

sees it again (perhaps requiring a memory test, as noted on p. 130). With five or more hits, she also gets an impression of what magical effect created the signature (the magical skill used and the general class of spell or spirit).

Magical forensic investigators use astral signatures to gather information about criminal magicians, so characters should be careful about leaving astral signatures where they are likely to be seen by anyone who knows them.

A magician using astral perception may take a number of Complex Actions equal to the Force of an astral signature to erase it completely.

ASTRAL PROJECTION

Some Awakened characters do more than simply perceive the astral world—they submerge themselves in it entirely, leaving the physical world and their bodies behind. This is called *astral projection*. Magicians who astrally project are no longer attached to their physical bodies. The projecting magician becomes an astral form. The magician can maintain this form for a number of hours equal to her Magic attribute. After this time, if she has not returned to her physical body, her astral form will die, leaving her physical body in a permanent coma (see *While You Were Out ...*, p. 184). Only characters who possess the Magician quality may astrally project.

Astral Movement

Movement for an astrally projecting magician is much quicker than physical movement. In astral space, free of the concerns of the body, the magician moves at the speed of thought. She simply imagines herself at a place and her astral body travels there. Any nearby destination is reached in seconds. Mere minutes are required to cross great distances, and in an hour the magician can circle the globe. When traveling this quickly, however, the magician has no time to perceive her environment. While this is usually not an issue, a magician trying to find a place must travel more slowly or she won't even see it as she passes. Astral barriers also block astral travel, and a magician

traveling too quickly may run into such a barrier before she has a chance to notice it.

A magician may travel up to 100 meters each Combat Turn with no penalty to her actions; this is considered the “Waking rate” in astral space. Magicians may choose to move faster than that in astral space, up to the “Running rate” of 5 kilometers per Combat Turn (roughly 100 km/minute, or 6,000 km/hour). Fast astral movement goes by far too fast for the magician to

take in detail, so “running” magicians should suffer movement modifiers of –2 or more to their actions.

Astral forms can move in any direction—they are not limited by gravity as they are in the physical world, though most projecting magicians tend to stick close to the ground out of force of habit, if nothing else. The exception to this freedom of movement applies to those who attempt to fly past the limits of the earthly atmosphere (about 80 kilometers up)—astral voyagers who try this usually die or go mad.

Astral Forms

While astrally projecting, the magician cannot rely on her Physical attributes. Her astral body is a construct of her spirit and will. In this form, her Mental attributes replace her Physical attributes (see the Astral Attributes table, p. 184). Any activity she undertakes that would normally rely on Physical attributes—such as combat—rely on parallel Mental attributes instead. The magician's senses while astrally projecting are the same as while astrally perceiving. If the magician's physical body was

injured when she astrally projects, her astral body manifests the same wounds. For the effects of damage on either form during astral projection, see *While You Were Out ...*, p. 184.

Initiative in astral space is based entirely on Intuition (astral Initiative = Intuition x 2). Because astral forms move so quickly, they receive 3 Initiative Passes per Combat Turn.

Astral forms are unaffected by the physical world; non-living objects that are solid in the physical world offer no resistance to astral forms and allow a projecting magician to pass freely. Only astral forms can slow or affect another astral form. The earth is solid on the astral plane, just as it is in the physical

ASSESSING TABLE

Hits	Information Gained
0	None
1	The general state of the subject's health (healthy, injured, ill, etc.). The subject's general emotional state or impression (happy, sad, angry). Whether the subject is mundane or Awakened.
2	The presence and location of cyberware implants. The class of a magical subject (fire elemental, manipulation spell, power focus, and so on). If you have seen the subject's aura before, you may recognize it, regardless of physical disguises or alterations.
3	The presence and location of alphasware cyber-implants. Whether the subject's Essence and Magic are higher, lower, or equal to your own. Whether the subject's Force is higher, lower, or equal to your Magic. A general diagnosis for any maladies (diseases or toxins) the subject suffers. Any astral signatures present on the subject.
4	The presence and location of bioware implants and betaware cyber-implants. The exact Essence, Magic and Force of the subject. An accurate diagnosis of any disease or toxins which afflict the subject.
5+	Any other implants. The general cause of any emotional impression (a murder, a riot, a religious ceremony, and so on). The general cause of any astral signature (combat spell, hearth spirit, and so on). The fact that a subject is a technomancer.

