

# The Adept Handbook

VERSION 1.0



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Created and Maintained by

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# INTRODUCTION



Welcome, ladies and gentlemen, boys and girls, to the Adept Handybook v1.0!

(The first update to the Handybook in one hell of a long time!)

## UPDATE

It would be nice to say that this edition of the Handybook was "years in the making." Perhaps it took "a collaborative team of the industry's top insiders and graphic designers." In fact, don't tell anyone, but this project has been going on for years under government auspices, and I have only now received authorization to declassify this portion of our research. But if anyone asks you, here's the cover story...

I'm one lazy mofo. Actually, that's not it, although I do have (what I like to call) a selective work ethic. The main reason for the delay can be tied to three factors. For a while, I just utterly lacked the inspiration to do a new Handybook. I finally got the druthers to work on it, though, and it came along great...until hard drive troubles erased it and I lost all my work. Needless to say, this was a bit discouraging-factor number one. Factor number two is Vassar College, which I am now attending and which takes up enough of my time that I like to utilize my free time by just not working (on anything, including the Handybook). Finally, FASA, bless their hearts, released a string of books (e.g. Awakenings, SR 3rd Ed., Magic in the Shadows) that kept me on my toes more than expected. Gotta' stay on the bleeding edge...

So finally, with the much appreciated (grumble, grumble) prodding of friends, I decided to just buckle down and do a new edition. Granted, this 'buckling down' has still taken, well, quite a while, but so it goes. Oh, and it's now version 1.0 because, as of SR3, physical adepts are now adepts. Thus, the name had to be changed-hence the new version number.

All things being said, is it worth the wait? Probably not. But oh well.

## NOTES ON THE TEXT

There are just a few things I would like to point out about the rest of the Handybook. First of all, there is material contained within that has been printed in other sources. In the interests of making the Handybook as complete as possible, I have included said material, but this is not a challenge to copyright. (I have no qualms about dropping that material if FASA says so.) I strongly encourage everyone out there to obtain a full copy of the books this publication excerpts from, as there is much more than just adept powers in them.

Secondly, I have generally tried to contact the creator of anything that appears in the Handybook (aside from FASA) for permission to feature his/her writing, but if I have included something that you are the author of and you would like removed, please let me know as soon as possible. There are some powers that are featured in multiple books, often due to inclusion in a new edition (i.e. SR2 to SR3 or Awakenings to Magic in the Shadows). In these cases, I have listed the most recent version of the power, as well as its most recent source.

Finally, please do not flame me if I appended a "Notes" section to your power. The Notes are suggestions, not criticisms, and by no means came exclusively from my own thoughts.

## PERSONAL INFORMATION

My real name is Brett Brown, although I use the handle Hobbis almost exclusively in net-related activities. As of the date of release, I am 20, and currently attending Vassar College, where I am currently double majoring in Psychology and Cognitive Science. I've been interested in Shadowrun ever since my parents gave me the Second Edition base book for Christmas, 1993. And no personal info would be complete, of course, without my Geek Code (Version 3.1)...

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## MISSION STATEMENT

The Handybook endeavors to present a fairly complete listing of the powers available to adepts in Shadowrun, as well as further rules that may be applied to adepts. While powers deemed extremely munchkinous may be omitted, I try to include most of the powers I find, with the noteworthy statement that, in all matters-cost, use, drain, etc.-Gamemaster's discretion must apply.

## ORIGINS

The Adept Handybook began as The Rather Un-official Physical Adept Handybook. It was early 1994: I was 14; my handle was Calvinoi MindFlyer; I formatted the Handybook with Word 5.1 for Mac and the Monaco font; I masturbated a lot; and my only internet access was through my city's Freenet. It all started when I wanted to get all the physical adept powers I had seen in different places into one alphabetical source. After a fair amount of typing, there it was-3,265 words of pure physad goodness. (Little did I know that about 5 years later, I'd be typing that much for regular class papers...) Being a dashingly altruistic chap, I thought I'd share my little creation by uploading it to the old Cerberus ftp site (you know...back when ftp was more popular). The rest, as they say, is history. (Mainly, it's just that I've forgotten most of the events that transpired after that.)

# CREDITS



## POWERS

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### David

For giving me his charming comments on a later revision of the Handybook. And showing me his pubes.

### Ryan

For contributing some artwork despite his busy schedule, and starting to GM so that I could actually play a few times.

### My Gaming Group

For not suing my ass off...oh, wait...well, for giving me all these years of outstanding gaming. And besides, I'm sure they deserve as much recognition as possible...Ryan, David, and Jeremy. Stalk away, readers. Vivá la Shadowrun.

### Shadrach...Mishak...Abed Nego! (and Bob Dole)

What more can be said?

### My Parents

For not only putting up with all those late nights of gaming, but even supporting them. And hey—they bought me SR2 all those years back; who could have known where it would lead? Kudos to my parents, everyone... kudos.

## ILLUSTRATIONS

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Meditating adept (25)...Adept on car (23)...Articles footer

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Cover illustration (Cover)...Adept with flaming sword (15)...Adept with big sword (2)...Dead samurai (29)...Powers footer...Power Sets footer

## THANKS

### FASA

For not suing my ass off (yet?), and for putting out such a fine role-playing game for all these years.

### Paolo Marcucci and Gurth

For helping me out with former editions of the Handybook, and just being all-around great supporters of and contributors to Shadowrun.

### Jeremy

For letting me use his computer so I could get some work done over summer break.



# POWERS



The **Powers section** is the meat of the Handybook, as it contains a comprehensive listing of the adept powers I have collected from various sources. The format for the listing is as follows:

NAME  
 Cost: ...  
 Source: .....  
 Author: .....  
 DESCRIPTION  
 Notes: .....

Name gives just that. Note that if there is a small omega sign ( $\Omega$ ) next to the name, that means it is a canon power. This is intended to give you, at a quick glance, a show of which powers are canon and which are not. (It is perhaps wise at times to pretend that only canonical powers exist; it makes life considerably easier.) While Cost gives how many magic points are used to purchase that power. If it says 'see below,' then it is referring to a table that appears after the Description (sometimes Notes) section. Source gives either the e-mail address of the author (if it was submitted electronically) or the page # and publication (if it was culled from a paper published source). Author gives the name of the power's author. Question marks "?" in the Source and Author spaces indicate that I do not have this information. Description gives an explanation of the power and its rules. Notes gives noteworthy considerations to be looked at in relation to the power (i.e. recommended ways of balancing the power further). But without further ado...

