

Physical Adept Powers

The Physical Adept (Shadowrun 2nd Edition base book, page 125)

A physical adept is dedicated to improving the body and its abilities, powers attributed to martial artists, warriors of shamanic peoples, berserkers, and the like, suggest that such adepts may have existed before the Awakening.

When a physical adept character is created, his Magic Rating points are used to “buy” various improvements to the physical Attributes, Reactions, senses, and skills. The adept can also “buy” various unique powers, similar to the effects of certain spells. These become permanent abilities for the adept.

It should be noted that the character’s Magic Rating Points are not actually used up to “buy” the adept abilities. Rather, those points are used as a gauge of how many abilities the adept can acquire (a number of points up to his or her Magic Rating).

The only magical focus of any use to a physical adept is a weapon focus. Foci are described in full beginning on page 137. Note also that a physical adept cannot use astral perception, unless it is purchased as an ability. A physical adept cannot astrally project.

Powers of the Physical Adept

Astral Perception

Cost: 2

The adept has the ability to see into the astral plane via Astral Perception (page 145), but cannot use astral projection. This enables the adept to use the Sorcery Skill in astral combat (see page 147), but the character cannot cast spells nor does he have a Magic Pool.

Attribute Boost (The Grimoire, page 34)

Cost: .5/Level

The adept with attribute boost power can call upon his inner self, enabling him to perform amazing physical feats far beyond those of which he 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 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 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 Attribute Boost Drain Table.

Boosted Attribute Rating	Drain Level
Less then 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

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 generated reduces 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 (see page 125, SRII).

Blind Fighting (Awakenings, page 115)

Cost: .5

Physical adepts with the blind fighting power possess a mystical "sixth sense" that allows them to function more effectively in darkness or under other conditions in which the adept is unable to see (such as being blindfolded). The blind fighting power reduces the visibility penalty (blind fire, full darkness) to +4. Targets attacked by an adept using this power still gain the normal bonuses from cover.

Body Control (The Grimoire, page 34)

Cost: .5 per level

The physical adept using the body control power has such control over his or her own body that he or 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.

Combat Sense

The adept with combat sense power has an almost sixth sense about an area and any threats around him. Each level of this ability purchased gives the adept a number of extra dice in the Combat Pool, as well as the ability to spend Combat Pool dice to assist the Reaction Test in surprise situations (page 86).

Level	Combat Pool Dice	Cost
1	1	2
2	2	3
3	3	4

Counterstrike (Awakenings, page 115)

Cost: .5 per level

The counterstrike power gives the adept a particularly strong ability to strike back at attackers. For each level of the power, the adept rolls an additional die for Counterattack Tests in melee combat, either armed or unarmed. These dice can only be used for counterattacks, not for damage resistance or any other type of attack.

Delay Damage (Awakenings, page 115)

Cost: 2.5

The delay damage power allows a physical adept to inflict damage in unarmed melee combat that does not take immediate effect. Before making this attack, the adept declares the use of the delay damage power and then makes a normal Attack Test against the target. The target makes a Damage Resistance Test as normal.

If the attack is successful and the target does not completely resist the damage, the delay damage power converts the attack into a “charge” of astral force that lingers in the target’s aura for up to 24 hours. After a predetermined period, defined by the adept when the attack is made, the damage from the attack (Stun or Physical, per the standard rules for the attack) takes effect against the target as if the attack had occurred that instant.

Once the delayed damage attack has been set in motion, it requires no further attention or effort from the adept. A target can only be under the effects of one delay damage attack at any given time. Anyone who observes the target of a delay damage attack in astral space will see the magical charge in the target’s aura. The charge can be removed before it takes effect by making a Dispelling Test against a target number equal to the Power of the attack, with a Drain equal to the attack’s damage code.

Physical adept assassins with the delay damage and killing hands powers are capable of striking a victim with the confidence that the target will die hours later, when the adept has secured an alibi hundreds of miles away.

