

your level of Pain Resistance from your current damage before determining your wound modifiers. So, an adept with 3 levels of Pain Resistance does not suffer any modifiers for sustaining up to 3 boxes of damage and suffers a reduced penalty with more significant injuries. Pain Resistance works equally on both the Physical and Stun Condition Monitors.

Pain Resistance also allows you to resist pain from torture, magic, illness, and so on. Each level adds +2 dice to any tests you make to resist pain, such as a Body or Willpower Test against the symptoms of a painful disease, interrogation, torture, and so on.

### Rapid Healing

**Cost:** .25 per level

You recover more quickly from all forms of injury, using magical energy to boost the normal healing process. Each level adds 1 die to your Body for Healing Tests (see p. 242). The power does not increase resistance to injury, toxins or pathogens, but does allow you to recover from their effects more quickly.

### Spell Resistance

**Cost:** .5 per level

You possess an inherent resistance to sorcery. Add 1 die per level of this power to all your Resistance Tests against spells. Spell Resistance does not interfere with spells that you choose not to resist. The only critter power this protects you from is the Innate Spell power (and critters using Spellcasting of course).

### Voice Control

**Cost:** 0.5

An adept with Voice Control has an amazing level of control over the properties of her voice. The adept can change her voice's pitch, modulation and tone at will, as well as increase her volume. This allows the adept to mask her voice and imitate sounds within the normal range of metahuman vocalization (i.e., no infrasound or ultrasound), including mimicking the voices of others. This trick can be used to defeat voice recognition systems; make an Opposed Test between the adept's Charisma + Con against the voice recognition system's rating, or against the Perception + Intuition of other characters the adept is attempting to fool. Voice Control also allows an adept to "throw" her voice up to (Magic attribute x 2) meters away.

## INITIATION

As Awakened characters grow in power, they often find that their initial explorations into magic and the astral plane can only take them so far in understanding and increasing their abilities. In order to increase their powers, magicians and adepts will often choose to undergo initiation in the mysteries of magic, the astral world, and the metaplanes in hope of increasing their connection with the Awakened world.

Initiation allows a character to wield greater magical abilities known as *metamagic*, access the metaplanes of astral space (see p. 185), and raise her Magic attribute beyond her natural maximum of 6. Only characters with the Magician, Adept or Mystic Adept qualities may initiate. Initiation is a serious process that requires a great deal of mental and spiritual preparation in the form of rituals or study appropriate to the character's tradition. A mage might

spend months in research on a particular point of magic, writing a scholarly thesis in order to prepare, while a shaman might undergo a vision quest and seek guidance from her mentor spirit.

Initiation is measured in grades, beginning with Grade 1 and increasing. At the end of a character's first initiation, she is a Grade 1 initiate. When she completes her second initiation, she is a Grade 2 initiate, and so on. The numerical system is for tracking initiation levels in game terms: each tradition refers to grades of initiation in their own way.

The cost to initiate is equal to  $10 + (\text{Grade} \times 3)$  in Karma points. Characters who wish to initiate must pay that cost in order to achieve their new grade.

A character's initiate grade cannot exceed her Magic attribute. If a character's Magic is reduced below her initiate grade, she loses that level of initiation and the metamagic she gained with it.

## INITIATE POWERS

Becoming an initiate gives an Awakened character access to a number of benefits and abilities:

### Increased Magic

An initiate's natural maximum for the Magic attribute is 6 + her grade of initiation. She will still have to pay normally to increase her Magic attribute.

### Metaplanar Access

Upon a character's first initiation, a character who can astrally project receives access to the metaplanes of astral space (see *The Metaplanes*, p. 185).

### Metamagic

An initiate can choose one of the following metamagic initiate powers at each grade of initiation (including the first). Unless otherwise noted, no power may be chosen more than once.

Note that adepts can only learn the metamagic techniques of Centering, Flexible Signature, and Masking.

- **Centering:** A character who learns to center has an easier time resisting the Drain inherent in magical activities. By using a mundane activity appropriate to her tradition to quiet her mind and block out distractions, she adds a number of dice equal to her grade of initiation to all Drain Resistance Tests. Centering requires a Free Action, which must be taken in the same Action Phase as the Drain Resistance Test. The character must be physically able to move and/or speak freely in order to center, and may attract attention to herself. Centering techniques include acts such as chanting in Latin, dancing, making arcane gestures, and so on.
- **Flexible Signature:** The initiate can choose to alter her astral signature (p. 182) at will, disguising it so that it cannot be used to identify him, forging the astral signature of another magician, or simply reducing the amount of time her signatures last.

When someone attempts to assense a faked signature, add the faking magician's initiate grade to the Assensing Test threshold. So if a grade 2 initiate leaves a forged astral signature, another magician would need to score only 3 hits as usual to see the fake signature, but would need 5 hits to real-