## ADHESION

**Cost:** 1

**Source:** greve@fusebox.hanse.de

**Author:** Georg Greve

The Adhesion power gives the PA the ability to make parts of his 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

**Source:** gurth@xs4all.nl

**Author:** Gurth

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.

## AIMED SHOT

**Cost:** .5 per point

**Source:** gurth@xs4all.nl

**Author:** Gurth

This ability reduces the modifier for aimed shots (p.89, *Shadowrun 2nd Ed*). Normally, this is a +4 modifier to the target number, but every point bought in Aimed Shot ability reduces this modifier by 1 point — that is, an adept with level 3 Aimed Shot would only get a +1 modifier for an aimed shot. Aimed Shot cannot reduce the modifier below +0, so an adept with level 7 Aimed 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 Aimed Shot (Firearms) 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:** 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 & gunnery while keeping it at .5 for projectile & throwing weapons.

## ANIMAL CONTROL

**Cost:** 2

**Source:** White Wolf #38

**Author:** Herbert L. Helzer II

The Oxford group reported that certain adepts have a heightened empathy with animals. An adept with this power may attempt to pit his or her Charisma against the animal's Willpower in an Opposed Success Test. Only animals with Intelligence (not Perception) of 3 or less are affected by Animal Control (except for insects or other invertebrates, whose minds are too simple to be grasped by an adept). Any creature derived from human or metahuman stock is immune.

As soon as a success test is made, a controlled animal can be prevented from attacking, sounding an alarm, etc. After this, the adept may use a Complex Action to give an order to a controlled animal. Orders must be something the animal can understand and accomplish – orders that run contrary to an animal's instinctual or normal behavior require a new Opposed Success Test, with a +2 modifier in the animal's favor.

Skill in Animal Training or Animal Husbandry may apply a modifier to control attempts, at the GM's option.

**Notes:** Although the original power does not specify, it is probably advisable to disallow the use of this power on paranormals. Some GM's have also said the cost for this power should be lowered, most often to 1 or 1.5.

## ASTRAL CLOAK

**Cost:** .5 per level

**Source:** White Wolf #38

**Author:** Herbert L. Helzer II

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/in audible 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 Ω

**Cost:** 2

**Source:** Page 168, Shadowrun Third Ed.

**Author:** FASA

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.

## ASTRAL PROJECTION

**Cost:** 4

**Source:** eric@freenet.victoria.bc.ca

**Author:** J. Eric Seaton

It is widely considered impossible for physical adepts to project, but as with most 'impossible' things in the Awakened world, some individuals have managed it.

An adept must have Astral Perception prior to purchasing this power.

**Notes:** Needless to say, the GM is strongly encouraged to restrict access to this power to NPCs only, if that.

## ATTRIBUTE BOOST Ω

**Cost:** .25 per level

**Source:** Page 168, Shadowrun Third Ed.

**Author:** FASA

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. To offset the Drain, make a Drain Resistance Test using Willpower against the Drain target number. Every two successes reduce the Drain Level by one. Any Drain damage taken is stun damage.

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



**Boosted Attribute Rating**

Less than or equal to Racial Modified Limit  
Up to Racial Attribute Maximum  
Up to 2x Racial Modified Limit

**Drain Level**

L  
M  
S

**BLEND IN/STAND OUT****Cost:** .75**Source:** gurth@xs4all.nl**Author:** Gurth

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 or 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 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** Ω**Cost:** .5**Source:** Page 149, Magic in the Shadows**Author:** FASA/Stephen Kenson

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**Source:** briddle@marsh.vinu.edu**Author:** Shadowdancer

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 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 simple 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** Ω**Cost:** .25 per level**Source:** Page 169, Shadowrun Third Ed.**Author:** FASA

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:** .75 per hand**Source:** briddle@marsh.vinu.edu**Author:** Shadowdancer

Similar to spurs, except made of bone. Damage code is Strength-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:** .5 per point**Source:** Page 13, N.E.R.P.S. Shadowlore**Author:** Mark Mohan

This power allows the adept to break and destroy barriers with his 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.

**CAMOUFLAGE****Cost:** .5 per level**Source:** bridle@marsh.vinu.edu**Author:** Shadowdancer

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:** see below**Source:** ryokley@earthlink.net**Author:** Thanatos

The adept channels mana through his hands and into a held object of no greater size than his (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 pre-

turely. 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.

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

**CHITIN****Cost:** .25 per level**Source:** ryumyo@ic.mankato.mn.us**Author:** TH Anderson

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**Source:** ryumyo@ic.mankato.mn.us**Author:** TH Anderson

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** Ω**Cost:** see below**Source:** Page 169, Shadowrun Third Ed.**Author:** FASA

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.

Level	Cost	Combat Pool	Usable Pool Dice for Reaction Test
1	1	1	1/4
2	2	2	1/2
3	3	3	Full

**CONFUSING HIT****Cost:** see below**Source:** ?**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 target numbers. The distraction varies per level of the power, as does the time it lasts. The effect begins the victim's next action. Additional hits by the same adept are not cumulative, but hits by other adepts are.

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

**COUNTERSTRIKE** Ω**Cost:** .5 per level**Source:** Page 149, Magic in the Shadows**Author:** FASA/Stephen Kenson

The counterstrike power gives the adept a particularly strong ability to strike back at attackers. For each level of the power, the adept rolls and 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.

**DEEP BREATHING****Cost:** .25 per point**Source:** Page 12, N.E.R.P.S. Shadowlore**Author:** Mark Mohan <MCM@bton.uk.ac>

The adept has practiced incorporating magic and

breathing exercises, and can use his lungs to a greater extent. Each point purchased gives the adept an additional 30 seconds of lung capacity.

**DELAY DAMAGE** Ω**Cost:** 2.5**Source:** Page 149, Magic in the Shadows**Author:** FASA/Stephen Kenson

The delay damage power allows an adept to inflict damage in unarmed melee combat that does not take immediate effect. Before making his 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.