Distance Strike (Awakenings, page 116)

Cost: 2

The distance strike power allows a physical adept to use the medium of astral space to make an unarmed attack over a short distance and strike a target without physically touching the target. The power has a range in meters equal to the adept’s Magic Attribute and inflicts the standard damage for an unarmed attack. To use the distance strike power, the adept makes an Unarmed Combat Test as normal, ignoring Reach modifiers. The target uses Combat Pool dice and Body to resist the attack as a ranged attack; in other words, the target cannot counterattack, and if the target rolls more successes on his Combat Pool or Threat Rating dice than the attacker’s successes, the attack is a complete miss.

Falcon uses his distance strike power against a corporate guard. Falcon rolls his Unarmed Combat of 6, plus 4 Combat Pool dice, against a Target Number of 4, gaining 6 successes. The guard makes his Damage Resistance Test using his 4 Body dice plus 5 Combat Pool dice against Falcon’s Strength of 5 modified by his own 2 points of Impact armor for a Target Number of 3, earning 6 successes. Falcon’s killing hands do a base 5M damage, so the guard takes a Moderate wound.

If an adept possesses either the killing hands powers or the distance strike power and wishes to purchase the other, double the cost of the second power purchased. For example, Falcon’s player purchases the killing hands power for that character at character creation. At initiate grade 1, if the player wants to purchase the distance strike power, it will cost 4 magic points.

Empathic Sense (Awakenings, page 116)

Cost: .5

The empathic sense ability gives an adept a limited form of astral awareness that allows him to sense the feelings of those around him, to a range of the adept's unaided line of sight. The adept makes a Perception (4) Test to gain a general impression of a subject's current emotions (love, anger, fear, and so on). The greater the number of successes, the more detailed the information the adept learns. Metamagical masking can defeat this power, but if the adept using the empathic sense power is also an initiate, resolve an attempt to penetrate the masking normally.

Enhanced Centering (The Grimoire, page 34)

Cost: 2 per Skill Category

This ability allows the initiate physical adept to apply his or her 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 (Awakenings, page 116)

Cost: .25 per level

An adept with the enhanced coordination power may use both hands equally well. Each level of this power counts as 1 level in the Ambidexterity Special Skill (see Off-Hand Training, page 81, Fields of Fire). The adept must have at least 1 level in the Ambidexterity Skill in order to buy this power, and may not have more levels in the enhanced coordination power than he has levels in the Ambidexterity Skill.

Flexibility (Awakenings, page 116)

Cost: .25 per level

The flexibility power makes an adept's limbs unusually limber, able to twist and bend more than a normal person's. For each level of this power, the adept may add 1 die to tests made to slip out of ropes, handcuffs, and other such bindings as well as tests made to escape from a hold in unarmed combat. The adept can also make Flexibility Tests to squeeze through small openings and passages that would be difficult for a normal person of the character's size to fit through, such as transoms, ventilations ducts, and other close quarters. The gamemaster may determine appropriate target numbers for such tests.

Freefall (Awakenings, page 116)

Cost: .25 per level

For each level of the freefall power, the adept can fall a distance of 2 meters without suffering injury or making a Damage Resistance Test, provided that the surface the adept falls onto is not in itself dangerous. If the adept falls a distance greater than the allowance of the freefall power, subtract the maximum distance cushioned by the power from the distance fallen before calculating damage. If the adept falls onto a dangerous surface—an alley covered with shards of glass or a burning floor, for example—he can

still use the freefall power to avoid falling damage, but will take damage dependent on the surface and the gamemaster's discretion.

Improved Ability

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 (page 69), 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.

Area	Cost
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

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 (page 190), 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.

Attribute Rating	Cost
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: .25 per improvement

These improvements include low-light or thermographic vision, high- or low-frequency hearing, enhanced smell or taste, and so on. Unless an improvement involves a 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 (Awakenings, page 116)

The improved physical senses power is described on page 125, SR11. The following information offers specific variations of this power. Use the Perception and Success tables as guidelines for Perception Test target numbers and information gained per success in using the improved physical senses power.

