



INCOMING FEED.....

ize the signature was fake and spot the true signature hiding underneath. The initiate must have assensed someone else's astral signature in order to forge it.

Initiates with this metamagic can also reduce the longevity of astral signatures they leave behind by the initiate's grade in hours. So a grade 3 initiate can choose to leave no signature on Force 3 or lesser effects, and the signature of a Force 5 effect would last only 2 hours.

- **Masking:** A character who learns masking can change the appearance of her aura/astral form to do the following: look mundane, look as though her Magic is higher or lower than it is (+/- your grade of initiation), or look as though she is a different type of astral creature.

When someone attempts to assense the aura of an initiate using masking, make an Assensing + Intuition Opposed Test against the initiate's Intuition + Magic + initiate grade. If they get fewer hits, they see only the false aura. If they get more hits, they will see both the illusory aura she provided and her true aura.

To disguise her astral form to look like a spirit or other astrally active creature, the character must be capable of astral projection.

- **Quickening:** A magician who has learned this power can manipulate her sustained spells so that they sustain themselves, rather than relying on the magician for power. The magician must cast the sustained spell normally. While sustaining the spell, she takes a Complex Action and spends 1 Karma point per point of Force. The spell will then sustain

itself indefinitely. Spells sustained in this manner are still active and may be tracked back to the magician, but they do not inflict a dice pool modifier for sustaining.

- **Quickened spells** add extra dice equal to the Karma used to quicken them for any tests they must make, including against dispelling (an initiate may even spend extra Karma on a quickened spell—up to the Force extra—to make it harder to defeat). If a quickened spell is disrupted (such as losing to an astral barrier), the spell will end. The magician can also end the spell at any time as long as she can astrally perceive it. Regardless, when a quickened spell ends it is irrevocable and the magician's Karma points spent to quicken it are lost. The initiate is automatically aware if a quickened spell is dispelled or otherwise ended.
- **Shielding:** A character who learns shielding learns to better protect herself against hostile spells as they are cast. When using Counterspelling to protect against hostile spells, the magician adds a number of dice equal to her initiate grade to her Counterspelling dice. This bonus applies whether the magician is protecting herself or another. These additional dice are not gained for any other use of Counterspelling.

FOCI

Foci are magic items, astral constructs embedded within physical objects. Foci act as pools of power that a magician can draw on to help accomplish a magical task. A focus must be bound to a magician before it can be of any assistance to him. The physical representation of a focus can vary depending on the