**DISARM****Cost:** .5 per point**Source:** gurth@xs4all.nl**Author:** Gurth

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 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 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** Ω**Cost:** 2**Source:** Page 149, *Magic in the Shadows***Author:** FASA/Stephen Kenson

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 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:** see below**Source:** gurth@xs4all.nl**Author:** Gurth

The adept can transform one of his 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 Armed Combat 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.

Level	Damage	Reach	Cost
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	0	1.75 (1.5)
5	(STR+1)M	1	2
6	(STR+2)M	1	2.25
7	(STR+3)M	1	2.5

**EMPATHIC SENSE** Ω**Cost:** .5**Source:** Page 150, *Magic in the Shadows***Author:** FASA/Stephen Kenson

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 per level**Source:** briddle@marsh.vinu.edu**Author:** Shadowdancer

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 CENTERING** Ω**Cost:** 2 per skill category**Source:** Page 34, *Grimoire Revised Ed.***Author:** FASA/Paul R. Hume

This ability allows the initiate adept to apply his own Centering Skill to a non-physical skill. The area to which the adept may apply the Centering Skill must be purchased individually. Non-physical skills that benefit from Enhanced Centering are: Build/Repair, Combat, Knowledge, Language, Magical, Social, Technical, and Vehicle. Enhanced Centering can also apply to Special Skills but at a cost of 1 per Special Skill. Even with this power, adepts may still only use magical skills for mundane effects; they may not cast spells.



**ENHANCED COORDINATION** Ω**Cost:** .25 per level**Source:** Page 116, Awakenings**Author:** FASA/Stephen Kenson

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, pg. 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.

**ENHANCED HEALING****Cost:** 2**Source:** White Wolf #38**Author:** Herbert L. Helzer II

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 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 to physical damage. Also, it is probably advisable to disallow combining this power with Rapid Healing.

**ENHANCED PERCEPTION** Ω**Cost:** .5 per level**Source:** Page 169, Shadowrun Third Ed.**Author:** FASA

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.

**ENHANCED RESPIRATION****Cost:** see below**Source:** ryumyo@ic.mankato.mn.us**Author:** TH Anderson

More or less an adept power derived from the Extended Volume bioware from ShadowTech. Works just like it. [Fairly self-explanatory from the cost table. - Ed.]

Level	Breath	Athletics Modifier	Cost
1	+45 sec	-1	.5
2	+90 sec	-1	.75
3	+135 sec	-2	1

**FACE ANONYMOUS****Cost:** .5**Source:** White Wolf #38**Author:** David Perry

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).

**FLEXIBILITY** Ω**Cost:** .5 per level**Source:** Page 150, Magic in the Shadows**Author:** FASA/Stephen Kenson

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:** .5 per level**Source:** eric@freenet.victoria.bc.ca**Author:** J. Eric Seaton

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 .25.



**FORCE SHIELD****Cost:** 3**Source:** briddle@marsh.vinu.edu**Author:** Shadowdancer

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 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** Ω**Cost:** .25 per level**Source:** Page 150, Magic in the Shadows**Author:** FASA/Stephen Kenson

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:** see below**Source:** ?**Author:** ?

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's a stun overflow.

Damage Level	Cost
(Strength)L	.5
(Strength)M	1
(Strength)S	2
(Strength)D	3.5

**GILLS****Cost:** .5**Source:** dghost@juno.com**Author:** Alfredo Alves

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:** .25 per level**Source:** jumbler@gmx.net**Author:** Jumbler

The ability enables the adept to glide on almost any ground like it was slippery ice. For each level, the adept can glide 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 glided 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!

**GREAT LEAP** Ω**Cost:** .25 per level**Source:** Page 150, Magic in the Shadows**Author:** FASA/Stephen Kenson

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*, p. 47, *SR Companion*). Each level is also added to the character's Quickness for determining the maximum distance a character can jump.

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



**HARMLESS FORM**

**Cost:** 1 per 9 points of Physical attributes to hide

**Source:** hanker@geocities.com

**Author:** Arthur S.

This power enables the adept to look like an average member of his race and gender. This means that a human with all physical attributes at 6 looks like a human with all physical Attributes at 3. This power is a real transformation of the adept's body, that means his weight is also average. A successful look on the astral (TN 8) reveals that the adept's body does not match the "astral blueprint," his aura. Of course, Masking has to be penetrated first. It is not possible with this power to "hide" any positive modifications to physical attributes through cyber- or bioware. These modifications are added to the average. Note: If this power is purchased during gameplay, the adept needs new clothing and armor, fitting to his new body. And this power is not switchable.

**HYPER-KICK**

**Cost:** .75

**Source:** briddle@marsh.vinu.edu

**Author:** Shadowdancer

This allows the adept to kick repeatedly in the same area. Leg does not recoil. Looks similar to Van Damn 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

**Source:** White Wolf #38

**Author:** Herbert L. Helzer II

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.

**IMPROVED ABILITY** Ω

**Cost:** See Below

**Source:** Page 169, Shadowrun Third Ed.

**Author:** FASA

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.

<u>Skill Category</u>	<u>Cost per die</u>
<b>Physical Skills</b>	
Athletics, Diving, Stealth	.25
<b>Combat Skills</b>	
Edged Weapons, Clubs, Pole Arms	.5
Cyber-implant Weapon, Unarmed Combat	.5
Throwing Weapons, Projective Weapons	.5
Underwater Combat	.5
Pistols, SMGs, Rifles	.5
Assault Rifles, Shotguns	.5
Heavy Weapons, Grenade Launchers	.5
Whips, Gunnery, Launch Weapons	.5

**IMPROVED PHYSICAL ATTRIBUTE** Ω

**Cost:** .5 per level

**Source:** Page 169, Shadowrun Third Ed.

**Author:** FASA

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** Ω

**Cost:** see below

**Source:** Page 169, Shadowrun Third Ed.

**Author:** FASA

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.

<u>Extra Initiative Dice</u>	<u>Cost</u>
1	1
2	4
3	6

**Note:** This power renders Improved Reaction, originally in *Shadowrun Second Edition*, null, and replaces Increase Reflexes.



