

# Edges & Flaws

Absent-Minded [-1] – tend to forget things and ummm...other stuff.  
Addiction [-1 to -3] – addicted to anything from alcohol to drugs to beetles.  
Animal Bonding [1] – animals feel a natural empathy with you.  
Ambidexterity [2] – Equal proficiency with hands and feet. Reduces penalty for double weapons by 1.  
Blackmailed [-1 to -3] – someone holds the keys to your skeleton closet.  
Bio-Rejection [-3] – Body is very sensitive to invasive implants and surgery. 10% higher Essence cost, and -1 to resist rolls.  
Cat-Like Balance [1] – Grace and poise add +2 bonuses to balancing and falls.  
Construct [+Rating] – Owner of a constructed synthetic intelligence, which can act on your behalf in the Cryptosphere  
Computer Illiterate [-2] – Penalty of -2 to all interactions involving computers.  
Contacts/Spies [1 to 5] – you've got informants and friends all over the place. Adds to legwork rolls for a specific Culture.  
Dependent [-1] – a person you love/hate is dependent on you, and you must take care of them.  
Double-Jointed [1] – Easier to escape bonds and manacles, as well as martial art locks and holds.  
Exceptional Attribute [2] – A single attribute can be raised to 8.  
Fatal Illness [-4] – Character has a fatal illness and may die at any moment (luck roll)  
Faulty Biomech [-3] – some of your biomechanical implants were Made in Burma...  
Forged Identity [Rating minus 2] – a complete set of registry records and background info.  
Forgettable [2] – You blend into the crowds quite well, and are difficult to track down.  
Grease Monkey [3] – machines and vehicles just loove your callused hands. +1 diagnose & repair.  
High Pain Threshold [3] – The penalty for wounds is reduced by one.  
Home Ground [2] – Provides a +1 bonus to many rolls made on home territory.  
Illiterate [-2] – Cannot read or write.  
Influence [1 to 5] – you have connections and are owed favours by people in power.  
License to practise Medicine [3], Law [2], Arrest [3], Operate Large Vehicles [1], Diplomatic Immunity [8]  
Light Sleeper [1] – A bonus of +2 on alertness rolls when asleep.  
MacGuyver [4] – excellent at jury-rigging gadgets from trivial objects.  
Nine Lives [5] – tend to survive hailstorms of bullets and large, spectacular explosions. +2 to dodge out of way.  
Obese [-1] – Character is fat, and suffers the usual social stigma, though attributes are not affected.  
Permits [1 to 5] – you've somehow managed to get permits for all your milspec gear.  
Quick Healer [1] – Rate of healing is slightly increased.  
Registry Tap [6] – you have a secret tunnel into the global citizen registry. Can pull dossiers on people.  
SOTA Carrier [5] – you were the test subject for experimental biomech systems. Can start with alpha gear.  
Speech Impediment [-1] – social interactions are penalized by -1.  
Weirdness Magnet [-1] – strange stuff happens around you...and to you. Roll on Strange Shit table every session.  
Well-Endowed [1] – let's just say you have big... feet. +1 Seduction.

Delusion, Compulsion, Hatred, Obsession, Intolerance [-1 to -3]

Common: speech, sunlight, crowds, clothing, cars, insects

Uncommon: weather type (storm, wind), animal type (dogs, cats), swearing, total darkness

Rare: cat hissing, profuse bleeding, trapped in confined space, viral attack

## COMBAT SPECIALS

Both Guns Blazing [2] – reduces the penalty for dual-gun use.  
Bloodbath [3] – goons get cut down like wheat.  
Bulletproof [5] – easier to dodge bullets when flying through the air.  
Lightning Reload [1] – can reload clips really fast.  
Eagle Eye [2] – reduces the penalty for aimed shots.  
Signature Weapon [1] – a specific weapon gives you a bonus of +1 to strike.  
Bag Full O' Guns [4] – easier for you to transport weapons through security checkpoints.  
Improvised Weapon [2] – pick up anything as a weapon at Skill 1.