Direction Sense: An adept with an improved physical sense of direction almost never gets lost and can easily retrace his own steps. He can almost always tell what direction he is facing, whether above or below the local ground level. This ability is especially useful for tribal hunters, guides, spies and runners who pursue other, similar occupations.

Flare Compensation: The adept's eyes adapt quickly to intense light, allowing him to avoid long-term damage from flash grenades and similar weapons. The flare compensation power functions exactly like the cybernetic version of flare compensation. Reduce the effects of BrightLight flask-paks (page 46, Cybertechnology) by half.

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

Improved Scent: Adepts with the improved scent power can identify scents in much the same way as a bloodhound. They can identify individuals by scent alone, and can tell if someone whose scent they know has been in an area recently. The strong smells of most sprawls may dampen or confuse this ability.

Improved Taste: The adept can recognize the ingredients of food or beverage by taste alone. A successful Perception Test allows characters with the Chemistry, Physical Sciences, or related skills to identify ingestive poisons and drugs concealed in food or drink. A successful Perception (3) Test allows adepts with the Survival Skill and the improved taste power to determine if a sample of water is safe enough to drink.

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

Sound Dampening: The adept's ears are protected from loud noises and adjust quickly to sudden changes in the ambient noise level. The sound dampening power functions exactly like the cybernetic damper enhancement.

Perception Table

Condition	Target Number
Subject in line of sight	4
Subject beyond visible/sensor range	6
Subject present only in astral space	10

Success Table

Successes	Results
1	General information, no details
2	Minor details with some inaccuracies
3	All details accurate, some minor details obscure
4	Complete, detailed information

Increase Reaction

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

Reaction Bonus	Cost/Point
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

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

Extra Initiative Dice	Cost
1	1
2	4
3	6

Iron Will (Awakenings, page 117)

Cost: .5 per level

The iron will power makes an adept's will exceptionally resistant to outside influence. For each level of this power, the adept rolls an additional die when resisting any attempt to control, affect or alter his mind. This power does not defend against mana-based combat spells.

Killing Hands

Normal hand-to-hand damage does (Strength)M Stun damage. The physical adept may use his magic to turn his Unarmed Combat attacks into deadly 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. Technically, there is nothing to stop a physical adept from acquiring more than one of the levels, say, (Strength)L and (Strength)D.

The player must declare use of Killing Hands with the Unarmed Combat attack. The attack itself is effective against creatures with Immunity or magical defenses against normal weapons (see Powers of the Awakened, page 214). Their defensive bonuses do not count against Killing Hands.

Note also 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.

Damage Level	Cost
(Strength)L	.5
(Strength)M	1
(Strength)S	2
(Strength)D	4

Magic Resistance (Awakenings, page 117)

Cost: 1 per level

An adept with the magic resistance power possesses a strong, unconscious resistance to sorcery. In the same manner as initiates who possess spell defense, the character adds 1 die per level of this power to Resistance Tests made against spells. Only the adept may use these dice; he cannot give extra protection against sorcery to others. The magic resistance power does not defend against critter powers. If a physical magician with the magic resistance power attempts to make active use of the Sorcery Skill for casting spells, subtract 1 die from the character's Magic Pool per level of the power to represent the interference caused by the character's general resistance to the magical energies. Initiate physical adepts who possess this power do not gain the benefits of shielding.

Magic Sense (Awakenings, page 117)

Cost: 1

The magic sense power offers a limited form of astral awareness that allows an adept to sense magical energies and effects within a radius equal to the adepts Magic Attribute x 5 in meters.

The adept is astrally active while using this power, open to the energies of astral space and therefore vulnerable to astral attack. If the adept does not have astral perception, he is incapable of defending against astral attack and must simply take his chances. The adept may use a Free Action to "turn off" his magic sense power, at which point the adept is no longer astrally active. The magic sense power cannot be activated and deactivated in the same Combat Phase.