**IMPROVED SENSE** Ω**Cost:** .25 per improvement**Source:** Page 169, Shadowrun Third Ed.**Author:** FASA

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 functions 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 rangefinder" 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)** Ω**Cost:** .25 per improvement**Source:** Page 116, Awakenings**Author:** FASA/Stephen Kenson

The improved physical senses power is described on page 169, SRIII. 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.

**PERCEPTION TABLE**

<u>Condition</u>	<u>Target Number</u>
Subject in LOS	4
Subject beyond visible/sensor range	6
Subject present only in astral space	10

**SUCCESS TABLE**

<u>Successes</u>	<u>Results</u>
1	General information, no details
2	Minor details with some inaccuracies
3	All details accurate, some minor details obscure
4	Complete, detailed information

**INVISIBILITY****Cost:** 2**Source:** ?**Author:** ?

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 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 STOMACH****Cost:** 1.5**Source:** hanker@geocities.com**Author:** Arthur S.

The adept possessing this power can digest anything organic and even to a small degree inorganic material. The adept can eat anything and, if it is organic, even if only partially, can live off of it. Of course, there must be enough. As a rule of thumb, if the adept is running only on such material that only micro-organisms would consider food, he must eat at least a twentieth of his body weight (without Cyberware). When using this power the adept loses his sense of taste. And no, you cannot use the adept's saliva as weapon.

**Notes:** While it isn't explicitly stated, it's probably fair to say that the adept must still consume essential nutrients and such in some way. Also, it isn't mentioned whether or not this power can be switched on/off (some dubiousness is implied by "When using this power"); it can also be assumed that the power is permanently on.



**IRON WILL** Ω**Cost:** .5 per level**Source:** Page 150, Magic in the Shadows**Author:** FASA/Stephen Kenson

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 mind. This power does not defend against illusion or mana-based combat spells.

**KILLING HANDS** Ω**Cost:** see below**Source:** Page 170, Shadowrun Third Ed.**Author:** FASA

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.

<b>Damage Level</b>	<b>Cost</b>
(Strength)L	.5
(Strength)M	1
(Strength)S	2
(Strength)D	4

**LEGS OF THE WIND****Cost:** .25 per level**Source:** eric@freenet.victoria.bc.ca**Author:** J. Eric Seaton

Each level of this power adds +1 to the adept's Quickness for the purpose of calculating running speed.

**Notes:** This power replaces the Enhanced Movement power originally appearing in White Wolf #38. The GM may wish to raise the cost to .5 and/or cap levels purchased at 6 or Magic.

**LITTLE DEATH****Cost:** .5**Source:** White Wolf #38**Author:** David Perry

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.

**LUCK****Cost:** 2.5**Source:** White Wolf #38**Author:** Herbert L. Helzer II

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 2051 prize-winning simsense 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 (SRII, p.191) 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.

**MAGIC RESISTANCE** Ω**Cost:** 1 per level**Source:** Page 170, Shadowrun Third Ed.**Author:** FASA

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** Ω**Cost:** .5**Source:** Page 150, Magic in the Shadows**Author:** FASA/Stephen Kenson

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 (p. 192, SR3) 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.

## MASK

**Cost:** .5 per die

**Source:** gurth@xs4all.nl

**Author:** Gurth

This power allows the adept to alter his or her physical appearance, from minor changes to appearing like a person of a completely different metatype. It cannot be used to reproduce unnatural features, like green hair, blue skin, cyberware, etc. Any cyberware the character has will appear unaltered, which may lead to discovery, since a troll with a human-size cyberleg does look a bit strange.

To use the power, the adept rolls the Mask dice against a target number taken from the table below. To spot the mask, onlookers need to roll a Perception test with a target number equal to the adept's Magic Rating, and score more successes than the adept rolled on his or her Mask test. If this test succeeds, the character sees the real adept rather than the person he or she pretends to be.

Although it is possible to try and change into a completely different metatype, this only works well if the physical characteristics of the adept and the intended metatype are similar. A human physical adept masquerading as a troll will usually be a very short troll, for example, while this same adept attempting to look like a dwarf will be a very tall dwarf. The same adept trying to impersonate an elf or an ork would have little trouble, because their body sizes are similar to a human's. When such differences are a factor, the adept should roll his or her Mask dice in an open test; this test is in addition to the above test to see if the power works at all. Assume the maximum height difference that can be attained is equal to the adept's Magic Rating multiplied by the result of the open test, in centimeters. The maximum body weight difference is the same, except in kilograms.

**Notes:** To prevent adepts from simply using the power repeatedly until they get the most successes, GMs may want to add a +1 or +2 to the target number for each successive attempt at the same mask. Also, the time it takes to change is not specified, so GM's discretion applies; I would recommend a Complex Action. Finally, this power presumably does not affect the adept's astral appearance, but this is, of course, up to the GM.

### Desired Changes

	<b>Target Number</b>
Simple (e.g. hair or skin color)	4
Average (e.g. gender, close metatype)	7
Drastic (e.g. distant metatype)	10

### Modifiers

Attempting to imitate a specific person	+4
Wounds	Normal Modifiers

## MELD

**Cost:** 3

**Source:** nocturnal@primary.net

**Author:** Brian King

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 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 body. If he melds something, it will unmeld in his hand. Objects that are melded do not exist inside the adept in the same state that they exist 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 micro-nukes, 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:** .5 per level

**Source:** eric@freenet.victoria.bc.ca

**Author:** J. Eric Seaton

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 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 PARRY** Ω**Cost:** 1**Source:** Page 170, Shadowrun Third Ed.**Author:** FASA

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.

