon as the power boost ends, the adept immediately suffers Drain equal to (Centering Successes)S. This Drain is Stun Damage, resisted by Willpower, and reflects the body's fatigue from channeling increased levels of mana. In addition, the adept loses the same number of power points' worth of powers for a period equal to the number of minutes the temporary powers were in effect. The gamemaster chooses what powers are temporarily "burned out" – the adept should not know a power is inaccessible until he tries to use it.

An adept should always be able to increase the level of a power he possesses, but the selection of new powers is limited to his Initiate Grade in power points, to prevent it from being an all-purpose adept power. The gamemaster can either ask the player to choose one power point worth of available powers each time he initiates or note a power each time it is temporarily gained by this metamagic and cut it off when the total reaches the adept's Initiate Grade; from then on, the selection is limited to powers previously chosen.



## Masking

**Source:** Magic in the Shadows, p. 76 (FASA)

**C**

Masking hides the true nature of an initiate's aura, presenting a less powerful astral presence to astral observers (see Astral Perception, SR3, p. 171). Initiates using this ability can change their aura to that of a mundane, or at least a non-initiate. Masking can also hide a character's dual nature so that they look magical but not astrally present. Masking can also hide emotions (hatred, love, jealousy and so forth) that are reflected within an aura so that another mage cannot assense the emotional state of the masking magician. Other initiates may penetrate this disguise. Initiates may also penetrate the masking of creatures able to hide their true auras, such as certain free spirits.

For ease of play, gamemasters may wish to use the following guidelines:

- An initiate's aura is always masked unless he deliberately shows his/her "true colors".
- An initiate must deliberately try to assense a masked aura if studying a crowd. If only two initiates are present, the gamemaster can make a roll to see if they "notice" each other.

When an initiate assenses a masked aura, the gamemaster makes a secret Magic Test, with a target number equal to the Magic, Force or Essence of the target, as appropriate. A number of successes equal to the target's grade minus the viewers grade is needed to succeed, with a minimum of one.

For example, a Grade 2 initiate with Magic 7 is assensing the aura of a Grade 4 initiate with Magic 6. The viewer rolls 7 dice against TN 6 and needs 2 successes (target Grade 4 – viewer Grade 2 = 2) to see through the subject's masking.

If the test succeeds, the subject's true aura is visible and may be assensed normally. The results of success may differ for creatures possessing the power of aura masking (see Powers of Free Spirits, MitS, p. 117).

If the initial test to penetrate a masking fails, the initiate may try only once more, adding +2 to the target number for additional attempts. If the test also fails, the initiate simply cannot pierce the masking.

There is no discernible difference between a masked aura and the real thing, unless the Masking Test is successful.

### Masking an Astral Form

Masking may be used by dual-natured characters to make their astral forms appear as mere auras. In this way, an astrally perceiving, dual natured character who is masking himself/herself will not appear to be astrally perceiving at all, except to those who can pierce the masking. the masking character's astral form is still present, just camouflaged, so it will interact with other astral forms (barriers, projecting magicians and so on) normally.

Characters who are astrally projecting can mask their astral forms to appear as mere auras, but any astrally perceiving or projecting character who gives the aura more than a quick look will see through the effect because there is no visible physical body to match the aura.

### Deliberate Masking

The standard rules for masking assume no special effort on the part of the initiate. If the character makes a deliberate attempt to mask his aura, roll a number of dice equal to twice the character's grade against a target number equal to his/her Magic. Every 2 successes counter 1 success a viewer may generate to penetrate the mask. If, for example, the masking initiate rolls 4 successes, a viewing initiate must roll at least 3 successes to penetrate the mask.

Deliberate masking is an Exclusive Simple Action, which means an initiate cannot perform any other magical activities while maintaining it. An initiate can drop deliberate masking at any time as a Free Action.

### Masking Foci and Spells

The masking described above covers the initiate and a number of Force Points of foci and/or sustained or quickened spells on the initiate's person equal to his grade. For example, a Grade 4 initiate can mask up to 4 points of foci or spells without any extra effort. Beyond that, however, the presence of foci and spells can be seen on the astral plane.

