

# The Newest Physical Adepts Handybook v5.0

Assembled and Maintained by  
Brett R. Brown  
Calvinoi MindFlyer  
calvinoi@freenet.scri.fsu.edu

Additional Assembly by  
Paolo Marcucci  
marcucci@oat.trieste.it

Special Thanks to  
Gurth  
gurth@xs4all.nl

Shadowrun is a Registered Trademark of FASA Corporation. Original Shadowrun material  
Copyright 1994 by FASA Corporation. All Rights Reserved. Used without permission.  
Any use of FASA Corporation's copyrighted material or trademarks in this file should not be viewed as a challenge to  
those copyrights or trademarks.

This compilation is ©1995 • Brett Brown/Paolo Marcucci



**The Force runs strong in me,  
impudent fool...**

# Physical Adept Magical Abilities

The following is excerpted and paraphrased from the following sources:

ShadowRun Second Edition ©1992 • FASA Corporation

Grimoire Second Edition ©1993 • FASA Corporation

N.E.R.P.S. ShadowLore ©1994 • Robert A. Hayden

White Wolf #38 magazine

The rec.games.frp.cyber Usenet group

Brett R. Brown (calvinoi@freenet.scri.fsu.edu)

Bill P. Flint (claymore@access1.digex.net)

MercenaryX (mercenaryx@aol.com)

Gurth (gurth@xs4all.nl)

NOTE: If ANY of your material is in this document and you either have not received credit for it and you wish to, or you do not want your material in this document, PLEASE e-mail me at [calvinoi@freenet.scri.fsu.edu](mailto:calvinoi@freenet.scri.fsu.edu) as soon as possible. I will update it as fast as I can and replace all previous versions. Thank you!

NOTE 2: All of the "?"s represent sources/authors that I am not aware of. I never was able to get all the correct information. So PLEASE, if you have written any of the material that has it's source/author listed as "?", then contact me at [calvinoi@freenet.scri.fsu.edu](mailto:calvinoi@freenet.scri.fsu.edu) so I can update the Handybook. Thank you!

**Of course, thanks go out to all the people that contributed to the aforementioned sources. Copyrights to each article are reserved to the authors. This compilation is © 1994 Brett R. Brown & Paolo Marcucci.**

The format for the Abilities section is as follows:

**(Name)** - The name of the power

**Cost: (Cost)** - The cost of the power in Magic. Occasionally supplemented by a table at the bottom or middle of the ability's description.

**Source: (Source)** - Either the e-mail address of the author or, if the power was found in a printed source, then the name of the source and the page number.

**Author: (Author)** - Either the name/handle of the author, or, if the e-mail address was not given in the Source, the name/handle & e-mail address of the author

**(Information)** - The main info on the ability, its effects, and other such miscellanea.

## Aggravated Damage

**Cost: 1**

**Source:** <[gurth@xs4all.nl](mailto:gurth@xs4all.nl)>

**Author:** Gurth

Use of this ability allows the adept to do more damage than normal on a successful Unarmed Combat hit. The adept must make a normal attack test. If all skill dice (including Improved Ability dice, but not including Combat Pool dice) come up as successes, and the adept hits the target, the Damage Level is increased by 1 step automatically. This cannot be used with an armed attack, or with Edged Arm or other damage enhancing abilities (though it may be used with power enhancing abilities, such as Power Blow).

Example: Finn hits a security guard. Finn rolls his Unarmed Combat test (6 dice, plus 3 Combat Pool dice), and the guard does the same (3 dice). All of Finn's skill dice are successes, and he also gets 1 success on his Combat Pool dice, for a total of 7. The guard gets 2 successes, so Finn has 5 left in his advantage. His attack hits, and all skill dice were successes. Normally, Finn would do (str)M Stun damage, but now he does (str)S Stun, and has 5 successes left, against which the guard is now to roll a Body test...

## Aimed Shot

**Cost: 0.5 per point**

**Source:** <[gurth@xs4all.nl](mailto:gurth@xs4all.nl)>

**Author:** Gurth

This ability reduces the modifier for aimed shots (p.89, SRII). Normally, this is a +4 modifier to the target number, but every point bought in Aimed Shot ability reduces this modifier by 1 point -- that is, a physical adept with level 3 Aimed Shot would only get a +1 modifier for an aimed shot. Aimed Shot cannot

reduce the modifier below +0, so an adept with level 7 Aimed Shot only gets a +0 modifier, not -3. The adept must buy this ability for each skill he intends to use it with separately: an adept with Aimed Shot (Firearms) level 2 would get only a +2 modifier when attempting aimed shots with a pistol, but would have the full +4 when firing a bow, even when using Firearms skill to shoot the bow.

### **Alertness**

**Cost: 0.5 per die**

**Source: Page 12, N.E.R.P.S. Shadowlore**

**Author: Mark Mohan <MCM@bton.uk.ac>**

The adept has trained all his/her senses to notice the unnoticed, see the unseeable, and smell the unsmellable. He/she no longer relies on just one set of his senses, and thus becomes more aware of his environment and almost magically in tune with his surroundings. The adept adds the number of Alertness dice purchased to all Perception rolls (or perception-related rolls, GM's discretion.)

### **Animal Control**

**Cost: 2**

**Source: White Wolf #38**

**Author: Herbert L. Helzer II**

The Oxford group reported that certain Physical Adepts have a heightened empathy with animals. A physad with this power may attempt to pit his or her Charisma against the animal's Willpower in an Opposed Success Test. Only animals with an Intellegence (not perception) of 3 or less are affected by Animal Control (except for insects or other invertebrates, whose minds cannot be grasped by an Adept). Any creature derived from human or metahuman stock is immune (use \*Hypnotic Influence\*, below).

As soon as a success test is made, a controlled animal can be prevented from attacking, sounding an alarm, etc. After this, the physad may use a Complex Action to give an order to a controlled animal. Orders must be something the animal can understand and accomplish- orders that run contrary to an animal's instinctual or normal behavior require a new Opposed Success Test, with a +2 modifier in the animal's favor.

Skill in Animal Training or Animal Husbandry may apply a modifier to control attempts, at the gamemaster's option.

### **Arrow Cutting**

**Cost: 1.5**

**Source: White Wolf #38**

**Author: David Perry**

The Physical Adept with this skill can consciously affect the speed of missiles approaching him, slowing them down to such an extent that he can easily knock them aside with his hands or weapons (Armed or Unarmed Combat task of 4). If the Physad is feeling especially cocky he can catch the missile in midflight (Unarmed Combat task of 6).

Using this power, a Physical Adpet can deflect knives, shuriken and even arrows, although he can't deflect bullets (bullets travel too fast to be appreciably affected by this power).

### **Astral Cloak**

**Cost: 0.5 per level**

**Source: White Wolf #38**

**Author: Herbert L. Helzer II**

This power helps shield physical adept from detection spells. Target number of all Detection spells goes up by the number levels of astral cloak the adept has.

### **Astral Perception**

**Cost: 2**

**Source: Page 125, Shadowrun Second Edition**

**Author: FASA Crew**

The adept has the ability to see into the astral plane via Astral Perception, but cannot use astral projection. This enables the adept to use the Sorcery Skill in Astral Combat, but the character cannot cast spells nor does he/she have a Magic Pool.

### **Astral Stealth**

**Cost: 0.5 per level**

**Source: Neo-Anarchist's Guide to Magic**

**Author: FASA Crew**

Adepts with this power have an ability similar to Masking metamagic that allows them to "cloak" their presence in astral space, making them difficult to detect by magical means. For every level of the power, the adept gains one die to Resistance Tests against Detection Spells. If the spell is unresisted, the target number to detect the adept increased by +1 for every two full levels of the power. This ability does not affect Masking Tests, attempts to read the subject's aura via astral perception or otherwise spot the character in astral space.