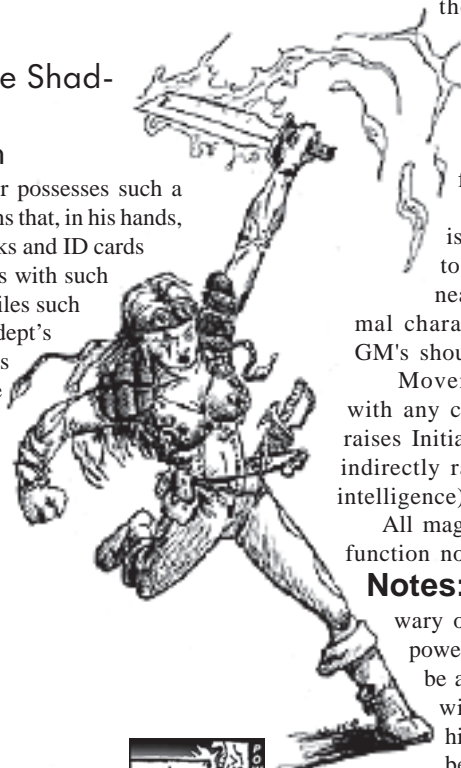
**Notes:** This power replaces the Arrow Cutting power originally appearing in White Wolf #38.

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

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.

**MISSILE MASTERY** Ω**Cost:****Source:** Page 150, Magic in the Shadows**Author:** FASA/Stephen Kenson

An adept with the missile mastery power possesses such a highly developed talent for throwing weapons that, in his 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.

**MOLECULAR AGITATION****Cost:** see below**Source:** ?**Author:** ?

This power allows the adept to agitate the molecules of certain things as to set them ablaze. This power has a range of ten yards, 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.

Level	Cost	Agitate...
1	2	Paper and light materials
2	4	Thicker materials such as cloth
3	6	Organic materials such as skin and living wood*

\*Optional: The adept may set fire to a number of sq. feet equal to half his magic rating, this fire may spread though.

**MOVEMENT EFFICIENCY****Cost:** see below**Source:** danders3@gac.edu**Author:** David R Anderson

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 initiative after every initiative pass. An efficient character may reduce his 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.

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.



Level	Cost	Initiative Reduction
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

## MYSTIC ARMOR $\Omega$

**Cost:** .5 per point

**Source:** Page 170, Shadowrun Third Ed.

**Author:** FASA

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.

**Notes:** Probably not many adepts would min-max to get really high Impact Armor, but the GM may want to cap this one at a maximum of (Magic) levels or something similar.

## MYSTICAL REACH

**Cost:** see below

**Source:** leirbakk@pvv.ntnu.no

**Author:** Jens-Arthur Leirbakk

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

**Source:** White Wolf #38

**Author:** Herbert L. Helzer II

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 $\Omega$

**Cost:** 1

**Source:** Page 150, Magic in the Shadows

**Author:** FASA/Stephen Kenson

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.

## NORMALCY

**Cost:** see below

**Source:** jestyr@faraday.dialix.com.au

**Author:** Lady Jestyr

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 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.

Level	Cost
1	.5
2	1
3	1.5
4	2



**PAIN RESISTANCE** Ω**Cost:** .5 per point**Source:** Page 170, Shadowrun Third Ed.**Author:** FASA

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.

**PEROMONE CONTROL****Cost:** .5 per level**Source:** gurth@xs4all.nl**Author:** Gurth

By consciously controlling his or 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 windstill 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 or 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:** see below**Source:** ?**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 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 an 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).

Level	Target Number	Damage	Duration (in Turns)	Cost
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:** .5 per point**Source:** Page 13, N.E.R.P.S. Shadowlore**Author:** Mark Mohan <MCM@bton.uk.ac>

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**Source:** <briddle@marsh.vinu.edu>**Author:** Shadowdancer

When the adept chooses this power, he can shoot a blast from his 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** Ω**Cost:** .5**Source:** Page 151, Magic in the Shadows**Author:** FASA/Stephen Kenson

The quick draw power allows an adept to use the quick drawing rules (p. 107, *SR3*) 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** Ω**Cost:** 3**Source:** Page 151, Magic in the Shadows**Author:** FASA/Stephen Kenson

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** Ω**Cost:** .5 per level**Source:** Page 170, Shadowrun Third Ed.**Author:** FASA

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 "allforms 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:** see below**Source:** eric@freenet.victoria.bc.ca**Author:** J. Eric Seaton

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%.

Healing Time Cost

75%	1
50%	3
25%	5

**REVITALIZATION****Cost:** see below**Source:** eric@freenet.victoria.bc.ca**Author:** J. Eric Seaton

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.

Healing Time Cost

75%	1
50%	2
25%	5

**ROOTING** Ω**Cost:** .25 per level**Source:** Page 151, Magic in the Shadows**Author:** FASA/Stephen Kenson

The rooting power allows the adept, by spending a Simple Action and concentrating for a moment, to extend the force of his 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 will. The adept cannot move while using this power, but can otherwise act normally (including making attacks), modifying all target numbers by +2.



**SHOCKWAVE****Cost:** 1**Source:** jumbler@gmx.net**Author:** Jumbler

By using this skill, the adept charges his 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.

**SIXTH SENSE** Ω**Cost:** .25 per level**Source:** Page 151, Magic in the Shadows**Author:** FASA/Stephen Kenson

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 (p. 108, SR3). These dice do not apply to any other type of Reaction Test or Initiative roll.

**SMASHING BLOW** Ω**Cost:** 1**Source:** Page 151, Magic in the Shadows**Author:** FASA/Stephen Kenson

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 (p. 124, SR3). 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:** .5 per level**Source:** dghost@juno.com**Author:** Alfredo Alves

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).

**Target Number to Identify an Object**

<u>Size</u>	<u>Target Number</u>
Metahuman sized	6
For each x1/2	+1
For each x2	-1

**Target Number Modifiers based on detail desired**

<u>Detail Level</u>	<u>Target Number</u>
General (Gender/Race)	+2
Detailed (Rough Approximation of build)	+4
Specific (Facial Features)	+8

**SONIC SCREAM****Cost:** see below**Source:** White Wolf #38**Author:** Herbert L. Helzer II

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 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.



<b>Damage Level</b>	<b>Cost</b>
(Willpower/2)L	1
(Willpower)L	2
(Willpower)M	4
(Willpower)S	8

## SPELL SHROUD Ω

**Cost:** .25 per level

**Source:** Page 151, Magic in the Shadows

**Author:** FASA/Stephen Kenson

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

**Source:** jumbler@gmx.net

**Author:** Jumbler

Using this power, the Adept is able to move along walls and ceilings (almost) like on normal ground. The adept can support his 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.

