

SKILL LIST

Academic Knowledge: LOG, Knowledge
*Aeronautics Mechanic: LOG, Technical
*Alchemy: MAG, Magical
Animal Handling: CHA, Technical
*Arcana: LOG, Magical
Archery: AGI, Combat Active
Armorer: LOG, Technical
*Artificing: MAG, Magical
Artisan: INT, Technical
*Assensing: INT, Magical
*Astral Combat: WIL, Magical
Automatics: AGI, Combat Active
*Automotive Mechanic: LOG, Technical
*Banishing: MAG, Magical
*Binding: MAG, Magical
*Biotechnology: LOG, Technical
Blades: AGI, Combat Active
*Chemistry: LOG, Technical
Clubs: AGI, Combat Active
*Compiling: RES, Resonance
Computer: LOG, Technical
Con: CHA, Social
*Counterspelling: MAG, Magical
Cybercombat: LOG, Technical
*Cybertechnology: LOG, Technical
*Decompiling: RES, Resonance
Demolitions: LOG, Technical
*Disenchanting: MAG, Magical
Disguise: INT, Physical Active
Diving: BOD, Physical Active
*Electronic Warfare: LOG, Technical
Escape Artist: AGI, Physical Active
Etiquette: CHA, Social
Exotic Melee Weapon
(Specific): AGI, Combat Active
Exotic Ranged Weapon
(Specific): AGI, Combat Active
First Aid: LOG, Technical
Forgery: LOG, Technical
Free-Fall: BOD, Physical Active
Gunnery: AGI, Vehicle
Gymnastics: AGI, Physical Active

Hacking: LOG, Technical
*Hardware: LOG, Technical
Heavy Weapons: AGI, Combat Active
Impersonation: CHA, Social
*Industrial Mechanic: LOG, Technical
Instruction: CHA, Social
Interests Knowledge: INT, Knowledge
Intimidation: CHA, Social
Language: INT, Language
Leadership: CHA, Social
Locksmith: AGI, Technical
Longarms: AGI, Combat Active
*Medicine: LOG, Technical
*Nautical Mechanic: LOG, Technical
Navigation: INT, Technical
Negotiation: CHA, Social
Palming: AGI, Physical Active
Perception: INT, Physical Active
Performance: CHA, Social
*Pilot Aerospace: REA, Vehicle
*Pilot Aircraft: REA, Vehicle
*Pilot Exotic Vehicle
(Specific): REA, Vehicle
Pilot Ground Craft: REA, Vehicle
*Pilot Walker: REA, Vehicle
Pilot Watercraft: REA, Vehicle
Pistols: AGI, Combat Active
Professional Knowledge: LOG, Knowledge
*Registering: RES, Resonance
*Ritual Spellcasting: MAG, Magical
Running: STR, Physical Active
Sneaking: AGI, Physical Active
*Software: LOG, Technical
*Spellcasting: MAG, Magical
Street Knowledge: INT, Knowledge
*Summoning: MAG, Magical
Survival: WIL, Physical Active
Swimming: STR, Physical Active
Throwing Weapons: AGI, Combat Active
Tracking: INT, Physical Active
Unarmed Combat: AGI, Combat Active

*Skill cannot Default

LINKED ATTRIBUTE GM Discretion: may need to use different Linked Attribute than listed

DEFAULTING SKILLS Use skill you don't have:

Linked Attribute -1

GM Discretion: May disallow Edge to Push the Limit
*Some skills can't default: Marked with * in Skill List
Unaware (Specific Skill): Can't Default that Skill

SUBSTITUTING SKILLS GM Discretion: can use related skill at penalty. Can always substitute related Active skill for Knowledge skill check, but not vice versa

SPECIALIZATION +2 to tests. Max +2 (Can't benefit from 2 Specializations on 1 test).
Can't Specialize in Skill Group

SKILL GROUPS

ACTING

Con
Impersonation
Performance

CRACKING

Cybercombat
Electronic Warfare
Hacking

INFLUENCE

Etiquette
Leadership
Negotiation

ATHLETICS

Gymnastics
Running
Swimming

ELECTRONICS

Computer
Hardware
Software

OUTDOORS

Navigation
Survival
Tracking

BIOTECH

Cybertechnology
First Aid
Medicine
Biotechnology

ENCHANTING

Alchemy
Artificing
Disenchanting

SORCERY

Counterspelling
Ritual Spellcasting
Spellcasting

CLOSE COMBAT

Blades
Clubs
Unarmed Combat

ENGINEERING

Aeronautics Mechanic
Automotive Mechanic
Industrial Mechanic
Nautical Mechanic

STEALTH

Disguise
Palming
Sneaking

CONJURING

Banishing
Binding
Summoning

FIREARMS

Automatics
Longarms
Pistols

TASKING

Compiling
Decompiling
Registering

COMBAT ACTIVE SKILLS **Clubs:** Improvised weapons
Heavy Weapons: Doesn't include Vehicle-mounted weapons (use Gunnery)

PHYSICAL ACTIVE SKILLS **Diving:** Holding your breath
Free-Fall: Jumping from 2nd story window or a plane, using zipline or bungee cord
Palming: Sleight-of-hand, pickpocket, hide small item