### **Attribute Boost**

**Cost: 0.5 per level**

**Source: Page 34, The Grimoire (Revised Edition)**

**Author: FASA Crew**

The adept with attribute boost power can call upon his/her inner self, enabling him/her to perform amazing feats far beyond those of which he/she is normally capable. The attribute boost power can be purchased for any of the Physical attributes: Strength, Body, or Quickness. It cannot be purchased for a Mental attribute, nor for Reaction, and must be purchased individually and separately for each of the three Physical attributes.

The level purchased is the number of Rating Points by which the attribute is boosted. To gain the boost, the physical adept must make a Success Test, rolling a number of dice equal to his current Magic Rating against a target number equal to the current value of the attribute being boosted. If he/she rolls no successes, the attribute remains at its current level. If the character achieves any successes, the Attribute is boosted by the full number of Rating Points. The boost lasts only for a number of Combat Turns equal to the number of successes generated in the Magic Test.

When the boost runs out, the physical adept must make a Drain Test, of sorts, to determine if he/she was weakened by the boost. The Drain target number is equal to one-half (round down) the boosted attribute value. The Drain Level is based on the level of the boosted Attribute Rating compared to the character's Racial Maximum for that attribute per the table below.

As with a regular Drain Resistance Test, to offset the Drain the character must make a Willpower Test against the Drain target number. Every 2 successes reduced the Drain Level by one level. Drain damage is taken as Stun damage.

The attribute boost power is not compatible with any form of cybernetic or bioware enhancements, nor spell-based increases. It is compatible with the physical adept ability Improved Physical Attributes.

#### **Boosted Attribute Rating**

#### **Drain Level**

Less than or equal to 1/2 Racial Maximum

L

Up to Racial Maximum

M

Up to 1.5 x Racial Maximum

S

Beyond 1.5 x Racial Maximum

D

### **Backstab**

**Cost: see below**

**Source: <calvinoi@freenet.scri.fsu.edu>**

**Author: Calvinoid MindFlyer**

This power gives the adept the ability to channel strong magical energies from his/her body into a weapon at the exact moment the weapon punctures the skin. The magic spreads from the weapon into the victim's body, disrupting its coherence and increasing the damage.

In game terms, each level the adept purchases gives him/her varying bonuses. When the adept wishes to Backstab, he/she must declare to the GM before the attack that he/she wishes to do so. The adept must then "call their shot", adding +2 or +3 (GM's discretion) to the Target Number. Depending upon the level of Backstab purchased, the damage level is staged up by a given level (ignoring the automatic damage level increase given by Called Shots.) A power increase is also granted depending upon the level bought.

Note that only weapons using a piercing method of attack may be used. This is because slashing has no exact, climactic moment where it penetrates the flesh fully (and it moves through the flesh to try and create gaping wounds, whereas a piercing weapon allows the magic to smoothly course from it to the receiving end). Also, Backstab is effective against critters with immunities to normal weapons and such, but only if the piercing weapon used is a magical focus. This combination used on a *mundane* can be downright scary...

<u>Level</u>	<u>Effects</u>	<u>Cost</u>
1	+1 Damage Level +1 Power	0.5
2	+1 Damage Level +2 Power	1
3	+2 Damage Level +3 Power	2
4	+2 Damage Level +4 Power	4

### **Blind Fire**

**Cost: 0.75 per point**

**Source: <gurth@xs4all.nl>**

**Author: Gurth**

Like Aimed Shot, this ability reduces the modifier for blind fire (p.89, SR11) by the level the adept has in Blind Fire. Use all rules for Aimed Shot, above.

### **Blindside**

**Cost: 0.25 per level**

**Source: Neo-Anarchist's Guide to Magic**

**Author: FASA Crew**

Physical adepts who possess this power seem to have a supernatural ability to leap into action with startling suddenness. Each level of the power allows the adept to roll an additional die when making Surprise Tests against an opponent. These dice do not apply to tests by the adept to avoid being surprised or to Initiative rolls.

### **Blur**

**Cost: 1.5**

**Source: <briddle@marsh.vinu.edu>**

**Author: Shadowdancer**

This power makes the physad blurry and hard to see; it causes major eye strain to the opponent. Yes, even those with cybereyes or cameras. Simple action to activate. Lasts 5 combat turns. Increases all opponents' Target Number by 3 and reduces 1 dice.

### **Body Control**

**Cost: 0.5 per level**

**Source: Page 34, Grimoire (Revised Edition)**

**Author: FASA Crew**

The physical adept using the body control has such control over his/her body that he/she can resist the effects of gases, drugs, and poisons. Each level of the body control power purchased gives the character one additional die to use in the Damage Resistance Test against such toxins.

### **Bone Razors**

**Cost: 0.75 per hand**

**Source: <briddle@marsh.vinu.edu>**

**Author: Shadowdancer**

Similar to spurs, except made of bone. Damage code is Strength-1(M) Can be extended and retracted, but each time they are extended from beneath the skin, the adept suffers a Light mental wound.

### **Breaking Blow**

**Cost: 0.5 per point**

**Source: Page 13, N.E.R.P.S. Shadowlore**

**Author: Marke Mohan <MCM@bton.uk.ac>**

This power allows the adept to break and destroy barriers with his/her bare hands (a variation of Shattering Blow.) For each point purchased, the adept adds +1 to the power of the attack and subtracts 1 from the opposing Barrier Rating. This can be used in conjunction with Power Blow, but only in attacking objects with Barrier Ratings (such as cars.) Adepts trained in Breaking Blow and Power/Shattering Blow can be looked at as mobile, mini-demolition crews.

### **Camouflage**

**Cost: 0.5 per level**

**Source: <briddle@marsh.vinu.edu>**

**Author: Shadowdancer**

This power gives close to the same effect as the critter power "Adaptive Coloration". Each level adds 1 die to the stealth skill and adds +2 modifier to opponent perception tests.

### **Charismatic Aura**

**Cost: 1 per point**

**Source: <calvinoi@freenet.scri.fsu.edu>**

**Author: Calvinoi MindFlyer**

The adept with Charismatic Aura uses its magic to assist his/her body in the production of natural pheromones, and to astrally influence victims. The adept must concentrate for a minute per point of Charismatic Aura purchased prior to the full activation of Charismatic Aura.

Each point purchased adds +1 to the adept's effective Charisma and +1 to all Social Skills for the duration of the effects. Upon completing concentration, the adept rolls a number of dice (d6) equal to the points purchased. The adept then adds the results of all the dice up. The resulting number is the time in minutes that the adept's charisma is boosted. After this time, the magic's effect on the adept's body fades, and the pheromone production rate returns to its norm. The magic's speeding up of pheromone production leaves the body in a more tired state when the magic fades, and so the adept may not attempt another use of Charismatic Aura until he/she has abstained from use of this magic for a number of minutes equal to (Points Purchased) x 2. After this rest period, the adept may try again.

This power affects anyone who the adept comes into contact with. This contact can be by any of the five senses, whether it be see, touch, taste, hear, or smell. Residual traces of the adept may also have an effect. For instance, if an adept sweats, then even if someone *only* smells (not tastes, hears, sees, or feels) the sweat from the adept, they are put under the influence of the power. Charismatic Aura *does not* work over televisions and such, as these are technological devices displaying an image - not a real person. Note that Charisma *cannot* exceed (Racial Maximum) x 1.5.

### **Combat Sense**

**Cost: See Below**

**Source: Page 125, Shadowrun Second Edition**

**Author: FASA Crew**

The adept with combat sense power has an almost sixth-sense about an area and any threats around him/her. Each level of this ability purchased gives the adept a number of extra dice in his Combat Pool, as well as the ability to spend Combat Pool dice to assist the Reaction Test in surprise situations.