## STEEL FINGERS

**Cost:** .5 per point

**Source:** Page 13, N.E.R.P.S. Shadowlore

**Author:** Mark Mohan <MCM@bton.uk.ac>

The adept has practiced thrusting his fingers into soil and sand while focusing his 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 min-max 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:** .5

**Source:** White Wolf #38

**Author:** David Perry

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 breath before the adept can reuse this power.

## STRETCH ATTACK

**Cost:** 1.5 per level

**Source:** briddle@marsh.vinu.edu

**Author:** Shadowdancer

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:** .5

**Source:** eric@freenet.victoria.bc.ca

**Author:** J. Eric Seaton

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 Ω

**Cost:** 1

**Source:** Page 170, Shadowrun Third Ed.

**Author:** FASA

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.



**TEMPERATURE TOLERANCE** Ω**Cost:** .25 per level**Source:** Page 151, Magic in the Shadows**Author:** FASA/Stephen Kenson

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:** .5**Source:** ryumyo@ic.mankato.mn.us**Author:** TH Anderson

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**Source:** jumbler@gmx.net**Author:** Jumbler

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 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 bodyfunctions to a normal level. After that, the signature is set to a normal level and all penalties vanish.

**TOUGHNESS****Cost:** .5 per die**Source:** gurth@xs4all.nl**Author:** Gurth

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 per level**Source:** briddle@marsh.vinu.edu**Author:** Shadowdancer

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** Ω**Cost:** .5**Source:** Page 151, Magic in the Shadows**Author:** FASA/Stephen Kenson

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 nonvisual 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**Source:** eric@freenet.victoria.bc.ca**Author:** J. Eric Seaton

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** Ω**Cost:** .25 per level**Source:** Page 151, Magic in the Shadows**Author:** FASA/Stephen Kenson

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

**VIRTUOSO****Cost:** .5 per +1 to Performance Rating**Source:** gurth@xs4all.nl**Author:** Gurth

Adepts with this power possess an uncanny ability to perform music on nearly any instrument. They add their Virtuoso level to the Performance Rating whenever they play a musical instrument, as explained on pages 12 and 13 of Shadowbeat.

This power only works when the adept must actually touch the instrument; that is, it works fine for pianos, guitars, flutes, triangles, and so on, but not for instruments controlled entirely by computers or by thought - when programming a computer to play a piece of music, the physical adept doesn't receive the Virtuoso power bonus (because the adept isn't playing the music himself), while for an instrument controlled through a synthlink the bonus is halved, rounding down, due to the greater metaphysical "distance" between adept and instrument.

Virtuoso also cannot be used to compose a piece of music, or when singing without playing an instrument.

**VOICE ALTERATION****Cost:** 1.5**Source:** gurth@xs4all.nl**Author:** Gurth

The adept can make his or her voice produce any natural sound; this takes practice to get right especially if the adept has never heard the sound before and must try to picture to himself what it would sound like.

In game terms, the adept rolls an Intelligence test against a target number of 8 to correctly reproduce the sound. For

every two previous successful attempts, subtract 1 from the target number; if the target number drops below 0 (i.e. after 16 successful attempts), the adept can reproduce the sound flawlessly in future.

If the adept has never heard the actual sound before, he must apply a +6 modifier to the target number -- this even applies if the adept has successfully produced the sound himself without ever hearing the real thing.

Reproducing a (meta)human voice of a specific person in order to fool others into believing the adept is that person has a target number of 14, modified as above. In case the adept is trying to fool people for personal benefit, they are allowed a Perception test against the adept's Magic Rating to spot that the adept is not who he or she pretends to be; they must roll more successes than the adept. If they can see the adept, this test may automatically succeed if the adept isn't disguised as the person he is trying to imitate, while if the sound quality is poor (like when the adept is talking over a bad telephone connection), the adept may get a lower target number, at the gamemaster's discretion; suggested is -1 to -4, depending on how bad the connection really is.

**Notes:** This power replaces the Adept Mimicry power originally appearing in White Wolf #38. If the GM feels that voices may be too readily reproduced after practicing, he may let the target number drop only to a certain point (i.e. 3 or 4) for voices. To prevent "instant learning," the GM may enforce a time requirement for each practice session (i.e. 15 dedicated minutes each roll), target number modifier while practicing (i.e. +2), and/or the necessity to speak at an easily audible level while practicing.

**VOLATILE AURA****Cost:** 1**Source:** hanker@geocities.com**Author:** Arthur S.

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.

**WILL TO LIVE****Cost:** 1**Source:** hanker@geocities.com**Author:** Arthur S.

(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 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.



*Have a good  
adept power  
you didn't see  
here?*

**Let me know!**

*Just e-mail me at  
brbrown@vassar.edu with the  
Subject line “Adept Powers”.*





# POWER SETS



The Power Sets section is sort of an ‘adept archetype’ list. These aren’t package deals, in the sense that they don’t offer discounted costs on any powers. Rather, they are just prefabricated sets of powers that can be quickly applied to any adept character. The level for each power, if applicable, is listed in parentheses following the power name. If you have any ideas for power sets, please feel free to submit them; I’d love to see this section expand.

## Shadowrun Third Edition Adept (by FASA)

Overall Cost: 5.50 (6.00 if Str. exceeds racial max.)

- Improved Strength (1)
- Improved Unarmed Combat (2)
- Increased Reflexes (1)
- Killing Hands (M)
- Pain Resistance (3)

## Anti-Sammie Beginner Set

Overall Cost: 6.00 (may vary depending on Str. max.)

- Increased Reflexes (1)
- Combat Sense (1)
- Killing Hands (S)
- Improved Armed Combat (2)
- Improved Strength (2)

“The street samurai thinks he improves himself with his clockwork; this is understandable. But what, to paraphrase, does it profit a man to gain nuyen and lose his soul? My path opens up before me like a blossoming orchid...his closes around him like a fly-trap. Show me a samurai, and I will teach him this wisdom in combat...”

