

abilities grants the character one point to use with Magic-based skills. For all other purposes, including the determination of the maximum level for adept powers, the character's full Magic attribute is used. Such a character will not have as many adept powers as most other adepts, nor will they be able to cast spells with the same skill as true magicians. Mystic adepts may use their adept powers normally.

Roxanne is a mystic adept with a Magic attribute of 4. She spends 1 point of Magic for 1 Power Point, which she uses to purchase four levels of Rapid Healing. Her other 3 points of Magic are dedicated to Magic skills. When using her Magic-linked dice pools, such as Spellcasting or Summoning, she will be able to allocate 3 dice for Magic (since the other is tied up in her adept powers). For all other uses, her Magic attribute counts at its full value of 4.

ADEPT POWERS

Each adept power listed below provides the Power Point cost required to learn it and includes a description of how the power functions. Many adept powers may be purchased at a variable rating. The maximum level an adept may have in any power is equal to the adept's Magic attribute.

Many adept powers cost a fraction of a Power Point. Characters may save partial points if they choose.

Astral Perception

Cost: 1

This power allows the adept to bridge the gap between the physical and astral realms and "see" into the astral plane. Adepts with this power follow all the normal rules for astral perception (see p. 182).

Attribute Boost

Cost: .25 per level

You can call upon your inner strength to perform amazing feats beyond your normal abilities. Attribute Boost must be purchased for a specific Physical attribute: Agility, Body, Reaction, and Strength (separate Attribute Boost powers may be bought for different attributes). It cannot be purchased for a Mental or Special attribute.

To gain the boost, make a Magic + (Attribute Boost) Test. Each hit on this test boosts the attribute by 1. The boost lasts for a number of Combat Turns equal to the twice the number of hits generated.

When the boost runs out, you must resist Drain equal to the Attribute Boost rating using Willpower + Body; each hit reduces the Drain Value by one. Attribute Boost Drain is Stun damage.

The attribute bonus from Attribute Boost is not compatible with any other attribute augmentations, whether from implants or spells, with the exception of the Improved Physical Attribute adept power.

Combat Sense

Cost: .5 per level

Combat Sense provides an instinctive sense about an area and any potential threats nearby. The character gains one die per level for Reaction on Surprise Tests and when defending against ranged and melee attacks.

Critical Strike

Cost: .25 per level

This power uses magic to increase the Damage Value of your unarmed attacks, as you strike with more proficiency and power. Each level of Critical Strike increases the character's Damage Value in unarmed combat by +1. Critical Strike may be used with Killing Hands (p. 188), and may also be used in astral combat. The use of Critical Strike must be declared with the Unarmed Combat attack.

Enhanced Perception

Cost: .25 per level

This power sharpens your senses. Each level provides an additional die for all Perception Tests (p. 117), including Assensing Tests. You cannot have more Enhanced Perception dice than your Intuition attribute.

Great Leap

Cost: .25 per level

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

Improved Ability

Cost: .5 per level (Combat skills), .25 per level (Physical, Social, Technical skills)

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. You cannot have more additional dice than your base skill rating. Improved Ability does not actually improve a skill's rating, it only provides additional dice for tests involving the skill. Improved Ability must be purchased for a specific skill, not a skill group.

This power costs .5 per level for all Combat skills and only .25 per level for Physical, Social, and Technical skills.

Improved Physical Attribute

Cost: 1 per level

With this power, you can raise a Physical attribute (Agility, Body, Reaction, or Strength). Each level increases the attribute by one. If you later want to increase the attribute using Karma (see p. 264), the cost is based on the total attribute, including the magical improvements. Increasing Reaction with this power also affects Initiative.

This power allows you to exceed your natural attribute maximum up to the augmented maximum, but each point over the maximum costs double (2 Power points per level).