



INCOMING FEED.....

Awakened characters have learned other methods of forcing their way through an astral barrier, however, and may “press through” a barrier with a Magic + Charisma Opposed Test against the barrier’s Force x 2. If the character scores more net hits, she forces her way through the barrier to the other side. The character may also bring a number of friends, spirits, active foci, sustained spells, or other astral forms with him through the barrier equal to the net hits scored. If the barrier scores more hits, the character fails to break through.

In some cases, a spell, focus, spirit, or even a character may be unintentionally forced into a situation where either they or the barrier must give. For example, a character who unknowingly walks through a mana barrier carrying an active focus, or a dual being in an elevator that passes through a ward on its way up. In this case, make the same Opposed Test described above (using Force x 2 for spells, spirits, foci, etc). If the barrier wins, however, the item or entity still breaks through but is automatically disrupted. Disrupted spells immediately end and disrupted foci deactivate. Disrupted spirits are sent back to the spirit’s metaplane, whereas disrupted characters are knocked unconscious (fill in their entire Stun Condition Monitor).

## ADEPTS

An Awakened character who invests her power into physical abilities rather than Magic-linked skills is referred to as an *adept*. This investment is represented by the character’s Power Points. These reflect the amount of magical energy tied into

the character’s physical abilities, such as enhanced reflexes, improved senses, or superior health. Characters who take the Adept quality during character creation get a number of Power Points equal to their Magic attribute. Additional Power Points can be gained by increasing the character’s Magic attribute through the expenditure of Karma (1 Power point per Magic point). Like magicians, adepts may also increase their maximum Magic rating through initiation (thus giving them the opportunity to gain further Power Points).

Adepts can have traditions, just as any other magician. There is no in-game rules benefit for choosing a tradition; the decision is up to the player, and simply serves as a method of describing their world and outlook more fully.

Adepts can astrally perceive just like magicians if they take the Astral Perception power.

## MYSTIC ADEPTS

Some adepts choose to learn less than their maximum number of adept powers, preserving some of their Power Points for spellcasting or conjuring. Such magicians are still called adepts by most magicians, though other adepts may refer to the character as following the “Magician’s Way.” Characters who wish to become mystic adepts have the option of splitting their Magic attribute between spellcasting and conjuring or physical abilities.

For every point of Magic invested in physical abilities, the character gets one Power Point that she can use to purchase adept powers. Every point of Magic invested in mana-based