

| ASTRAL COMBAT (PROJECTING) | | |
|-----------------------------|----------------------------------|------|
| | Test | Pool |
| Ratings / Initiative | | |
| Attack Rating | Magic + Tradition attribute | |
| Defense Rating | Intuition + innate armor + mod. | |
| Initiative | Logic + Intuition +2D6 | |
| Dice Pools | | |
| Unarmed combat | Astral + Willpower | |
| Weapon foci | Close Combat + Willpower | |
| Spellcasting | Sorcery + Magic | |
| Defense | Intuition + Logic | |
| Damage Resistance | Willpower | |
| Damage Values | | |
| Unarmed | Tradition attribute/2 (round up) | |
| Weapon focus | As weapon | |

| ADEPT POWERS | | | |
|-----------------------------|-------|------|---------|
| Adept power | Act | Cost | Page |
| Astral Perception | min. | 1.0 | CRB 156 |
| Combat Sense 2 | pass. | 1.0 | CRB 156 |
| Counterstrike 1 | min. | 0.5 | Wyrd 79 |
| Danger Sense | pass. | 0.5 | CRB 156 |
| Dash 1 | min. | 0.25 | Wyrd 79 |
| Elemental Strike (Electric) | min. | 0.5 | Wyrd 80 |
| Improved Reflexes 1 | pass. | 1.0 | CRB 157 |
| Killing Hands | min. | 0.5 | CRB 157 |
| Mystic Armor 3 | pass. | 0.75 | CRB 157 |
| Penetrating Strike 2 | pass. | 0.5 | Wyrd 83 |
| Rapid Healing 1 | pass. | 0.0 | CRB 158 |
| Wall Running | min. | 0.5 | CRB 158 |

| FOCI | | | |
|------|-----|--------|------|
| Name | Rtg | Choice | Page |
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| INITIATION | | GRADE | 1 |
|--------------|--|---------|---|
| Metamagic | | Page | |
| Power Points | | CRB 168 | |
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| SPELL CASTING |
|-----------------------------------------------------------------------------------------------|
| 1. Adjust Spell |
| a) Amp Up (Combat Spells) |
| For each additional point base damage drain will increased by 2 |
| b) Increase Area |
| For each increase of radius by 2 metres the drain will be increased by 1 |
| c) Shift Area |
| Sustained spell area can be moved within range. Requires a minor action. No additional drain. |
| 2. Roll Spellcasting Test |
| Sorcery + Magic = (6) |
| 3. Deal with drain |
| Drain: Spell Drain + Drain caused by adjustments |
| Resistance test: Willpower (5) + (0) |
| If result is greater or equal drain value no drain damage is taken. |
| If result is lesser than drain the difference between drain and hits is drain damage taken. |

| MAGIC GEAR | | |
|------------|--------|------|
| Name | Amount | Page |
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| RITUALS | | | | |
|---------|----------|-----|-------|------|
| Ritual | Features | Th. | Notes | Page |
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| SPELLS | | | | | | | ATTACK RATING | BASE COMBAT SPELL DAMAGE | | | | | |
|--------|------|------|-------|-------|------|-------|---------------|--------------------------|------|-------|-------|------|-------|
| Spell | Type | Dur. | Range | Drain | Page | Notes | Spell | Type | Dur. | Range | Drain | Page | Notes |
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Type: P = Physical, M = Mana **Duration:** I = Instantaneous, S = Sustained, P = Permanent, L = Limited, Spec = Special **Range:** LOS = Line of sight, LOS (A) = Line of sight (Area), T = Touch, S = Self, S (A) = Self (Area)

Adept powers

ASTRAL PERCEPTION

You did not provide a description yet.
(Key adeptpower.astral_perception.desc)
see Core rules, p.156

COMBAT SENSE 2

You did not provide a description yet.
(Key adeptpower.combat_sense.desc)
see Core rules, p.156

COUNTERSTRIKE 1

You did not provide a description yet.
(Key adeptpower.counterstrike.desc)
see Street Wyrd, p.79

DANGER SENSE

You did not provide a description yet.
(Key adeptpower.danger_sense.desc)
see Core rules, p.156

DASH 1

You did not provide a description yet.
(Key adeptpower.dash.desc)
see Street Wyrd, p.79

ELEMENTAL STRIKE (ELECTRIC)

You did not provide a description yet.
(Key adeptpower.elemental_strike.desc)
see Street Wyrd, p.80

IMPROVED REFLEXES 1

You did not provide a description yet.
(Key adeptpower.improved_reflexes.desc)
see Core rules, p.157

KILLING HANDS

You did not provide a description yet.
(Key adeptpower.killing_hands.desc)
see Core rules, p.157

MYSTIC ARMOR 3

You did not provide a description yet.
(Key adeptpower.mystic_armor.desc)
see Core rules, p.157

PENETRATING STRIKE 2

You did not provide a description yet.
(Key adeptpower.penetrating_strike.desc)
see Street Wyrd, p.83

RAPID HEALING 1

You did not provide a description yet.
(Key adeptpower.rapid_healing.desc)
see Core rules, p.158

WALL RUNNING

You did not provide a description yet.
(Key adeptpower.wall_running.desc)
see Core rules, p.158

POSITIVE

THERMOGRAPHIC VISION

You did not provide a description yet.
(Key quality.thermographic_vision.desc)
see Core rules, p.73

BUILT TOUGH

You did not provide a description yet.
(Key quality.built_tough.desc)
see Core rules, p.70

DERMAL DEPOSITS

You did not provide a description yet.
(Key quality.dermal_deposits.desc)
see Core rules, p.71

ADEPT

You did not provide a description yet.
(Key quality.adept.desc)
see Core rules, p.66

QUICK HEALER

You did not provide a description yet.
(Key quality.quick_healer.desc)
see Core rules, p.73

TOUGHNESS

You did not provide a description yet.
(Key quality.toughness.desc)
see Core rules, p.73

MENTOR SPIRIT: BEAR

You did not provide a description yet.
(Key mentorspirit.bear.desc)
see Core rules, p.163

NEGATIVE

HONORBOUND: CODE DUELLO

You did not provide a description yet.
(Key quality.honorbound.desc)
see Core rules, p.76

INCOMPETENT: FIREARMS

You did not provide a description yet.
(Key quality.incompetent.desc)
see Core rules, p.76

IMPAIRED: LOGIC

You did not provide a description yet.
(Key quality.impaired.desc)
see Core rules, p.76

Initiation / Submersion

METAMAGIC (ADEPT)

POWER POINTS

You did not provide a description yet.
(Key metamagicOrEcho.power_points.desc)
see Core rules, p.168

Qualities