<u>Level</u>	<u>Combat Pool Dice</u>	<u>Cost</u>
1	1	2
2	2	3
3	3	4

### **Contort/Escape**

**Cost: 0.25 per level**

**Source: Neo-Anarchist's Guide to Magic**

**Author: FASA Crew**

The adept's limbs are unusually limber and flexible, able to twist and bend more than a normal person's. For each level of this power, the adept may add one die to Tests made to slip out of ropes, handcuffs and other such bindings as well as to escape from a hold in unarmed combat.

### **Deep Breathing**

**Cost: 0.25 per point**

**Source: Page 12, N.E.R.P.S. Shadowlore**

**Author: Mark Mohan <MCM@bton.uk.ac>**

The adept has practiced incorporating magic and breathing exercises, and can use his/her lungs to a greater extent. Each point purchased (each .25 point) gives the adept an additional 30 seconds under water.

### **Disarm**

**Cost: 0.5 per point**

**Source: <gurth@xs4all.nl>**

**Author: Gurth**

Using this ability, the physical adept can quickly and efficiently remove a weapon (or any other object, for that matter) from an opponent's hands. The adept rolls a number of dice equal to his Unarmed Combat skill plus the level of the ability, against a target number equal to the opponent's Quickness, and applying all applicable modifiers for melee combat (SRII page 101). Disarm is considered to be an unarmed attack, so the opponent may defend against it in the normal way. If the adept has any net successes, anything the opponent was holding in his hands is removed and flies away for a number of meters equal to the adept's net successes, in the direction desired by the adept. Disarm does not cause damage to the target, but the target's counterattack may damage the adept. The adept must have both hands free in order to disarm an opponent.

### **Dodge**

**Cost: 0.25 per die**

**Source: <gurth@xs4all.nl>**

**Author: Gurth**

The physical adept may use this ability to dodge melee attacks directed against him. He rolls a number of dice equal to his level in Dodge. This is an open-ended test (see Shadowbeat), and if the adept rolls higher than two times the number of successes his opponent rolled on his attack test, the adept dodges the attack and takes no damage. If the adept does not roll high enough, he takes damage as normal. The adept may not make an attack when he uses the Dodge ability.

Example: Finn is attacked by an Ancients member. The ganger rolls his attack test, and gets 4 successes, while Finn decides not to counterattack but to Dodge instead. Finn has 3 dice in Dodge, and he rolls 2, 7, and 10. This means that he manages to Dodge the incoming attack, because he rolled higher than  $2 \times 4 = 8$ . Had Finn rolled 2, 7, and 8, he would not have dodged the attack, because he had to roll *higher* than 8.

### **Dragon Hands**

**Cost: 3**

**Source: <briddle@marsh.vinu.edu>**

**Author: Shadowdancer**

The adept may punch with such speed and accuracy that multiple strikes may be had. Roll quickness vs. opponents reaction: successes indicate total amount of strikes. Roll damage for each strike.

### **Edged Arm**

**Cost: see below**

**Source: <gurth@xs4all.nl>**

**Author: Gurth**

The adept can transform one of his arms into a vicious, bladed weapon. The exact transformation depends on the level of ability purchased; for instance, level 1 changes a finger into a knife, while level 7 transforms the whole lower arm into a broadsword. The transformed limb gets the properties of steel, hardened into a sharp edge, so it can be used as a sword or knife. The transformation requires one Complex Action to take place, and a Free Action to return to the normal state of the limb. It cannot be used with a cyberarm, or with physical adept abilities that directly enhance damage, such as Killing Hands. It can be used with Improved Physical Attributes, if that has increased the adept's Strength.

<u>Level</u>	<u>Damage</u>	<u>Reach</u>	<u>Cost</u>
1	(STR)L	0	1
2	(STR+1)L	0	1.25
3	(STR+2)L	0	1.5
4	(STR)M	0	1.75
5	(STR+1)M	1	2
6	(STR+2)M	1	2.25
7	(STR+3)M	1	2.5

### **Energy Charge**

**Cost: 1.5 per level**

**Source: <briddle@marsh.vinu.edu>**

**Author: Shadowdancer**

This allows the adept to charge a body part for increased damage. It takes one simple action to activate. The opponent suffers a 2L shock in addition to the normal damage. Each level adds 2L to the base (i.e., level 3 would cost 4.5 magic and do 6S). Drain is (Level+2)Damage Code (i.e., same power has drain of 5S).

### **Enhanced Centering**

**Cost: 2 per skill category**

**Source: Page 34, Grimoire (Revised Edition)**

**Author: FASA Crew**

This ability allows the initiate physical adept to apply his/her own Centering Skill to a non-physical skill. The area to which the adept may apply the Centering Skill must be purchased individually. Non-physical skills that benefit from Enhanced Centering are: Build/Repair, Combat, Knowledge, Language, Magical, Social, Technical, and Vehicle. Enhanced Centering can also apply to Special Skills but at a cost of 1 per Special Skill. Even with this power, physical adepts may still only use magical skills for mundane effects; they may not cast spells.

### **Enhanced Coordination**

**Cost: 0.25 per level**

**Source: Neo-Anarchist's Guide to Magic**

**Author: FASA Crew**

The adept has enhanced coordination that allows for more equal use of both hands. Each level of this power counts as one level in the Ambidexterity Special Skill. The adept must have at least one level in Ambidexterity Skill in order to buy this power and may not have more levels in the power than they have levels in skill.

### **Enhanced Healing**

**Cost: 2**

**Source: White Wolf #38**

**Author: Herbert L. Helzer II**

This power allows a physical adept to heal stun and physical damage more quickly by entering a state of dormancy. When the adept is recovering from stun damage he/she makes the same roll for recovering, but double the number of successes made. The adept heals physical damage at a rate of one extra box a day. When the adept is healing by this power he/she is also considered to be asleep too, so is



oblivious to his surroundings. If the adept doesn't get the required amount of sleep (which is eight hours), then the time spent in the dormancy is wasted.

### **Enhanced Movement**

**Cost:** see below

**Source:** White Wolf #38

**Author:** Herbert L. Helzer II

This power allows an adept to increase his/her movement modifier. The adept adds the level bought to his/her racial movement modifier. The adept is able to maintain this rate of speed for a number of combat

turns equal to the adept's magic rating after which the adept must stop and rest. The amount of time the adept must spend resting is equal to double the number of combat turns spent running.

<u>Level</u>	<u>Cost</u>
1	1
2	2.5
3	5

### **Extended Jump**

**Cost:** 0.25 per point

**Source:** Page 12, N.E.R.P.S. Shadowlore

**Author:** Mark Mohan <MCM@bton.uk.ac>

The adept uses his entire body to propel himself/herself forward/upward. For every .25 he/she spent in Extended Jump, he/she gets an extra upward lift of 25cm and an extra 50cm forward.

This would be added to the (meta)human average distance after an athletics test. Two reasons why the Olympic Games became such a farce.

### **Face Anonymous**

**Cost:** 0.5

**Source:** White Wolf #38

**Author:** David Perry

The power allows the physical adept to make people unable to remember anything about what the adept looked like. This power only effects the conscious mind, but has no effect on the subconscious mind (i.e., a physical description can be retrieved from someone's subconscious mind through a technique such as hypnosis).

### **Force Shield**

**Cost:** 3

**Source:** <briddle@marsh.vinu.edu>

**Author:** Shadowdancer

This power erects a permanent shield to help lessen damage. The barrier has a rating equal to the adept's Magic rating for physical and melee combat, 1/2 rating for spells and mystical damage, 1/4 rating for firearms and explosives. Each time the shield is hit, the adept suffers drain equal to (1/2 modified power of the attack)M. It is possible to take multiple drains during the combat turn.

### **Gentle Strike**

**Cost:** see below

**Source:** ?

**Author:** ?

This power allows a physical adept to take a person out without physically harming the person. When the adept uses this power on someone/something, it will never do physical damage even if there is a stun overflow.