Missile Mastery (Awakenings, page 117)

Cost: 1

An adept with the missile mastery power possesses such a highly developed talent for throwing weapons that, in his hands, normally harmless items such as pens, credsticks and ID cards become deadly weapons. Adepts make attacks with such items using Throwing Skill. Unorthodox missiles such as pens have a base Damage Code of (one-half of adept's Strength, rounded down)L. Impact armor resists damage from such missiles. Items with an edge or point inflict Physical damage, while blunt objects do Stun damage. Adepts using the missile mastery power to throw standard missile weapons, such as shuriken and throwing knives, add 2 to the weapon's Power Level.

Missile Parry (The Grimoire, page 34)

Cost: 1

With this ability, the physical adept can pluck slow-moving missile weapons such as arrows, thrown knives, 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 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.

Mystic Armor (The Grimoire, page 34)

Cost: 1 per point

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 the mystic armor power up to a maximum equal to his or her current Magic Rating.

Nerve Strike (Awakenings, page 117)

Cost: 1

The nerve strike power allows an adept to magically inflict damage that affects a target's nervous system. To use the nerve strike power, the adept makes a standard unarmed melee attack, using the Unarmed Combat Skill against a base Target Number of 4 modified by the target's armor. Rather than inflicting damage, for every 2 net successes gained in the adept's Unarmed Combat Test, reduce the target's Quickness Rating by 1. If the target's Quickness is reduced to 0, the target is paralyzed. Quickness lost in this fashion is recovered at the rate of 1 point per minute. The nerve strike power is only completely effective against (meta)human opponents. When used against critters, the base Target Number is 6 (or higher, if the gamemaster determines that the critter has an unusual anatomy). Targets that lack functional nervous systems, such as machines, spirits and zombies, are immune to this power.

Pain Resistance

Cost: .5 per point

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 points of Pain Resistance power acquired. Thus, a character with 3 points of Pain Resistance does not suffer any of the 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 the Physical and Stun Condition Monitors.

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

Pain Resistance also allows the character to resist pain from torture, magic, illness, and so on. Add the number of points of Pain Resistance purchased to the target numbers for inflicting pain on the adept (e.g., torture interrogation); 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 improve the outcome of any form of Damage Resistance Test.

Quick Draw (Awakenings, page 117)

Cost: 3

The quick draw power allows an adept to draw and use a single melee weapon or firearm in one action. In other words, the adept need not spend 2 actions to draw and ready the weapon and attack; drawing the weapon and the attack occur in the action used for the Attack Test. If using a weapon requires a Complex Action, the adept may draw the weapon and attack in a single phase. If the weapon requires only a Simple Action to use, the adept can draw it and make 2 Attack Tests in a single Combat Phase. If the character wants to use the quick draw power for both firearms and melee weapons, he or she needs to buy the power twice.

Note: Because the quick draw power almost certainly will unbalance the game, the gamemaster may choose not to add it to the campaign. If both the gamemaster and players agree to add the quick draw power to their game, the gamemaster may increase the cost as a way to maintain game balance.

Quick Strike (Awakenings, page 118)

Cost: .25 per level

Physical adepts with the quick strike power seem to possess 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 Reaction Tests for Surprise against an opponent. These dice do not apply to tests made by the adept to avoid being surprised or for any other type of Reaction Test or Initiative roll.

Rapid Healing (Awakenings, page 118)

Cost: .5 per level

The adept recovers more quickly than normal from all forms of injury, using magical energy to boost the healing process. Each level of the power adds 1 die to the adept's Body Attribute for purposes of Healing Tests as well as Body Tests made to determine if the adept suffers a crippling injury from a Deadly wound. The rapid healing power does not increase resistance to injury, toxins or pathogens, but does allow the adept to recover from their effects more quickly. The rapid healing power cannot counteract possible magic loss due to Deadly wounds, the effects of goblinization, or incurable diseases such as cancer or HMHV.

Rooting (Awakenings, page 118)

Cost: .25 per level

The rooting power allows the adept, by spending a Simple Action and concentrating for a moment, to extend the force of his aura to "root" himself to the ground and become an immovable object. Each level of the power adds 1 die to all tests the adept makes to resist being knocked down, thrown, levitated, or otherwise moved against his will. The adept cannot move while using this power, but can otherwise act normally (including making attacks), modifying all target numbers by +2.