## Scout Set

Overall Cost: 6.00

- Astral Perception
- Enhanced Perception (2)
- Improved Stealth (4)
- Gentle Strike (S)

“Yeah, ok...I can’t project. But I don’t have to sustain 50 million spells to be effective. I can get in, check things out, and get out. And anyone I meet on the way won’t remember a face he only sees for a couple seconds...y’know, the couple seconds before I drop him.”

## Demolitions Set

Overall Cost: 6.00 (may vary depending on Str. max.)

- Breaking Blow (4)
- Smashing Blow
- Power Blow (2)
- Improved Strength (4)

“See that car? Say the word; it’s waste. Just goes to show, chummer...sometimes you just can’t let guns in to do a man’s job.”

## Survival Set (by Gurth)

Overall cost: 6.00

- Animal Control
- Camouflage (2)
- Deep Breathing (2)
- Temperature Tolerance (4)
- Voice Alteration

“Dad used to take me camping all the time; he never did understand why ‘junior seemed to chirp to the birds so much.’ Of course, he didn’t understand why the blue jays always crapped on his head, either. I’m no forest ranger—just good at what I do. It can work out good for you, too...and I think that blue jay above your head would tend to agree...”



# ARTICLES



## Meditation

### Jolly Roger

*The following is excerpted and paraphrased from an article originally posted to ShadowRN, the Shadowrun discussion mailing list, by Jolly Roger (taz@media.mit.edu).*

Here's an idea. Let an Adept choose the modifications he wants for the next day when he goes to sleep, keeping to his magic attribute, of course. Then, if he gets a sufficient amount of sleep (8 hours or so), he will wake up with the chosen powers. If he is woken prematurely, the powers are the same as when he went to sleep. Makes for a more flexible character. Again, this may un-balance things.

One way to control things would be that you must sleep, or meditate, a number of hours equal to your magic attribute plus one. After the first hour, all of the old skills are 'erased.' Then, the most expensive modification starts to develop, taking a number of hours equal to its magic cost. This continues until all of the skills have had time to accumulate. If the Adept is woken up or his meditation is interrupted for longer than a number of minutes equal to his magic attribute, the process aborts and he is left with whatever modifications had time to fully develop. Any activity requiring a success test automatically aborts the process. The Adept will also know when this process is completely over. So, when he wakes up he can then start to meditate to continue the process.

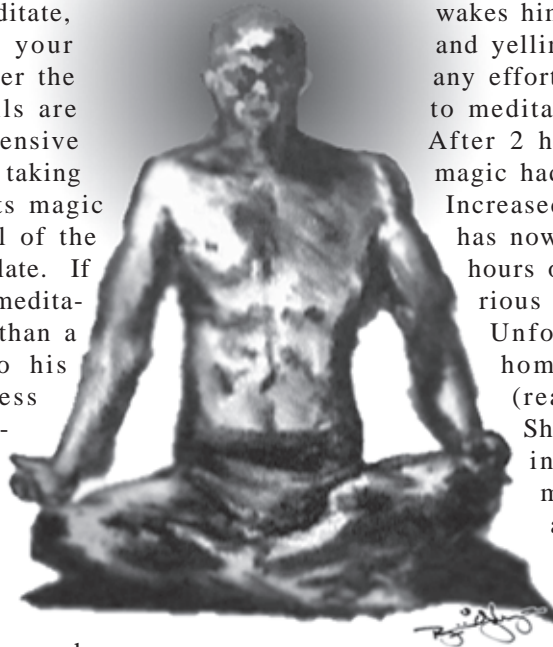
If the process aborts, the whole thing must be repeated, it can't be picked up from where it left off. Also, everything must be changed if anything is changed. Even if you prefer to

have thermographic vision tomorrow instead of low-light, all of the modifications need to be changed. This is because the pattern of magic within the body is intricate and must be completely reformed for any change, no matter how minor.

For example, Jobu the Adept picks Increased Reflexes level 2, and Killing Hands (Serious) in preparation of a daylight run for the next day. His Magic is 6, so he needs to sleep/meditate for 7 hours. Oh, and he's a light sleeper. He goes to sleep, and after one hour, the modifications from the previous day go away, the magic having to re-form for his new modifications. The Increased

Reflexes cost 4 vs. the Serious Hands cost of 2, so they are worked on first. After 2 hours, his roommate comes home and wakes him up. After a bit of cursing and yelling, nothing that really takes any effort on Jobu's part, he decides to meditate for the rest of the time. After 2 hours of meditation, Jobu's magic had developed enough that the Increased Reflexes are in effect. It has now been five hours, two more hours of meditation before the Serious Hands and fully developed. Unfortunately, his wife comes home and finds the roommate (read mistress) naked in bed. She tries to hit Jobu with a frying pan. Even though she misses, Jobu had to dodge, and the process is aborted. He will have to start to whole thing over if he wants to utilize those last 2 magic points.

To further restrict things, you may require that the Adept go through the whole thing every 24 hours, whether or not something has changed, in order to refresh the magic. Or change this to 48 hours or whatever.



# Meditation

## Gary Carroll

*The following is excerpted and paraphrased from an article originally sent to me by Gary Carroll (gary@NACM.COM). It offers an alternative to the previously discussed form of meditation.*

I thought that meditation was too open. I thought that there had to be some limit to which abilities you could know. That way there would be some form of goal, and or a reason to interact with other Adepts and even a reason to form a group. Soooooo, I decided to make this limitation.

When selecting meditation you are allowed to select an ability for every magic rating point, not including meditation, (including a new ability for every magic increase due to initiation)

Example: I pick increased reflexes, astral perception, killing hands, improved ability, astral cloak, negamage (a total of 6 skills, corresponding to his 6 magic points). Then when using meditation you call allocate to whatever level you want.

Example: Today, I pick Increased Reflexes level 2 (4pts), Astral Cloak level 2 (1pt), Improved Firearms 1 die (1pt Tomorrow , I choose Increased Reflexes level 1 (1pt), Astral Perception (2pts), Killing Hands Serious (2pts), Improved Unarmed 2 dice (1pt)

This gives some limits to meditation, and also gives the GM some room for role playing and getting new adept skills. (I.e. maybe you can only start with 1/magic rating but you can learn 2/magic rating)

# Meditation

## Lady Jestyr

*The following is excerpted and paraphrased from Lady Jestyr's (jestyr@faraday.dialix.com.au) website. It offers a unique way of looking at meditation.*

For every 1 point of Magic Rating an adept "spends" on powers, he gains an additional 0.25 points in bonus powers. However, an

adept may only have a number of points in powers equal to his Magic Rating active (or immediately available to activate) at any given time. The adept has the option of exchanging active powers for other powers he has access to through meditation.