To hide additional foci and spells, the character must make a deliberate masking attempt, as described in Deliberate Masking. The target number equals the total Force in foci and spells. If the test is successful, the character's foci and spells are masked along with his aura, and the successes from the test offset a viewer's ability to penetrate the mask.

### Psychometry

**Source:** State of the Art 2063, p. 49 (FanPro)

**C**

Requires either the Astral Perception Power (p. 8) or the adept being dual-natured.

Psychometry represents the character's ability to read psychic impressions left behind on an object, place or even a person. Psychometry is much stronger than astral perception, allowing the initiate to extract deeper impressions, feelings and even sensory input. The more recent the impressions, the greater the likelihood that the initiate will gain useful insight.

To use psychometry, the initiate must come into contact with the subject (whether an item, person or place) and open his mind to its energies. The initiate must also assense the subject and examine the astral patterns around it.

The gamemaster rolls a number of dice equal to the initiate's Aura Reading skill against a target number based on the length of time that has passed since impressions were left (see below). If the Initiate scores any successes, he gains information from the psychic impressions left behind on the subject as shown below. The gamemaster should tailor the information to be as specific, vague or dramatic as suits the story. The gamemaster also determines what form the psychic feedback takes (visual, auditory, emotional, somatic, etc.). A roll of all ones results in vividly presented but completely false information.

| <i>Time Since Impressions Formed:</i>  | <i>TN</i>       |
|--|-----------------|
| Less than 1 day  | 6               |
| Less than 1 month  | 8               |
| Less than 1 year   | 10              |
| 1 year or more   | 12              |
| 10 years or more   | 14              |
| Each additional 10 years   | +2              |
| <i>Target Number Modifiers:</i>  |                 |
| Subject is a place   | +1              |
| Subject is metal object (ring, watch, pendant, etc.)   | +1              |
| Subject is a bonded focus  | -(Force rating) |
| <ul style="list-style-type: none"> <li>· Modifier only applies to impressions related the person whom the focus is bonded to.</li> <li>· Stacked foci give only the highest rating as a bonus to Psychometry.</li> </ul> |                 |

| <i>Time Since Impressions Formed:</i>  |   | <i>TN</i>   |
|--|---|-------------|
| Subject has a strong connection to others depicted in the impression (wedding ring, beloved toy, etc.)         |   | -2          |
| Initiate has a strong connection to others depicted in the impression (friend, relative, childhood home, etc.) |   | -2          |
| Impression of violence or strong emotions  |   | -2          |
| Impression of violent death  |   | -3          |
| Chaotic or noisy surroundings (difficult to concentrate)   |   | +1          |
| Subject carries more than one significant impression   |   | +1 for each |
| Astral signature(s) relating to impression has been erased   |   | +1          |
| Cleansing metamagic has been used to remove impressions  |   | +6          |
| Each subsequent attempt after the first to read the same object  |   | +2          |
| <i>Successes</i>   | <i>Results</i>  |             |
| 0  | No information received   |             |
| 1  | Brief flashes of insight, disjointed impressions, very superficial results    |             |
| 2  | Longer sequences and deeper insights, though visions are still disjointed     |             |
| 3  | Greater detail, multiple sensory types, clearer vision, more coherence        |             |
| 4+   | Lengthy sequences, multiple senses, coherent visions, significant information |             |

Note that a subject may have more than one set of impressions imprinted upon it (for example, a church where daily ceremonies occur and also a murder occurred a week ago). In this case, compare the results of the Aura Reading roll to the individual target numbers for each separate Impression. The initiate may gain information on more than one impression at the same time.

The base time it takes an initiate to pick up a psychic impression is equal to the impression's base target number (or the highest target number in the case of multiple impression) minus the initiate's grade in minutes. At the gamemaster's discretion, certain episodes of psychometric feedback and visions may take longer for the initiate to experience. For the duration of this period, maintaining the psychometry is considered an Exclusive Complex Action, and the initiate suffers a +4 modifier to Perception Tests. If an initiate is in the middle of a psychometric experience and wants to break it off to perform some other action, a Willpower(6) Test is required.