<u>Damage Level</u>	<u>Cost</u>
(Strength)L	0.5
(Strength)M	1

(Strength)S 2  
(Strength)D 4

### **Heat/Cold Endurance**

**Cost: 0.25 per die**

**Source: Page 12, N.E.R.P.S. Shadowlore**

**Author: Mark Mohan <MCM@bton.uk.ac>**

When the adept is faced with a temperature challenge, he/she overcomes his physical feeling/reactions by focusing magical energy and mental fortitude.

The character rolls versus a target number of whatever the GM feels is appropriate. A good guide to the numbers is the success table in SR book (i.e. 2 being slightly nippy, whereas 12+ is your sitting in an ice block, 2 being a hot day, 12+ you are being cooked in an oven.) Each success gives the adept 5 minutes of activity or 15 minutes of sitting around being totally inactive (no complex movements, just sitting/laying down/standing doing little more than breathing.) Once this time is up, the adept may not attempt to make another roll (nor can he/she attempt another roll during the duration of the power's effect) to extend the time period. The adept then succumbs to the heat/cold just like your average Joe Shmoe. Note that the adept may attempt to reroll and extend the period if the GM feels it is acceptable (i.e., on a warm day, the adept is likely to be able to resist the effects for a long period of time, not just for a shorter, intermittent period of time.)

### **High Jumps**

**Cost: 2**

**Source: ?**

**Author: ?**

By focusing power into making the body lighter and the leg muscles tight like springs, the adept can launch him/her/herself large distances. Use of this power allows the adept to jump vertically up to six times normal vertical jump, or jump horizontally up to six times normal horizontal jump.

### **Hyper-Kick**

**Cost: 0.75**

**Source: <bridle@marsh.vinu.edu>**

**Author: Shadowdancer**

This allows the physad to kick repeatedly in the same area. Leg does not recoil. Looks similar to Van Damn movies. Either +2 damage code or 1/2 power(S) physical, chosen when power is acquired. Both may be owned, but not combined.

### **Hypnotic Influence**

**Cost: 2**

**Source: White Wolf #38**

**Author: Herbert L. Helzer II**

This power allows a physical adept to mesmerize people like the Influence power of certain paranormal animals. With a voluntary subject the adept can access deep memories, plant minor posthypnotic suggestions, release inhibitions while in the trance state, etc. Unwilling victims require a opposed test matching the adept's magic rating versus the victim's willpower. The number of net successes by the adept determine the level of effect.

### **Improved Ability**

**Cost: See Below**

**Source: Page 125, Shadowrun Second Edition**

**Author: FASA Crew**

The physical adept is able to purchase additional dice for use with a specific general skill. Dice purchased for the general skill carry over equally to any Concentrations or Specializations of the skill that the character may know. In addition to the +2 target modifier received for every circle passed on the Skill Web, any Improved Ability dice are reduced at a rate of one per circle crossed. For example, passing three dots would add a +6 modifier, while subtracting 3 Improved Ability dice.

There is an additional restriction on dice purchased for use with Combat Skills: the adept cannot have more extra dice than the character's current Combat Skill Rating. Thus, a character with Firearms 4 cannot have more than 4 additional dice.

Athletic Skills	.25/die
Stealth	.25/die
Combat Skills	
Armed Combat	.5/die
Unarmed Combat	.5/die
Throwing	.5/die
Projectile Weapons	.5/die
Firearms	1/die
Gunnery	1/die

### **Improved Physical Attributes**

**Cost: See Below**

**Source: Pag 125, Shadowrun Second Edition**

**Author: FASA Crew**

With this ability, the physical adept can raise a Physical Attribute (only Body, Strength, or Quickness), but *not* a Mental Attribute. If the adept later wants to increase a Physical Attribute using Karma in the normal manner, the cost is based on the total attribute rating, that is, including the magical improvements.

The actual cost of the ability depends on how much higher (or lower) than the character's Racial Maximum is the final attribute rating.

Less than or equal to 1/2 Racial Maximum	.5 per +1 rating
Up to Racial Maximum	1 per +1 rating
Up to 1.5 x Racial Maximum	1.5 per +1 rating

### **Improved Physical Senses**

**Cost: 0.25 per improvement**

**Source: Page 125, Shadowrun Second Edition**

**Author: FASA Crew**

These improvements include low-light or thermographic vision, high-frequency/low-frequency hearing, enhanced smell or taste, and so on. Unless an improvement involves radio or similar technological phenomena, anything that can be improved by cyberware can be improved by this power. Unlike cyberware, there are no package deals.

### **Improved Physical Senses (NAGM Expanded Rules)**

**Cost: 0.25 per improvement**

**Source: Neo-Anarchist's Guide to Magic**

**Author: FASA Crew**

This ability is noted in the Grimoire. Physical adepts may purchase any sensory improvement that does not require technology (such as radio) to accomplish. Listed below are some additional options for this power. Some general target numbers for Perception tests involving these power would be: 4, if the adept is examining things in line of sight, 6 for subjects out of direct sight/sensing range, or 10 for subjects present only in astral space. The number of successes determines the amount of information that the adept gains. One success gains only general knowledge. Two gives minor points, with only minor inaccuracies. Three successes give accurate details, but minor parts are obscure. Four successes gives complete and detailed information.

**Direction Sense:** The adept almost never gets lost and can easily retrace his own steps. He always knows where magnetic north is and if he is above or below the local ground level. Useful especially for the tribal hunter types.

**Enhanced Sense:** Additional dice for Perception tests with a single sense may be purchased for .25 Magic per die. Additional perception dice form all senses cost 1 Magic point each. These dice are added to the adept's Intelligence score for Perception tests.

**Flare Compensation:** The adept's eyes adapt quickly to intense light, preventing him from being blinded by flash grenades and the like.

**High Frequency Hearing:** The adept can hear sounds of a higher pitch than normal human hearing, such as dog whistles and ultrasonics (such as those used in range-finders and targeting devices).

**Improved Scent:** Adepts with this power can identify scents much like a bloodhound. They can identify individuals by their scent alone and can tell if someone has been in an area recently if their scent is known. The strong smells of most sprawls may dampen or confuse this ability.

**Improved Taste:** The adept can determine the ingredients of food or beverage by taste alone. Characters with Chemistry, Physical Sciences or a related skill can also identify ingestive poisons and drugs concealed in food or drink with a successful Perception test. Adepts with the Survival Skill and this power can determine if a sample of water is pure enough to drink with a Perception (3) Test.

**Low Frequency Hearing:** The adept can hear sounds of a lower pitch than normal human hearing.

**Sensory Magnification:** The adept has an extremely sharp sense. Each level of this power decreases effective range for perception between the adept and the subject by one step. Maximum of three levels. This power must be bought separately for Sight, Hearing and Scent.

**Sound Dampening:** The adept's ears are protected from loud noises and adjust quickly to sudden changes in ambient noise level.

### **Increased Reaction**

**Cost:** See below

**Source:** Page 126, Shadowrun Second Edition

**Author:** FASA Crew

Increased Reaction gives the physical adept points of Reaction, based on the degree of ability purchased. Consult the table below. The adept receives only the Reaction bonus, but no additional Initiative dice.

Less than or equal to 1/2 Racial Maximum	.5 per +1 rating
Up to Racial Maximum	1 per +1 rating
Up to 1.5 x Racial Maximum	2 per +1 rating

### **Increased Reflexes**

**Cost:** See below

**Source:** Page 126, Shadowrun Second Edition

**Author:** FASA Crew

Increased reflexes gives the adept additional Initiative dice, based on the degree of ability purchased. Consult the table below.