Sixth Sense (Awakenings, page 118)

Cost: 3

The sixth sense power gives an adept a magical ability to sense immediate personal danger. When potential danger threatens, the gamemaster makes a secret Perception Test using the adept's Intelligence against a target number based on how obviously the danger stands out: 4 for threats in the adept's line of sight (such as someone about to pull a gun), 6 for threats beyond the line of sight (such as a concealed sniper or trap) and 10 for threats in astral space (such as a spirit or ritual sending). A successful test gives the adept a general feeling of danger, and he cannot be Surprised by the threat. The adept does not learn the nature of the threat, only how near or far away it lies and the relative level of danger. The adept can only sense dangers that threaten personal harm.

Note: Because the sixth sense power almost certainly will unbalance the game, the gamemaster may choose not to add it to his campaign. If both the gamemaster and the players agree to add the sixth sense power to their game, the gamemaster may increase the cost as a way to maintain game balance.

Smashing Blow (Awakenings, page 118)

Cost: 1

The smashing blow power allows an adept to focus magical energy into a devastating strike designed to smash through barriers. The adept makes an Unarmed Combat Test against the Barrier Rating of the target. Add the successes to the adept's Strength and compare the result to the unmodified Barrier Rating, determining the effect according to the Barrier Effect Table, page 98, SR11. This power can be devastating when combined with the increased strength or strength boost powers.

Slash 'n' Burn needs to get through a door that has a Barrier Rating of 6. He takes a moment to concentrate and focus his inner energies, then with a mighty rebel yell strikes the door with a smashing blow. Slash's player rolls his Unarmed Combat of 6 against a base Target Number of 4 (the gamemaster decides there are no modifiers). He generates 3 successes. Added to Slash's Strength of 5, the result of 8 reduces the Barrier Rating of the door by 1. Slash's next roll generates 4 successes for a total of 9. Because that result is more than 1.5 times the reduced Barrier Rating, the door's rating is reduced to 4 and Slash punches a half-meter wide opening in it.

Spell Shroud (Awakenings, page 119)

Cost: .25 per level

Adepts with the spell shroud power possess the ability to "cloak" their presence in astral space, making them difficult to detect by spells designed to do so. For every level of the power, the adept adds 1 die to Resistance Tests against detection spells only. If the spell cannot be resisted, increase the target number to detect the adept by 1 for every 2 levels of the spell shroud power. Note that this power does not affect Masking Tests and attempts to read the subject's aura via astral perception or otherwise spot the character in astral space.

Suspended State (The Grimoire, page 34)

Cost: 1 point

The suspended state ability works in a similar manner to the magic spell of hibernate. It allows the physical adept to place himself into a meditative state that slows his body's 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 (page 157, SRII) and use any successes generated as indicated.

Temperature Tolerance (Awakenings, page 119)

Cost: .25 per level

The adept's body is exceptionally resistant to extremes of heat and cold. For each level of the temperature tolerance power, the adept gains an additional die for resisting the effects of exposure to extreme temperatures. This power does not protect the adept from exposure to physically harming agents such as open flames or the freezing cold of the Atlantic Ocean, but will help the adept resist the effects of sources of extreme heat such as burning coals, heatstroke and sunburn, as well as frostbite and exposure to below-zero temperatures.

Traceless Walk (Awakenings, page 119)

Cost: .5

An adept with the traceless walk power possesses a very limited form of magical levitation that allows him to move over soft or brittle surfaces like snow, sand or thin paper without leave any visible traces of his passage. If the adept with this power makes a successful Stealth Test, he can walk across nightingale floors (designed to creak when walked on) without a sound and will not even trip ground-based motion/vibration sensors. The adept cannot walk across liquid surfaces (but can cross deep snow without sinking) and can still be tracked by means other than visual cues, by such scent.