If the initiate successfully picked up any impressions, he must then roll his Willpower against a target number of 12 minus the modified target number used for the Aura Reading Test. If the initiate rolls no successes, he experiences psychic backlash equivalent to a Light Stun wound. The gamemaster determines the form this backlash takes (nausea, headache, emotional distress, etc.). A roll of all ones on this test causes a temporary phobia against performing psychometry – treat this as a mental Flaw that requires a Willpower(6) Test to allow the initiate to use the technique again. The Flaw persists for 10 days minus the initiate's Willpower. At the gamemaster's discretion, particularly potent impressions may cause more severe backlash. For example, the gamemaster could rule that the impression from a ritualized torture and murder session inflicts Serious Stun damage on the initiate who relieves the horrifying experience.

Cleansing metamagic (MitS, p. 74) and astral signature erasure (SR3, p. 172) can significantly increase the difficulty of reading psychometric impressions, as noted.

An initiate can attempt psychometry on a given subject multiple times; however, each subsequent

attempt imposes a +2 target number penalty to the attempt. The initiate must also wait a number of hours equal to 10 minus his initiate grade before making another attempt.

## Severing

**Source:** State of the Art 2063, p. 48 (FanPro)

**C**

Requires either the Astral Perception Power (p. 8) or the adept being dual-natured.

Despite his best intentions a character can become the target of ritual sorcery or ritual tracking. Usually, the best way to defend against attacks from such is to hide in a warded area or under another type of astral barrier. This can, however, severely hamper a character's mobility while the threat exists. The severing metamagical technique is an active defense against ritual sorcery, allowing an initiate to break the connection between him and the ritual team. Severing can only be used after the ritual team has successfully completed the Targeting and begun the Sending stage. The initiate can only sever the link if he knows it exists (in other words, he noticed the Sending, or someone else has alerted him). Severing metamagic only works in cases where a ritual link rather than a spotter is used.

When the ritual link is established, the gamemaster must keep track of how many successes the ritual team achieves on the Linking Test. The initiate attempting to sever the ritual link makes a Severing Test, rolling his/her Magic rating versus the ritual leader's Magic rating +1 for every additional magician participating in the ritual sorcery. If the severing initiate does not know the specific nature of the material or symbolic link used against him/her, he/she suffers an additional +2 modifier. If the severing initiate rolls more successes on the Severing Test than the ritual team achieved on the Linking Test, the ritual link is broken. The ritual ends immediately and the ritual team must make an immediate Drain Resistance Test. The material or symbolic link they were using can not be used for the same purpose until another (severing initiate grade) hours have passed. If the severing initiative rolls equal or less successes on the Severing Test, the ritual continues unhindered.

Severing takes time equal to  $(10 - \text{initiate grade}) \times 10$  minutes, with every grade level including and above 10 reducing the by 1 minute further. The amount of time may not be reduced to less than 1 minute. Thus a Grade 3 initiate would need to spend 70 minutes to successfully sever the link between himself and a ritual link, while a Grade 11 initiate would need only 8 minutes. If the initiate does not spend the full amount of time, the link is not severed. Also should the sending (or the tracking) complete before the initiate is able to complete the severing, the sending wins through.

An initiate can also use severing metamagic to break ritual links established on objects and people other than himself, though he suffers a +2 target number modifier to the Severing Test. The severing initiate must be able to astrally perceive the target during the full time it takes to sever the target from the ritual link, the severing fails.

It is important to note that when severing a ritual link that was established by using a focus as the material link, the bond to the focus itself is not broken. Rather, the ability to use the focus as a ritual link is temporarily negated for (severing initiate grade) hours – and the focus is also temporarily useless to the bonder for the same amount of time. If the ritual team chooses, they may try to use it as a ritual link again in another ritual after that time has passed; the focus is not consumed or "used up". Characters will not have to re-bond with foci in this circumstance.