<u>Extra Initiative Dice</u>	<u>Cost</u>
1	1
2	4
3	6

NOTE: Some GM's may wish to balance out the Increased Reflexes cost so as to make Physical Adepts more on par with the average Street Samurai. Should you wish to do this, then it is recommended changing the costs from 1, 4, 6 to 1, 3, 5.5 or 1, 3.5, 5.5 (you get the idea).

### **Invisibility**

**Cost:** 2

**Source:** ?

**Author:** ?

The adept using this power concentrates so that visible light bends around him/her/her. This will fool the naked eye as well as cameras and low-light vision, but will not fool thermographic sensors of any kind as they detect heat, not light. Allows user to turn invisible for a number of turns equal to his

willpower, after he/she becomes visible he/she must stay that way for the number of turns he/she was invisible times 2.

### **Kai Strike**

**Cost: see below**

**Source: ?**

**Author: ?**

This power is exactly like killing hands, but is a range attack. The adept does this by channeling his inner energy into a distance strike. The range equal the adept's magic rating in meters. The adept attacks as if doing a melee attack. The defender must roll his/her body plus any die from combat pool that available against a target equal to the willpower of the adept minus any impact armor to resist the attack.

<u>Damage Level</u>	<u>Cost</u>
(Willpower)L	1
(Willpower)M	2
(Willpower)S	4
(Willpower)D	8

### **Killing Hands (Melee)**

**Cost: See below**

**Source: Page 126, Shadowrun Second Edition**

**Author: FASA Crew**

The physical adept may use his magical force to turn his Unarmed Combat attacks from Stun to Physical damage. When using Unarmed Combat, an adept with Killing Hands may choose to do either the normal Stun damage or the improved Physical damage, as purchased. See the table below for the costs for each of the four different levels of Killing Hands available.

The player must declare use of Killing Hands with the Unarmed Combat attack. The attack itself is effective against creature with immunity or magical defenses against normal weapons. Their defensive bonuses do not apply when used against Killing Hands (as the attack is not truly physical, the hands merely serving as a channel for the magical energy).

Note that Killing Hands is a bare-handed strike and cannot be augmented by either weaponry or magic, though they may use other physical adept abilities like Improved Ability. Also, note that a physical adept can use Killing Hands only at the level(s) purchased. For example, if an adept purchases Killing Hands at D and L levels, he/she can use the power *only* at Physical damage levels of L and D.

<u>Damage Level</u>	<u>Cost</u>
(Strength)L	.5
(Strength)M	1
(Strength)S	2
(Strength)D	4

### **Killing Hands (Ranged)**

**Cost: 2 (plus the cost of Killing Hands)**

**Source: Neo-Anarchist's Guide to Magic**

**Author: FASA Crew**

This power may only be learned by physical adepts who are Initiates. It allows the adept to use the killing hands power at a distance, the fabled "distance death" ability of legendary martial artists.

The power has a range in meters equal to the adept's Magic attribute. The adept makes an Unarmed Combat roll with a target number equal to the target's Body (Increased Ability levels may be used for this roll). The target resists with Body dice vs. the Power of the adept's Killing Hands attack (adept's Strength). Armor has no effect. Combat Pool dice may be used by either side to augment the test. Initiates may add their Grade in dice to their resistance test.

After the attack is made (successfully or not) the adept must make a Drain test with a target number of half the Unarmed Combat dice used and a Wound Category equal to the adept's base Killing Hands level.

Example: Falcon uses his Killing Hands at range on a guard. Falcon rolls his Unarmed Combat of 6, plus 4 Combat Pool dice, against the guard's Body of 4, gaining 6 successes. The guard rolls his 4 Body

dice, plus 5 Combat Pool dice against Falcon's Strength of 5, earning 4 successes. Falcon's killing hands do a base 5M damage. Two successes make it Serious damage. Falcon then makes a Willpower test against 3M Drain and takes Light drain from the effort.

### **Little Death**

**Cost: 0.5**

**Source: White Wolf #38**

**Author: David Perry**

This power allows the physical adept to enter a trance. In this dormant state, the adept's metabolic rate decreases to such an extent that even modern medicine cannot detect that he is alive.

The only problem with this power is that the physical adept must decide before he enters the trance how long the trance is to last. Once this decision is made the physical adept will not wake from the trance until this time has passed, regardless of any outside stimuli. It is possible for a physical adept to remain in trance too long and wake up in pieces in the mortuary, having just had an autopsy performed on him.

### **Luck**

**Cost: 2.5**

**Source: White Wolf #38**

**Author: Herbert L. Helzer II**

Unlike other abilities covered here, a so-called "luck" ability continues to defy scientific analysis. However, anecdotal evidence suggests that some folks are just plain lucky. In fact, noted shadow journalist Domingo Higuera devoted his 2051 prize-winning simsense documentary, *Born Lucky: The "Teela Brown" Factor In Shadowrunning*, to the exploits of a runner for whom things always fell into place.

The most useful (and perhaps most dangerous) skill an adept can possess, Luck directly increases the adept's Karma Pool (SRII, p.191) by one point per 2.5 Magic points spent. This is good for any situation where the Karma Pool can be used, but luck points are not permanently exhausted by buying successes (for this reason, Luck points should be recorded separately from the earned Karma Pool). Luck point can never be contributed to Team Karma, nor may they be used as "good" Karma. In other words, an adept with this ability cannot use Luck to increase Attributes or Skills, bond magic items, become an Initiate, or do anything else that requires actual Karma points.

NOTE: Luck can unbalance a campaign, and should be introduced with caution.

### **Magic Resistance**

**Cost: 1 per level**

**Source: Neo-Anarchist's Guide to Magic**

**Author: FASA Crew**

The adept with this power has a strong unconscious resistance to Sorcery, adding one die per level to Resistance Tests against spells in the same manner as spell defense. These dice are only usable by the adept and cannot be given to others. Magic Resistance does not affect voluntary spells or critter powers. Note that Initiate physical adepts who possess this power do not gain the benefits of Shielding.

### **Magic Sense**

**Cost: 0.5**

**Source: Neo-Anarchist's Guide to Magic**

**Author: FASA Crew**

This power is a limited form of astral awareness that allows the adept to sense magical energies and effects within a radius equal to the adept's Magic Attribute x10 in meters. Make a Perception Test using the adept's Intelligence and consult the description of the Detect Magic spell for general target numbers and levels of information that can be gained with a successful test. The Perception Test requires a Simple Action to perform. The adept is astrally active while using this ability, open to the energies of astral space and therefore vulnerable to astral combat. If the adept does not have Astral Perception, he is incapable of defending against astral attack and simply must take his chances.

### **Mesmerize**

**Cost: 4**

**Source: ?**

**Author: ?**

This power allows the physical adept to impose his will on another person that the adept meets eye contact with. This is settled by an opposed success test by pitting the adept's magic rating versus the victim's willpower. If the adept wins, then the victim is under the adept's control for as long the adept maintains eye contact with the victim. Any person under this power is subjected to the adept's wishes. This person will do what ever the says, even kill itself. This power also gives the victim access to information forgot consciously, but remembered in the subconscious.

**Mimicry****Cost: 1****Source: White Wolf #38****Author: Herbert L. Helzer II**

This spell allows an adept to produce sound effects and imitate people and animals, in the manner of a Sasquatch. Unlike the tonal shift feature found in voice modulator cyberware (SRII, p. 249), this ability can fool voice scanners. The adept's Magic Attribute is the victim's base target number to identify a sound as fake. Typically, intelligent creatures roll their Intelligence vs. the adept's Magic Rating. An animal hearing imitated sounds of its own species gets a -2 TN modifier. The adept's familiarity with the sound or voice being modified also modifies the target number.

Singing skill augments Adept Mimicry. An adept receives a +1 modifier for every two levels of singing skill.