In order to exchange any powers, the adept must meditate for a number of consecutive hours equal to his Magic Rating divided by 2. At the end of this time, all powers will have been exchanged as desired and are available to the adept as per the normal rules. If the adept is disturbed during meditation, the process is aborted and the powers will remain as they were before the meditation began.

The adept has the option of making only a portion of a power active if the power is available to be reduced (i.e. could have been "purchased" at a lower level). If he chooses to do so, he must do this in increments equal to one whole level of the power (i.e. powers "bought" in increments of .5 points by must be utilized in increments of .5 points). Also, an adept cannot utilize a power at any higher level of ability than he has "purchased" with his Magic Rating. Thus, an adept who has "purchased" Increased Reflexes at level 2 can utilize this power at level 2 or level 1, but not at level 3.

The adept may choose to adjust his powers through meditation as often as he likes. The powers remain in their current state until the adept successfully meditates and changes them. The meditation that Adepts utilize to adjust their powers is an ability available only to Adepts, and is not a learned skill. It is treated as an ability that all Adepts inherently know how to do. The reallocation of powers does not require a success test of any kind. This special meditation ability cannot be used as a Centering skill. However, if the adept learns another form of meditation, he may utilize it in conjunction with his special meditation ability to obtain both goals at once.



## Meditation Hobbis

*This is yet another way to treat meditation, for GMs who are looking for a more costly method of meditation.*

All of the aforementioned meditation methods are certainly viable options. However, they don't really cost anything. No money, no karma...not even any body parts. Some GMs—or players, for that matter—may feel this to be a bit light on the adept, and/or unrealistic. For them, I propose a cost system. It's all pretty straightforward, and pretty customizable, depending upon your desires.

The first cost to impose is a karma cost. This can discourage frivolous switching of powers. The karma cost for each meditation is based on the number of Magic point the adept is switching. In cases of fractional Magic point costs, round up. The exact karma cost can vary; for a low cost, use half the number of changing points, while twice the changing points makes for a more expensive change. Say Johnny the adept is switching 4 Improved Stealth dice to 4 Improved Swimming dice; he would be changing 1 Magic point worth of powers. If his GM requires a 1:2 or 1:1 ratio of karma points to Magic points, Johnny would have to spend 1 point of Good Karma to change the powers. A 2:1 ratio would require 2 karma points from Johnny for the switch. Even if Johnny was changing 1, 2 or 3 dice, he would still treat it like a full Magic Point, because he would round up.

## Metamagic Lady Jestyr

*The following is excerpted and paraphrased from Lady Jestyr's (jestyr@faraday.dialix.com.au) website. It offers some house rules on metamagic for adepts.*

Adepts have full access to the following Metamagical skills: Centering and Masking (piercing Masking requires the power of Astral Perception). They also have limited access to Shielding. Adepts do not have a Magic Pool, thus they only receive a number of dice toward Shielding equal to their Initiate Grade. Adepts have no control of their Shielding abilities, thus once turned on via Initiation, their Shielding is always active. The time for learning how to use

Shielding still applies, but it is treated as an attuning process, rather than a learning experience. In order for Shielding to function at all, it must first be attuned.

## Adepts Reexamined Digger

*The following is excerpted from an article by Differ (digger-@home.com) on The Shadowrun Archive. This is **not** the full article, but an excerpt from the Designer's Notes section of the article. If this piques your interest (and even if not), I strongly encourage you to visit the full article at:*

<http://shadowrun.html.com/archive/Graveyard/ShowGY.php3?page=PhysadsReexamined.htm>

The purpose and intent of this article is to reexamine the physical adept as a character archetype, and to address some inherent problems with in his current design. Using all of the supplements available for shadowrun, the average street samurai usually has initiatives in the high teens to mid twenties. The average mage usually works out to be about the same, and the average physical adept usually winds up in the single digits to low teens.

The mage and street samurai both have the advantage of range. They can hit there targets from greater distances and have better base damage potentials than that of the physical adept. So what is the physical adepts advantage? Simply put, skills. The physical adept can achieve levels of skill that are virtually unattainable to the other character types in the campaign.

The problem with this becomes fairly obvious after the physical adept is allowed to initiate. As a starting level character the physical adept is slow and lacks much of an advantage over his fellow character archetypes. After a few levels of initiation, however, the physical adept can become a very unbalanced character on the opposite end of the spectrum. By concentrating his abilities in one combat skill, the physical adept can soon be rolling as much as 15 to 20 dice without the use of combat pool on an opposed skill test.

This ability allows the physical adept to become far to powerful in relation to the other characters within the campaign. But one cannot limit the physical adepts power potential without first addressing the subject of the power curve as a whole. This rule system was designed to make the physical adept faster and less vulnerable as a starting character, but less powerful after several levels of initiation.

A few things to remember about the potentials of our faster physical adept. The physical adept is the master of close combat. As such,



when he attacks his opponent in melee combat his opponent is granted a counter attack regardless of his initiative, and the opponent still may act normally on his next initiative. The ranged weapons used by most physical adepts have a much lower damage potential and much lower ranges than that of a street samurai or mage, and those projectile weapons that do have good damage potentials are large and bulky weapons that cannot be concealed or fired from cover easily. Imagine trying to walk into your local bar with a Ranger-X longbow under your longcoat. What about physical adepts that do use guns? What about them? The new limits on skill enhancements and the lack of access to such cyberware as smartgun links make these adepts far less effective with guns than a street samurai. Thus it is possible to improve the physical adepts speed and potential as a starting level character and not effect game balance, and to limit his potential after initiation so that he is still more balanced with the other characters in the campaign.

*Have something to say about adepts?*

**Publish it here!**

*Just e-mail me at  
brbrown@vassar.edu with the  
Subject line "Adept Articles".*





# F • I • N • I • S