

Plastic Rat's fast and dirty **Astral Combat** cheat sheet.

Astral Initiative (p.174)

Dual natured beings use their normal reaction and initiative dice.

Astrally projecting characters use **Intelligence** as *Astral Reaction*.

Therefore *Astral Initiative* = **Intelligence** + 20 + 1D6

Astral Combat Tests

Astral combat uses the same rules as normal melee combat (p.120)

Dual beings use their normal physical attributes, skills and Combat Pool in Astral Combat. Dual being must move on both planes together, their bodies cannot be in a different location from their Astral Forms.

Projecting characters use their normal mental and special attributes, but use their mental attributes in place of their physical attributes. They have an **Astral Combat Pool** = the sum of their mental attributes divided by two and rounded down. **(Int + Cha + Wil) / 2**

Use armed combat skill if armed with a weapon focus

Unarmed if not armed with a weapon focus **or** use Sorcery

NOTE: Using sorcery in Astral combat, uses up Sorcery dice set for spell defence.

Spirits and other astral entities use their **Force** for all Astral Combat tests, unless they are materialised.

ASTRAL DAMAGE CODES

Attack Type	Damage Code	Unarmed Attack	(Charisma)M
Armed Attack	(Charisma) + Weapon Focus Damage		
(See <i>Weapon Foci</i> p.191)	Dual Being	(Strength)M	or by type
Spirit, Focus or Barrier	(Force)M		

Resist Damage using Willpower or Force for astral beings, or Body for dual beings. Dual beings with natural physical armor gain the benefits of their armor in astral combat. Physical armor worn, has no effect in Astral Combat.

Astral Damage can be Physical or Stun at the choice of the character inflicting it. The physical body manifests any damage inflicted on the astral form and vice versa, immediately. Healing techniques used on the one also affect the other. If your astral form is killed, your physical body dies as well.

An astral form suffering Deadly Stun damage is disrupted. It immediately disappears from the astral plane. Characters return to their body regardless of any barriers in the way. The character is unconscious at Deadly Stun and must recover normally. A character who is disrupted in astral combat must immediately check for Magic Loss (p.160).

Spirits disappear and cannot reappear in astral space or the physical world for a number of days equal to 28 – Force.