**Missile Mastery****Cost: 1****Source: Neo-Anarchist's Guide to Magic****Author: FASA Crew**

The adept with this power has such a developed talent for throwing weapons that normally harmless items such as pens, playing cards or paper clips can be turned into deadly weapons. Such items use the Throwing Skill, have a base damage of (adept's Strength)L and are resisted by Impact armor. Items with an edge or point do Physical damage, while blunt objects do Stun damage. Use the ranges listed for a throwing knife. Weapons that are meant to be thrown (such as shuriken and throwing knives) use their normal damage value.

**Missile Parry****Cost: 1****Source: Page 34, Grimoire (Revised Edition)****Author: FASA Crew**

With this ability, the physical adept can pluck slow-moving missile weapons such as arrows, thrown knives ("The Crow" and "Buffy the Vampire Slayer" ...), or shuriken out of the air. To perform this feat, the character must roll a number of dice equal to his Reaction Attribute (plus Combat Pool dice, if the player so chooses) against a target number equal to 10 minus the range-determined base target number for the incoming attack. For example, to catch an arrow shot at long range, the adept has a target number of 2 (10-8). If the attack were made at short range, his Target number would be 6 (10-4).

To successfully grab the missile weapon out of the air, the character must generate more successes in his Reaction Test than the attacker generated in the Attack Test. Ties go to the attacker. Use of this ability requires a Free Action.

**Mist Form****Cost: 6****Source: <mercenaryx@aol.com>****Author: MercenaryX**

This power allows you to turn into a mist that can seep through any cracks that are not airtight. He may stay in mist form for a number of turns equal to his willpower, after he/she becomes normal again he/she must stay that way for the number of turns he/she was in mist form. Should the adept's time in mist form expire while the adept is in, say, a tight air vent, the adept's body will re-solidify in the nearest space the adept's body can occupy. Note that the mass of mist is equal to that of the adept, and the adept can also vary the density of his/her body while in mist form.

### **Molecular Agitation**

**Cost: see below**

**Source: ?**

**Author: ?**

This power allows the physad to agitate the molecules of certain things as to set them ablaze. This power has a range of ten yards, LOS.

<u>Level</u>	<u>Cost</u>	<u>Agitate...</u>
1	2	Paper and light materials
2	4	Thicker materials such as cloth
3	6	Organic materials such as skin and living wood*

\*Optional: The adept may set fire to a number of sq. feet equal to half his magic rating, this fire may spread though.

### **Mystic Armor**

**Cost: 1 per point**

**Source: Page 34, Grimoire (Revised Edition)**

**Author: FASA Crew**

The adept is able to magically toughen his own skin and resist the effects of impact damage. Note also that Mystic Armor *is* cumulative with worn impact armor. An adept character may add points of mystic armor up to a maximum equal to his/her current Magic Rating.

### **Negamage**

**Cost: 2**

**Source: White Wolf #38**

**Author: Herbert L. Helzer II**

This power gives the physical adept an spell defense pool. This pool is equal to the adept's willpower or sorcery skill, the higher of the two. An adept with astral perception gain 2 extra die while astrally perceiving.

### **Nerve Strike I**

**Cost: 1**

**Source: Neo-Anarchist's Guide to Magic**

**Author: FASA Crew**

This power allows the adept to magically inflict numbing strikes against a living target's nervous system. A Nerve Strike is made like a normal unarmed attack, using the Unarmed Combat skill with a base target number of 4. Instead of inflicting damage, however, every two net successes on the adept's Unarmed Combat Test reduce the target's Quickness rating by one. If Quickness is reduced to zero, the target is paralyzed. Lost Quickness recovers at a rate of one point per minute.

### **Nerve Strike II**

**Cost: See below**

**Source: Page 13, N.E.R.P.S. Shadowlore**

**Author: Mark Mohan <MCM@bton.uk.ac>**

After careful study of the human anatomy (or lots of beating up on people), the adept has perceived certain nerve clusters in the body. He/she has toughened his/her fingers and improved his/her manual dexterity to penetrate these zones and channel magical energy into them. Today's martial artist has adapted to the street environment and as such knows the strengths and weaknesses of modern protection, but can still strike home his/her blows!

The adept uses this attack in a similar fashion to Killing Hands, (bare-handed strike, etc.), but it causes Stun damage, not Physical. The power of Nerve Strikes can also penetrate up to but not over 4 points of impact armor (generally, ignore ballistic points, unless GM feels differently.) Also, adept with this magical skill can automatically (regardless of the level(s) of Nerve Strike they purchased) reduce the level of Stun damage inflicted upon them by another adept using Nerve Strike on them by one damage level. Like Killing Hands, the adept may only use Nerve Strike at the level(s) at which it is purchased at.



<u>Damage Level</u>	<u>Cost</u>
Light	.5
Moderate	1
Serious	1.5
Deadly	2.5

### **Pain Resistance**

**Cost: 0.5 per point**

**Source: Page 126, Shadowrun Second Edition**

**Author: FASA Crew**

Pain Resistance allows the physical adept to ignore the effects (injury and Initiative modifiers) of a number of boxes of damage equal to the number of Pain Resistance points purchased. Thus, a character with 3 point of Pain Resistance does not suffer any modifiers when taking Light or Moderate wounds. Once the character's damage passes the Moderate wound level (more than 3 boxes), all injury and Initiative modifiers will apply normally. Points purchased work equally on both Physical and Stun Condition Modifiers.

Note that even if a character has 10 point of Pain Resistance, he/she will still go unconscious, and possibly die, once he/she reaches the Deadly wound level. What happens is that the character will show no signs of being injured until he/she simply drops unconscious.

Pain Resistance also allows the character to resist pain from torture, magic, illness, and so on. Add the number of points of Pain Resistance to the target numbers for inflicting pain on the adept; subtract them from the target number to resist pain (e.g., in a Body or Willpower Test against the symptoms of a painful disease). Again, Pain Resistance does not prevent or heal actual damage, but may prevent or reduce the damage's effect on the character's skills or Initiative.

Pain Resistance cannot be used to augment and form of Damage Resistance Test.

### **Paralyzing Touch**

**Cost: 2**

**Source: ?**

**Author: ?**

A paralyzing touch is made like a normal unarmed combat attack. Instead of inflicting damage, each net success reduces the target's Quickness by one. If Quickness is reduced to zero, the target is paralyzed. Lost Quickness recovers at a rate of one point per minute.

### **Pathogen Control**

**Cost: 0.5 per level**

**Source: White Wolf #38**

**Author: Herbert L. Helzer II**

The physical adept using this ability has exceptional resistance to bacterial and viral infections. Each level purchased adds an extra die to any roll to resist damage from diseases (including VITAS and HMMVV). Dwarf adepts add this to their natural resistance to disease.

### **Power Blow**

**Cost: 0.5 per +1**

**Source: Page 13, N.E.R.P.S. Shadowlore**

**Author: Mark Mohan <MCM@bton.uk.ac>**

This ability allows to adept to focus his/her chi (magical power) into any blow!

This skill does not need a bare-handed attack. It focuses magical energy into the point of attack, so the character adds the influence of the Power Blow to any melee attacks (ranged combat cannot be improved, because of the high speed of the projectile, and the fact that the adept cannot be in direct contact with the projectile to channel the magical energy.) Each .5 adds +1 to the power (STR) of the attack. Note that this ability cannot be used with devices such as stun gloves, stun batons, etc., as their effects are solely technological, and the magic cannot affect the power of the attack. You can't focus magical energy like this into a non-impact weapon, and stun batons and the like manipulate electricity to achieve their effect.

**Projection****Cost: 2****Source:** <bridle@marsh.vinu.edu>**Author:** Shadowdancer

When the adept chooses this power, he/she can shoot a blast from his/her hands and choose either flame, ice, acid, or energy for the blast. Elemental effects apply. Range is Magic x 3, and damage is (1/2 Magic)M. Target Number is Essence(R). The adept suffers Drain of [(Power/2) +3] S. The adept can upgrade the wound severity by 1 for every 2.5 magic spent (i.e., from M to D costs 5 magic).