This metamagic can be used versus a ritual link more than once and more than one person can attempt the severing also. In both cases, however, each Severing Test is treated separately; the successes are not cumulative. Count only the highest number of successes.

## *Somatic Control*

**Source:** State of the Art 2064, p. 63 (FanPro)

**C**

Requires the Centering technique (p. 45) and a Centering skill.

The Somatic Control technique embodies the adept's progress in both awareness and control of his own body and physicality. This advanced metamagic represents the purest distillation of his somatic gift and grants an adept greater control of his physiological abilities, allowing him to better understand and overcome his physical limitations and even to enhance his attributes beyond their normal ranges for brief periods of time. The most obvious effect of this technique is the temporary redistribution of the body's resources to enhance certain Physical attributes at the expense of others. In game terms, the adept can shunt points between attributes, raising one by lowering another. To use this technique, the character takes an exclusive Complex Action and makes a Centering Skill (4) Test. The maximum number of points that may be shifted between Physical attributes is equal to the number of successes scored. the adept cannot score more successes than his Initiate Grade. This change in attributes lasts for up to (Magic attribute x Initiate Grade) minutes, after which they revert to normal levels and cannot be shifted again for 10 x the number of minutes they were modified.

The body's reallocation of resources makes trained skills less effective, however, decreasing an affected attribute's linked skills. For every point an attribute is decreased, decrease all linked skills higher than the new value by 1.

Radical bodily changes of this sort are strenuous. After the attributes return to normal, the adept maybe suffer from painful cramps and muscle sprains. To reflect this, the adept must make a Drain Resistance Test using Body against Stun damage with a Power equal to the number of attribute points shifted. The Damage Level is Serious if an attribute was boosted above the Racial Modified Limit, and Light otherwise.

Note that changes to an adept's Quickness may affect Reaction, Initiative and Combat Pool. Temporarily shifted attributes do not affect the Karma cost of skills or learning.

## *Virtuoso*

**Source:** State of the Art 2064, p. 64 (FanPro)

**C**

Initiated artist adepts created this metamagic technique. An adept using this metamagic focuses all of his/her artistic skills into the creation/composition of a piece of art , pouring talent and magic into the creation and attempting to forge something truly sublime. The technique only works on original and inspired artworks. The resulting creations are truly magical masterpieces. Fueled by the adept artist's enhanced creative talent, each virtuoso piece possesses a singular and powerful aura, one that even mundanes find it immensely emotional. Both physical works of art and performance pieces can be virtuoso creations.

In game terms, to produce a virtuoso creation an adept must make a Skill (9) Test using an appropriate artistic skill (Composition, Dancing, Drawing, Painting, Poetry, Sculpting, etc.) with a base time of one month. A number of dice equal to the adept's Initiate Grade may be added to the test. The successes indicate the rating of the virtuoso piece; alternately, some successes may be used to reduce the base time. Good Karma may be used to increase the piece's rating at the time of creation at a rate of one additional point per 2 Karma invested (Karma spent cannot exceed the creator's artistic skill). The completed artwork generates a Background Count equal to the piece's rating, charged with an emotion appropriate to the piece. This Background Count is aspected to the creator adept and does not interfere with him.

Virtuoso performance art must be composed by the adept, as described above. Each time the adept performs the virtuoso piece, he must succeed in a Skill (6) Test using the appropriate performance skill to evoke the emotional/Background Count effect of the piece. the gamemaster

should decide the roleplaying side effects of the piece's emotionally charged Background Count, which affects both the astral and physical planes.

Virtuoso pieces have been known to inspire mesmerizing awe in those who experience them for the first time. Apply the effects of Enthralling Performance (p. 16) to any character viewing such a virtuoso artwork or performance (add the adept's Initiate Grade to the Open Test).

Both physical and performance virtuoso artworks are highly sought after for their artistic and collector's value – especially by Awakened collectors. Material pieces are occasionally sought because they are useful in enchanting – such virtuoso items can be considered exotic materials for enchanting. The piece is not destroyed during enchanting, however, but becomes integral to the final product, which will likely earn the enchanter the artist's wrath.

