

### Improved Reflexes

**Cost:** Variable, see below

This power increases the speed at which you react, just like wired reflexes. For each level, you receive +1 die to Reaction (this also affects Initiative) and 1 extra Initiative Pass. The maximum rating of Improved Reflexes is 3, and the increase cannot be combined with technological or other magical increases to Initiative.

### Improved Sense

**Cost:** .25 per improvement

You have a sensory improvement not normally possessed by your metatype. Improvements include low-light or thermographic vision, high or low frequency hearing, and so on. Any sense provided by cyberware can also be provided by this power (see *Street Gear*, p. 298, for more information), unless an improvement involves radio or similar technological phenomena. 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 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. You can identify individuals by scent alone, and can tell if someone whose scent you know has been in an area recently with a successful Perception Test. The strong smells of most sprawls impose 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 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 flare compensation vision enhancement (p. 323).

**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 damper enhancement (p. 333).

### Killing Hands

**Cost:** .5

This power uses magic to turn unarmed attacks into lethal, physical damage. When participating in unarmed combat, you may do normal Stun damage or declare the use of Killing Hands and inflict an equal amount of Physical damage instead. Killing Hands may be used with Critical Strike (p. 187).

A Killing Hands attack may also be used against creatures with Immunity to Normal Weapons (see p. 288) to inflict either Stun or Physical damage; their defensive bonuses do not count

against Killing Hands. Killing Hands can also be used in astral combat (see *Astral Combat*, p. 184).

### Kinesics

**Cost:** .5 per level

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

Each level applies a +1 bonus for the adept when making or resisting Social skill tests. It also applies a +1 dice pool modifier to the adept on any Opposed Tests made to gauge the adept's truthfulness or emotional state, including Judge Intention tests (p. 140), assensing for emotional state, and other magical and technological tests.

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

### Missile Parry

**Cost:** .25 per level

You can catch slow-moving missile weapons such as arrows, thrown knives, grenades, or shuriken out of the air. When using this power, the defender rolls Reaction + Missile Parry (+ Dodge if on full defense) against the ranged attack test. To successfully grab the missile weapon out of the air, you must generate equal or more hits than the attack test. Using Missile Parry is a Free Action.

### Mystic Armor

**Cost:** .5 per level

This power magically toughens your skin to resist the effects of damage. Each level provides you with 1 point of armor (that counts as both Ballistic and Impact) that is cumulative with any worn armor. Mystic Armor also protects against damage done in astral combat (p. 184).

### Natural Immunity

**Cost:** .25 per level

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

### Pain Resistance

**Cost:** .5 per level

Pain Resistance allows you to ignore the effects of injury. It does not reduce actual damage, only its effect on you. Subtract

IMPROVED REFLEXES COST	
Level	Cost
1	2
2	3
3	5