**Rapid Healing****Cost: 0.5 per level****Source:** Neo-Anarchist's Guide to Magic**Author:** FASA Crew

The adept recovers more quickly than normal from all forms of injury, using magical energy to boost the normal healing process. Each level of the power adds one die to the adept's Body Attribute for purposes of Healing Tests as well as Body Tests to determine if the adept suffers a crippling injury from a Deadly Wound. The power does not increase resistance to injury, toxins or pathogens, but does allow the adept to recover from them more quickly. Rapid healing has no effect on possible magic loss due to Deadly Wounds.

**Regeneration****Cost: 10****Source:** <mercenaryx@aol.com>**Author:** MercenaryX

This power makes your condition monitors drop five squares every turn. If you ever take a deadly wound you make a body(8) test to see if you survive, if you get one success you live and your condition monitor drops 5 squares the next turn.

**Restore Life****Cost: 1****Source:** White Wolf #38**Author:** David Perry

This power allows a physical adept to heal physical wounds at an extremely fast rate. The adept must enter a trance to use this power. The physical adept will heal 1 physical box every 10 minutes or 1 wound level every + hour, whichever is faster. It takes 1 full combat turn to wake up from the trance.

**Rooting****Cost: 0.25 per level****Source:** Neo-Anarchist's Guide to Magic**Author:** FASA Crew

This power allows the adept to extend the force of his aura to "root" to the ground with the expenditure of a Simple Action and a moment's concentration, becoming a literal immovable object. Each level adds one die to the adept's Tests to resist being knocked down, thrown, levitated or otherwise moved against his will. The adept cannot take movement actions while using this power, but can otherwise act normally including combat actions.

**Sixth Sense****Cost: 0.5****Source:** Neo-Anarchist's Guide to Magic**Author:** FASA Crew

The adept has a magical ability to sense immediate danger. Occultists speculate that the power is a very limited form of precognition that gives the adept a split-second insight into the future. When potential danger threatens, the gamemaster makes a secret Perception Test using the adept's Intelligence with a Target Number based on how obvious the danger is: 4 for threats in the adept's line of sight (such as

someone about to pull a gun), 6 for threats out of line of sight (like a concealed sniper or trap) and 10 for threats in astral space (like a spirit or ritual sending). If the test is successful the adept gets a general feeling of danger and cannot be Surprised by the threat. The adept does not automatically know what the threat is, only it's general distance (near or far) and the relative level of danger. The adept can only sense dangers that threaten personal harm, not danger for others.

### **Shattering Blow**

**Cost: 0.5 per die**

**Source: Page 12, N.E.R.P.S. Shadowlore**

**Author: Mark Mohan <MCM@bton.uk.ac>**

The adept summons all of his/her focus: mental, physical, and magical, into a dramatic move which can destroy the hardest stone!

The adept makes an unresisted test with a number of dice equal to the number of purchased Shattering Blow dice vs. the Barrier Rating of the object of the attack.

One or more successes and the object is broken (5+ successes would be incredibly impressive and flashy...)

0 successes and nothing happens. The adept likely has a slightly sore limb and a bit of embarrassment, but nothing more.

Roll of Ones and your in the pits. The limb is broken. Do not pass GO, proceed directly to the nearest Doc.

If used against living targets, the combat attack is treated as an Aimed Blow. If the attack succeeds, then the area is broken. The recipient of the blow can't move the limb, because it becomes quite painful. For game purposes, the broken limb cannot be used at all (no shooting with it, no wielding of weapons, no grappling, etc.), but, of course, GM discretion should be applied.

The damage level to break various body parts is different. For hands/feet/other small "limbs", it requires a Moderate damage level. For medium-sized limbs (arms, legs, etc.) and ribs, it requires a Serious damage level. For necks and skulls (ouch!) it requires a Deadly damage level.

### **Sonic Scream**

**Cost: see below**

**Source: White Wolf #38**

**Author: Herbert L. Helzer II**

This power allows the physical adept to create a yell/scream that can be heard from a great distance. The force of this scream is so great that it can shatter glass, deafen people, or even knock people out. Such an attack leaves people with a ringing sound in their head which causes deafness for a number of minutes equal to the adept's magic rating and also creates a +2 modifier to all target numbers, unless the person has some sound damping which would then ignore these effects. The area effect radius is equal to the adept's magic rating in meters. Any distance beyond that radius and the power begins to drop 1 point per meter. The adept rolls his/her magic rating versus a target number of 4. For every 2 net successes raises the wound level by 1. People resist this attack using body. All damage is Stun. Anybody wearing protective head gear lowers the power rating by the impact armor rating of the head gear. Anyone who has sound dampers lowers the power by 4. Sing skill will add a number of dice to the attack equal to the skill's rating.

<u>Damage Level</u>	<u>Cost</u>
(Willpower/2)L	1
(Willpower)L	2
(Willpower)M	4
(Willpower)S	8

### **Steel Fingers**

**Cost: 0.5 per point**

**Source: Page 13, N.E.R.P.S. Shadowlore**

**Author: Mark Mohan <MCM@bton.uk.ac>**

The adept has practiced thrusting his/her fingers into soil and sand while focusing his/her magical energies to obtain this discipline, and can penetrate through most forms of body armor. Why, even plate mail is said to be useless against a master of Steel Fingers!

For game purposes, each .5 spent negates one point of impact armor in melee combat. Masters of this skill also make superb gardeners.

### **Stone Breathing**

**Cost: 0.5**

**Source: White Wolf #38**

**Author: David Perry**

This power allows physical adepts to go for a prolonged period of time without oxygen. The amount of time is equal to the adept's magic rating or the magic rating minus the number of minutes the adept is exerting him/her/herself. After this time period the adept must spend 1 minute to catch his/her breath before the adept can reuse this power.

### **Strength Boost**

**Cost: 2**

**Source: <calvinoi@freenet.scri.fsu.edu>**

**Author: Calvinoi MindFlyer**

The master of Strength Boost is like a magical Troll. By summoning all of his/her will, spirit, and magical force and concentrating it all at once, the adept can lift the heaviest boulder and heave-ho the heaviest object.

If used out of combat, the adept must go into a trance for 30 seconds, at which time all hits to the adept's body are felt and affect his/her body normally, but are totally ignored. After this trance, the adept has 10 seconds to use his/her Strength Boost. Strength Boost has but one effect: it effectively doubles the adept's Strength. So, it allows (within the 10 seconds) the adept to lift unusually heavy objects and/or move them. The exact moment the 10 seconds ends, the adept's Strength returns to normal (things can get uncomfortable if none of the teammates has a watch...)

If used in combat, the adept must spend 1 turn focusing on the Strength Bonus. The adept must decide at the beginning of the Combat Turn that he/she wishes to spend that turn focusing. The adept may then take no other actions that round unless they wish to forfeit the Strength bonus next round. The Strength Bonus can then be used for the one entire Combat Turn following the turn spent focusing, but after this period, the Strength returns to normal.

GM's may choose to give the adept a disadvantage while they focus. Some recommendations are: lower Body, take Drain, lower Willpower.

### **Stretch Attack**

**Cost: 1.5 per level**

**Source: <briddle@marsh.vinu.edu>**

**Author: Shadowdancer**

This power allows the arms or legs to stretch to cover distances. Each level allows the physad to stretch Arms/Legs one meter; +1 reach in combat. The maximum level is 3.