Physical virtuoso art also acts as a material link (MitS, p. 34) to the creator.

**Note:** Because Virtuoso may be used to conduct the art of extreme quality smithing (for example to forge a traditional katana), the gamemaster might want to limit the use of Virtuoso on one art when first learned, allowing the adept taking Virtuoso on another art as another metamagic technique.

## Foci

Foci are material items giving an adept certain powers. Foci must be bonded before they can be effectively used. Owners of Foci advised to have an eye on them at any time – when bonded, they can be used for ritual magic as a material link to the adept, which might allow his enemies to do bad things with him. Foci can be acquired in several ways – the adept can buy them or create them by himself/herself.

For buying Foci, see the price table below. For creating foci, see Adeptic Artificing, p..

### Buying Foci

| <i>Focus Type</i> | <i>Avail</i> | <i>Cost</i>                                | <i>SI</i> | <i>Bonding Cost</i> |
|-------------------|--------------|--|-----------|---------------------|
| Adept             | 4 / 48 h     | Force x 60,000 ¥                           | 2         | 2 x Force           |
| Centering         | 5 / 48 h     | Force x 75,000 ¥                           | 2         | 3 x Force           |
| Infusion          | 8 / 72 h     | Force x 75,000 ¥                           | 2         | 3 x Force           |
| Weapon            | 8 / 72 h     | (Reach + 1) x 100,000 ¥ + Force x 90,000 ¥ | 2         | (3 + Reach) x Force |

### Creating Foci

#### Adept Focus

**Source:** State of the Art 2064, p. 45 (FanPro)

**C**

This focus is a variant of the power focus specifically designed (and only of use to) adepts. It increases the bonded adept's effective Magic attribute by its Force. This does not grant adepts additional power points, but does affect the amount they can have active at a time, as well as affecting tests, ranges, etc. that use the adept's current Magic attribute. The adept focus also grants dice equal to its Force for the adept's Drain Resistance Tests, but it does not affect whether Drain is Stun or Physical.

#### Centering Focus

**Source:** Magic in the Shadows, p. 68 (FASA)

**C**

This type of focus provides a number of additional dice for use with centering Skill equal to its Force (p.45). Users cannot gain more dice from the focus than they have dice in Centering Skill, and the focus must be active for the owner to gain the bonus. Centering foci are often items that complement a specific Centering Skill, such as a musical instrument for a Musical Skill.

#### Infusion Focus

**Source:** State of the Art 2064, p. 68 (FanPro)

**C**

An infusion focus allows the adept bonded to it to tap into his inner potential and activate a specific adept power that he does not normally possess. An infusion (Combat Sense 2) focus, for example, would give the adept the power of Combat Sense 2 for as long as the focus was bonded and active. Infusion foci are dedicated to a specific power, and an adept who knows that power must participate in the enchanting process. Likewise, when an adept bonds the focus, another adept who knows the power must be present to teach him how to use the focus to unleash it.

The rating of the infusion focus must be equal to the power's point cost x 2 (A Combat Sense 2

infusion focus would be rating 4.). Powers gained by an infusion focus count towards the total number of powers an adept may have active at one time. The Magical Power (MitS, p. 22) may not be activated through use of an infusion focus.

### *Weapon Focus*

**Source:** Shadowrun 3.0, p. 191 (FASA)

**C**

Weapon Foci are magical melee weapons. Any Awakened character can bond and use a weapon focus. An active weapon focus adds its Force to its owner's appropriate combat skill when wielded in combat.

A weapon focus inflicts its base damage (per weapon type) in both physical and astral combat (see Astral Combat, SR3, p. 174), and the defenses Awakened critters have against normal weapons do not protect them against weapon foci (see Powers, SR3, p. 260). When the owner of a weapon focus astrally projects, the astral form of the focus goes along and can be used in astral space. Active weapon foci can be used against targets in astral space, provided the wielder is also present there. When used in astral combat, the weapon focus's Power is determined using Charisma instead of physical Strength.

