

**WHILE YOU WERE OUT ...**

When astrally projecting, a magician's physical body and astral body are both still part of him. Damage to the astral body is felt by the physical body and vice versa. If the astral body is injured, the physical body may twitch or convulse. If the physical body is injured, the astral body may experience a ghostly sense of distant pain. Any damage inflicted to one form immediately affects the other.

While both aspects of the magician are connected, they do exist independently while projecting. If the magician's physical body dies, the astral body continues to project on the astral plane for a number of hours equal to her Magic attribute x 2 before fading into nothingness. Should the astral body die, the physical body falls irretrievably into a deep coma since it has no mind and no spirit. If the body is placed on life support, it can live its full lifespan; if not, it will die of thirst within a week (or sooner if organ harvesters or enemies get hold of it).

If the magician's physical body is moved while she is out, she will not feel anything. When she attempts to return to her body, however, she will discover it gone. The magician must attempt to find her body before her allowed astral projection time runs out, or she will die. See *Astral Tracking* for more information.

world; astral forms cannot pass through it. Secure facilities are often built underground to keep out astral intruders. Active weapon foci have a presence in astral space and can harm an astral form (see *Foci*, p. 190), but the wielder must be present on the astral plane to use the focus in astral combat. Only mana spells affect astral forms.

**Astral Detection**

Physical beings may sense when an astral form passes through their aura. Make a Perception + Intuition (4) Test; apply a +2 dice pool bonus if the character is Awakened. If the test is successful, the character feels a chill or tingling from the passing of the astral form. Security personnel are often trained to recognize this feeling as a sign of an astral intruder.

**Manifesting**

If a purely astral form such as a spirit or an astrally projecting magician wishes to interact with the physical plane, she must *manifest*. Manifesting is the opposite of astral perception—the extending of the senses onto the physical plane. Manifesting takes a Simple Action to engage or disengage. Manifesting characters and spirits appear on the physical plane as ghostly, hazy images and may freely communicate with physical characters. Unlike the Materialization power of spirits (p. 289), manifesting does

**ASTRAL COMBAT**

Attack	Damage
Magician	Charisma ÷ 2 (round up)
Magician w/weapon focus	By weapon type
Spirit	Force ÷ 2 (round up)
Watcher Spirits	1

**ASTRAL TRACKING MODIFIERS**

Condition	Threshold Modifier
Each hour passed since astral link was active	+1
Target behind mana barrier	+Force of barrier
Tracking master by spirit:	
Bound spirit	No modifier
Unbound spirit	+2

**ASTRAL ATTRIBUTES**

Physical Attribute	Astral Attribute
Agility	Logic
Body	Willpower
Reaction	Intuition
Strength	Charisma

Astral Initiative: Intuition x 2  
Astral Initiative Passes: 3

not create a physical form, and so the character cannot physically interact with anything, nor can she be harmed by physical attacks. Because manifestation is a psychic effect, manifested characters cannot be detected, recorded, or affected by technological devices. Manifesting characters and spirits, however, are vulnerable to mana-based magical effects on the physical plane. Likewise, manifesting beings are still subject to astral attacks.

**ASTRAL COMBAT**

Astral combat is resolved in the same way as physical combat. Astrally perceiving and dual natured characters use their Physical attributes and skills to fight opponents with a physical body, and their Willpower + Astral Combat skill to fight wholly astral entities. Astrally projecting characters use their Mental attributes in place of Physical ones (see the Astral Attributes Table, **above**) along with the Astral Combat skill. There are no known ranged weapons that function in astral space, so unarmed attacks, active weapon foci (see p. 192), and mana spells are the only options for astral combat.

Most astral combat damage is based on the character's astral strength (Charisma), as noted on the Astral Combat table. Damage inflicted from astral combat attacks can be either Stun or Physical (attacker's choice). Astral objects like barriers can only be affected by Physical damage.