### **Suspended State**

**Cost: 1 point**

**Source: Page 34, Grimoire (Revised Edition)**

**Author: FASA Crew**

The suspended state ability works in a similar manner to the magic spell of hibernate. It allows the physical adept to place him/herself into a meditative state that slows the bodies metabolism and therefore lowers its requirements for food, water, air, and rate of bleeding. To determine the effectiveness of the suspended state, roll a number of dice equal to the character's Willpower, adding any meditative Special Skill dice available, against a target number of 4, applying any applicable injury modifiers. Consult the description of the hibernate spell (p. 157, **SRII**) and use any successes generated as indicated. Note that if the GM chooses to use the system discussed in "Meditation: Giving your adept some flexibility", while in suspended state the adept cannot change powers.

**Toughness****Cost: 0.5 per die****Source: <gurth@xs4all.nl>****Author: Gurth**

When resisting Stun damage of any kind, the adept adds the toughness dice to her Body or Willpower rating.

**Tough Skin****Cost: 1 per level****Source: <bridle@marsh.vinu.edu>****Author: Shadowdancer**

Tough skin is a magical variant of the bioware enhancement "Orthoskin." Skin acquires the same texture and tactile sensations as Orthoskin. +1 ballistic/+1 impact per level.

**Web Of Concealment****Cost: see below****Source: White Wolf #38****Author: David Perry**

This power helps physical adept better hide from people or machines. The 1st level has a base target number of 6 to be defeated and is only good against low-light vision and video cameras. The 2nd level raises the above target number to 8 and also creates a target number of 5 for thermographic vision, but isn't effective against ultrasound detection. The last level is makes it impossible to detect the adept except with ultrasound detection. All the above levels are only for sight and have no effect on sound. An adept with a stealth skill can also roll his/her skill to increase the target number to defeat this power.

<u>Level</u>	<u>Cost</u>
1	2.5
2	4
3	6

If you have any new stuff that's not in this list, whether your own creation or someone else's, then by all means, please forward me a copy of it! Also, any input (positive, negative, or just downright mean) is greatly appreciated! I can be e-mailed at calvinoi@freenet.scri.fsu.edu! Thanks. I will try and keep this Handybook updated.

# Meditation, Part 1

**The following is excerpted and paraphrased from an article originally posted to ShadowRN, the ShadowRun discussion mailing list, by Jolly Roger (taz@media.mit.edu). Thanks be to him (or her).**

Here's an idea. Let a Physical Adept choose the modifications he wants for the next day when he goes to sleep, keeping to his magic attribute, of course. Then, if he gets a sufficient amount of sleep (8 hours or so), he will wake up with the chosen powers. If he is woken prematurely, the powers are the same as when he went to sleep. Makes for a more flexible character. Again, this may unbalance things.

One way to control things would be that you must sleep, or meditate, a number of hours equal to your magic attribute plus one. After the first hour, all of the old skills are 'erased.' Then, the most expensive modification starts to develop, taking a number of hours equal to its magic cost. This continues until all of the skills have had time to accumulate. If the physical adept is woken up or his meditation is interrupted for longer than a number of minutes equal to his magic attribute, the process aborts and he is left with whatever modifications had time to fully develop. Any activity requiring a success test automatically aborts the process. The Physical Adept will also know when this process is completely over. So, when he wakes up he can then start to meditate to continue the process.

If the process aborts, the whole thing must be repeated, it can't be picked up from where it left off. Also, everything must be changed if anything is changed. Even if you prefer to have thermo vision tomorrow instead of low-light, all of the mods need to be changed. This is because the pattern of magic within the body is intricate and must be completely reformed for any change, no matter how minor.

For example, Jobu the Physical Adept picks Increased Reflexes level 2, and Killing Hands (Serious) in preparation of a daylight run for the next day. His Magic is 6, so he needs to sleep/meditate for 7 hours. Oh, and he's a light sleeper. He goes to sleep, and after one hour, the mods from the previous day go away, the magic having to reform for his new mods. The Increased Reflexes cost 4 vs the Serious Hands cost of 2, so they are worked on first. After 2 hours, his roomie comes home and wakes him up. After a bit of cursing and yelling, nothing that really takes any effort on Jobu's part, he decides to meditate for the rest of the time. After 2 hours of meditation, Jobu's magic had developed enough that the Increased Reflexes are in effect. It has now been five hours, two more hours of meditation before the Serious Hands and fully developed. Unfortunately, his wife comes home and finds the roomie (read mistress) naked in bed. She tries to hit Jobu with a frying pan. Even though she misses, Jobu had to dodge, and the process is aborted. He will have to start to whole thing over if he wants to utilize those last 2 magic points.

To further restrict things, you may require that the Physical Adept go through the whole thing every 24 hours, whether or not something has changed, in order to refresh the magic. Or change this to 48 hours or whatever.

# Meditation, Part 2

**The following is excerpted and paraphrased from an article originally sent to me by Gary Carroll (gary@NACM.COM). It offers a viable alternative to the previously discussed form of meditation. Many thanks to him.**

I thought that meditation was too open. I thought that there had to be some limit to which abilities you could know. That way there would be some form of goal, and or a reason to interact with other physical adepts and even a reason to form a group. Soooooo, I decided to make this limitation.

When selecting meditation you are allowed to select an ability for every magic rating point, not including meditation, (including a new ability for every magic increase due to initiation)

Example: I pick increased reflexes, astral perception, killing hands, improved ability, astral cloak, negamage (a total of 6 skills, corresponding to his 6 magic points)

Then when using meditation you can allocate to whatever level you want.

Example: Today, I pick Increased Reflexes level 2 (4pts), Astral Cloak level 2 (1pt), Improved Firearms 1 die (1pt)

Tomorrow, I choose Increased Reflexes level 1 (1pt), Astral Perception (2pts), Killing Hands Serious (2pts), Improved Unarmed 2 dice (1pt)

This gives some limits to meditation, and also gives the GM some room for role playing and getting new adept skills. (i.e. maybe you can only start with 1/magic rating but you can learn 2/magic rating)

## **Ability Sets: The Physical Adept Skills You Want (I Hope) in Quick 'n' Easy Packages!**

These sets are entirely made up by me. As you can probably tell, I whipped these up pretty fast (in a couple of minutes, actually...) Future versions of this Handybook may likely feature others' sets. These are just to start things off. Note that these are NOT "Package Deals", just "Packages". They make skill selection a bit quicker and easier for some people (hence the subtitle, "Quick 'n' Easy!").

### **AD&D Thief Set**

Overall Cost: 5.25

- Alertness (2 die)
- Backstab (Level 3)
- Improved Ability (Stealth: +3 die, Athletics: +2 die)
- Improved Physical Senses (Low-Light Vision, High/Low Frequency Hearing)
- Extended Jump (2 points)

### **SR Thief Set**

Overall Cost: 5.00/5.50/6.00 (Depending upon character's natural quickness and the +1 Quickness: 5.00 is for  $\leq$  Racial Max., 5.50 for up to R.M., and 6.00 for up to  $1.5 \times$  R.M.)

- Alertness (1 die)
- Backstab (Level 2)
- Improved Ability (Stealth: +5 die, Athletics +3 die)
- Improved Physical Attribute (Increased Quickness +1)
- Improved Physical Senses (Low-Light/Thermographic Vision, High/Low Frequency Hearing)

### **Anti-Sammie Beginner Set**

Overall Cost: 6.00

- Increased Reflexes (+1 die)
- Combat Sense (+1 Combat Pool)
- Killing Hands (S)
- Improved Ability (Armed Combat: +2 die)

### **Scout Set**

Overall Cost: 6.00

- Astral Perception
- Alertness (+2 die)
- Improved Ability (Stealth: +2 die)
- Nerve Strike ((Strength)D Stun)

### **Demolitions Set**

Overall Cost: 6.00

- Breaking Blow (4 points)
- Shattering Blow (6 die)
- Power Blow (+2 power)

### **Survival Set** (by Gurth)

Overall cost: 6.00

- Animal Control
- Camouflage (2 points)
- Deep Breathing (2 points)
- Heat/Cold Endurance (4 points)
- Mimicry
- Pain Resistance (1 point)