All weapon foci require the magical metal orichalcum (or-i-cal-cum) in their construction. Orichalcum is an alloy of copper, gold, silver and mercury, a metallurgical monstrosity created by magic. It is a rich orange-gold color, and legend says it was invented in ancient Atlantis.

Though rumors of enchanted missiles abound, no one has yet found a way to enchant any kind of missile weapon. The problem is that a weapon focus, like other foci, functions only in the hands of its owner. As soon as the focus is no longer in contact with its owner, it deactivates. This makes enchanting any kind of missile weapon problematic, to say the least.



## Articles

### *Adept Enchanting*

The enchanting rules written down in MitS, pp. 39 - 47, neither allow adepts to create nor forbid this. As a rule of thumb, I suggest that an enchanter should have only the possibility to create foci he/she can use. As a result, there must be adept enchanters with the capability of creating several types of foci – Adept Foci, Centering Foci, Infusion Foci and Weapon Foci.

In addition, an adept with the Virtuoso metamagic has the ability to create a masterpiece telesma. Unlike the masterpiece initiation ordeal, the gamemaster should allow to create non-original masterpieces, for example a blacksmith forging katanas in the traditional process (but of course with modern steel alloys) might invest time into every single sword, in order to get a masterpiece quality sword.

When trying to enchant the masterpiece, the gamemaster then grants

the adept a target number reduction equal to the masterpiece rating. In addition, the gamemaster might also reduce the karma cost for the first bonding by the same value.

| <i>Focus Type</i>      | <i>Enchanting</i>      | <i>Karma cost</i>  |
|------------------------|------------------------|--------------------|
| Adept Focus            | 6                      | 4 x Force          |
| Centering Focus        | 6                      | 5 x Force          |
| Infusion Focus         | 6                      | 5 x Force          |
| Weapon Focus           | 6                      | 5 x Force          |
| Force of Focus         | + Force                |                    |
| Material Basis         | + Object<br>Resistance |                    |
| Handmade Telesma       | -1                     |                    |
| Virgin Telesma         | -2                     | -2                 |
| Virtuoso Masterpiece   | -Rating                | -Rating            |
| 1 type of Radical      | -1                     | -1                 |
| 2 types of Radicals    | -2                     | -2                 |
| more types of Radicals | -4                     | -4                 |
| Orichalcum             | - 1 / unit             | -1 per unit        |
| 2nd Enchantment Test   |                        | -1 per 2 successes |

### *History of sword smithing*

The history of swords is a history of material. The first blades used by mankind were the sharp edges of a properly crafted flint. This was commonly used for knives, spear- and arrowheads.

The Stone Age ended when humans eventually began to discover metallurgics. The first metal to be crafted in forges was copper, which was soon to be replaced by an alloy of copper and zinc called bronze, which gave this period its name Bronze Age. In comparison to stone, bronze could easily formed in various shapes – for example swords.

With the discovery of iron and the fabrication of iron swords, another new technological era began called Iron Time. Iron is for more durable than bronze – due to the fact that iron is far more stronger.

The city of Carthago being a threat for the city of Rome, had the capability of creating a very pure kind of iron, which we would probably call steel. Carthago was destroyed by Rome, and apparently their knowledge of metallurgics got lost.

The longest blade the romans produced was the gladius, a short sword made of iron belonging to the equipment of every roman legionaire (regular roman troops).

The production of longer iron swords than the gladius is possible, but it is nonetheless difficult – let us consider that it is nearly impossible to create an iron swords longer than one meter.

For the creation of longer swords, a far higher quality of iron is required – steel. Steel became available in europe in the Middle Ages. The refinement of iron to steel reduces the carbon content to

less than 2%. Compared to iron, the melting point of raw steel is slightly reduced, while the boiling point rises to (almost) infinity. This fact allows to melt several other metals into steel – wolfram, molybden, cobalt, titan, manganese and others. By melting such materials into steel, they are alloyed – creating steel alloys like Krupp V2A and V4A (both highly stainless, the latter is used for medical tools), Chrome-Vanadine-Steel (screwdrivers, wrenches), Wolfram-Steel (safes and expensive armor plates).

