



## A Little Matter of Abilities

or

*Look at the shit I can do*

<b>Mission title:</b>	<i>A Little Matter of Abilities or Look at the shit I can do</i>
<b>Mission log:</b>	
<b>Mission Johnson:</b>	
<b>Mission reward:</b>	
<b>Participants:</b>	Cogwhistle, Jinx, Schneider

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## Astral Perception (Varies)

Many Awakened characters can perceive the astral plane from the physical world. This ability is called *astral perception*. Known as “the Sight” among the Awakened, astral perception does not rely on physical vision in any way; it is a psychic sense.

To use astral perception, spend a Simple Action to extend your perceptions to the astral plane. This allows you to see anything present in astral space. You can also see glowing auras surrounding living and magical things and gain information from them, using a psychic sixth sense known as assensing.

You can touch and interact with astral forms, using your normal physical Attributes and skills. The drawback is astral beings can also affect you, so you open yourself up to astral attack. Characters and creatures using astral perception are referred to as dual beings since they operate on the physical and astral planes simultaneously.

It takes only a Free Action to see anything actually present in astral space like spirits, barriers and other astral forms, and does not require a Perception Test unless an astral being is specifically trying to hide from you.

### **Assensing:**

By assensing something’s aura, you can gain information. The auras of living beings show their general health, emotions and magical nature (if any). Enchanted objects show their magical nature. Non-magical objects have no auras, but pick up impressions from being in contact with living auras. Assensing can “read” any impressions left behind on an object.

Spells, whether cast on the physical or astral plane, create a visible aura around the person they are cast upon. To read an aura, spend a *Simple Action* and make an **Assensing (4)** Test using Intelligence dice. The number of successes determines how much you learn, as outlined on the Assensing Table.

The Aura Reading Skill can be used as a Complementary Skill for any Assensing Test. Roll the Complementary Skill against a Target Number 4. Every two successes add one success to the Assensing Test, provided at least one success is generated on the Assensing Test. You can make a number of additional tests, trying for a better result, equal to your Intelligence. Each additional test adds +2 to the target number.

## Cydonian Infection (Special):

**Type: P • Action: Automatic • Range: Touch • Duration: Special**

Against a helpless or otherwise engaged individual, the Cydonian entity may attempt to *infect* the individual using bodily fluids of a carrier. If there is two or more Cydonian carriers present, the Body test to avoid infection is increased by +2 – or, in extreme cases, the GM may decide that there is automatic infection.



The infection has two separate modes of operation – against Awakened, sentient individuals, the infection will primarily force a meeting with the Cydonian entity known as the *Lords of Mars*. During this meeting, the Cydonian entity will usually offer to convert the individual to a carrier and grant a series of powers depending on the suitability of the carrier.

Against non-Awakened, sentient individuals, the infection will induce lethargy and listlessness (-2 to Willpower), and will prepare the individual's nervous system for later harvesting (stabilizing or repairing harmful neurological conditions, as well as making the nervous tissue resistant to damage during surgery or other procedures).

### **Cydonian Sense (Special):**

**Type: M • Action: Automatic • Range: Special • Duration: Always**

A Cydonian carrier can automatically sense other carriers within a radius of (Magic) kilometers. Though not a targeting sense, the carrier can sense the general direction, distance, and number of infected. A Perception test may be required in special cases.

As this is an astral sense, visual line of sight is not required for the Cydonian sense to operate, though astral barriers, constructs and other special circumstances may inhibit the sense.

### **Flame Projection (Complex Action):**

**Type: P • Action: Special / Complex • Range: (Magic) meters • Duration: Instantaneous**

As a complex action, the individual can project a jet of flame from their eyes, mouth, or hand, doing **(Magic)M** physical **(fire)** damage, employing either their *Quickness* attribute, their *Sorcery* skill (as a spellcasting test) or a *Special Skill* (Quickness). This is an elemental manipulation.

### **Improved Reflexes (level 2)**

This power increases the speed at which you react. just like Wired Reflexes (p. 301). For each level, you receive +2 to Reaction and an additional Initiative die. The maximum level of Improved Reflexes is 3, and the increase cannot be combined with technological or other magical increases to Reaction or Initiative.