Today, in almost every metal workshop, almost all metal called iron is some sort of steel. Several sorts of steel exist for every single purpose, reducing the question of material to "how costly may it be?"

Comparing the object resistances tables from SR3 and MitS, it seems the writers of both books aren't into metallurgics. According to the combined table, a handcrafted quality blade has an object resistance of 5, while alloys (which are required to craft that specific blade) have an object resistance of 8. Gamemasters should take this into consideration, when a character tries to enchant an item – a sword of real quality has to be made from appropriate steel.

| <i>Gear</i>   | <i>Object Resistance</i> |
|---|--------------------------|
| Natural Objects (Trees, Soil)   | 3                        |
| Manufactured Low-Tech Objects and Materials (Brick, Leather, Simple Plastics)   | 5                        |
| Handcrafted quality blade   | 5                        |
| Production-line gun, modern katana  | 7                        |
| Manufactured High-Tech Objects and Materials (Advanced Plastics, Alloys, Electronic Equipment, Lockpick kit, dirt bike) | 8                        |
| Car, racing bike  | 9                        |
| Monofilament whip, thunderbird, dikoted katana  | 10                       |

### *Magician Adepts*

The magician adept is introduced in MitS, p. 22, as the adept's "bigger brother". In fact, the magician adept is a full magician sacrificing Astral Perception and Astral Projection for using adept powers. The only way to increase these adept powers is to initiate for only one point magic, giving a new power point, or just buy an additional power point. When trying to learn metamagic or changing the astral signature on initiation, the newly gained magic point has to be hardlinked with another point of Magical Power.

In combination with the remaining limitations, which I won't mention here, I get these conclusions:

- This character model is no adept.
- This model contains far too many strictures for real use.
- This concept might get too powerful when played for long time, even when compared to adept characters.

The idea itself has possibilities – dragons (not drakes) don't really differ between magical traditions or styles. Therefore, I suggest new magical characters pay 20 Build Points just for being magical, and pay 5 points extra for every magic category – adept powers, spellcasting and conjuring.

For gaining free Astral Perception, the character isn't allowed to take adept powers – with the exception the character's species is dual-natured. Astral Projection is gained only when purchasing

spellcasting and conjuring, but not adept powers.

When taking adept powers in addition to spellcasting, conjuring or both, the character can choose freely on initiation whether the gained power points are used for Magical Power or any other adept power, despite the fact of learning metamagics or altering the signature. Magical Power is not required to be purchased on creation.

I suggest gamemaster and player to discuss which metamagics such a character is allowed to learn, regarding the difference between an adept accidentally doing spellcasting or a spellcaster eventually finding out to have access to adept powers, for example. It is also up to the gamemaster if he/she allows such characters.

Below are given values for use with the Build Point System, the Priority System and the Sum of 10 System.

| <i>Magic Components</i>                          | <i>Build Points</i> | <i>Priority</i> | <i>Sum of 10</i> |
|--|---------------------|-----------------|------------------|
| Base Magic                                       | 20                  | n/a             | 2                |
| Adept Powers                                     | +5                  | n/a             | +1               |
| Conjuring  | +5                  | n/a             | +1               |
| Spellcasting                                     | +5                  | n/a             | +1               |
| <i>Magic Packages</i>                            | <i>Build Points</i> | <i>Priority</i> | <i>Sum of 10</i> |
| Adept (canonic)                                  | 25                  | B               | 3                |
| Conjurer / Spellcaster (canonic)                 | 25                  | B               | 3                |
| Adept Conjurer / Adept Spellcaster (these rules) | 30                  | A               | 4                |
| Full Magician (canonic)                          | 30                  | A               | 4                |
| Adept Magician (canonic)                         | 30                  | A               | 4                |
| Adept Magician (these rules)                     | 35                  | n/a             | 5                |

Have anything to say about adepts?

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