CLIMBING **Assisted:** Requires Climbing Gear
Unassisted: no Gear required
Assisted/Unassisted: Complex Action, **Gymnastics + STR [Physical]**, Hits determine Movement, see table
Rappelling: Requires Climbing Gear, Simple Action.
Free-Fall + BOD [Physical] (2)
 Perform other Simple Action on Turn: -2 both Actions
 Descend at free-fall speed: 20m/Turn + 1m/Net Hit above Threshold. Stop with another Free-Fall test.
Glitch: Halt progress, requires REA + STR test to hold on, Assisted climbing gets 2nd test by whoever set safety lines: **Free-Fall + LOG [Mental] (½ BOD, round down)** – Falling character may use their Edge.
Failure: Fall 20m/Turn. Next Action Phase, can try test again at -2 to catch yourself
 GM Discretion: Others get REA + STR test to grab you

JUMPING **Gymnastics + AGI [Physical]**
Horizontal Jump: Max Distance = AGI x 1.5m
 Running: 2m/Hit, Standing: 1m/Hit
Vertical Jump: Max Height = Your Height x 1.5m
 0.5m/Hit

RUNNING **Sprint:** Complex Action: **Running + STR [Physical]**, GM may Modify for rough/slippery terrain
 Movement for Turn: +2m/Hit (+1m for Dwarf/Troll)
Long Distance Running: Can run for (BOD + Running) x 10mins, then take Fatigue Damage

ESCAPE ARTIST **Escape Artist + AGI [Physical]**
 Threshold based on Restraints, see table
Success: Free after 20 Turns (1 minute) divided by Net Hits above Threshold
GM Discretion: Some restraints can't be escaped

PERCEPTION THRESHOLDS

ITEM/EVENT IS:	THRESHOLD	EXAMPLES
Obvious/Large/Loud	1	Neon sign, running crowd, yelling, gunfire
Normal	2	Street sign, pedestrian, conversation, silenced gunfire
Obscured/Small/Muffled	3	Item dropped under table, contact lens, whispering
Hidden/Micro/Silent	4	Secret door, needle in haystack, subvocal speech

CLIMBING TABLE

SITUATION	MOVEMENT DISTANCE (ROUND UP)
Assisted climbing down (rappelling)	20 meters + 1m per hit
Assisted climbing upward	1 meter per hit
Assisted climbing horizontally	1 meter per 2 hits
Assisted climbing upside down (on a ceiling or overhang)	1 meter per 3 hits
Unassisted climbing upward	1 meter per 2 hits
Unassisted climbing down	1 meter per hit

SITUATION	DICE POOL MODIFIER
Assisted climbing	+2

SURFACE IS	DICE POOL MODIFIER
Easily climbable (chain-link fence)	+1
Broken (tree, loose stone wall)	+0
Flat (brick wall, side of old building)	-3
Sheer (metal wall, seamless stone)	-5
Slippery or wet	-2
Greased or gel-treated	-4

ESCAPE ARTIST TABLE

RESTRAINTS	THRESHOLD
Rope, plastic cuffs	2
Metal handcuffs	3
Straitjacket	4
Containment manacles	5
Reinforced material	+1

SITUATION	MODIFIER
Character being watched	-2
Character physically restrained	-(Restrainer's Strength)
Character has picks or cutting implement	+2

PERCEPTION TEST MODIFIERS

SITUATION	DICE POOL MODIFIER
Perceiver is distracted	-2
Perceiver is specifically looking/listening for it	+3
Object/sound not in immediate vicinity	-2
Object/sound far away	-3
Object/sound stands out in some way	+2
Interfering sight/odor/sound	-2
Perceiver has active enhancements	+(Rating)
Visibility and Light	Environmental Factors, p. 173

PERCEPTION

Perception + INT [Mental]
Multiple People Perceiving: Teamwork Test
Threshold: Set by Table or by Opposed Stealth skill
Vision-based: Visibility/Light Mod's. **Add'l Modifiers:** see table
Net Hits above Threshold give more detail
Noticing Magic: +2 for Magic-related skill (incl Knowledge skills)
 Threshold = Caster's Skill (or 6 if no Skill) – Force

SNEAKING & PALMING

Opposed by **Perception + INT [Mental]**
 GM Choice: Use Stealth skill being used in place of Perception

DISGUISE & IMPERSONATION

Create Disguise (makeup/costume): **Disguise + INT [Mental]**. Hits = Threshold for **Perception + INT [Mental]** test to see through Disguise. GM Discretion: Use Disguise in place of Perception.
Impersonation: **Impersonation + CHA [Social]**. Hits can add to Disguise hits, or use Impersonation alone.
Disguise Kit: use Build & Repair rules for building Disguise. GM Assigns Threshold. Success: +½ Threshold to Disguise Dice Pool to Create Disguise (Max +4)

SWIMMING

Complex Action, 1 Turn Move: (AGI + STR) / 2 Meters.
 Simple Action to "Sprint": **Swimming + STR [Physical]**, +1m/Hit, +2m/Hit for Elf/Troll. Fatigue Damage from extended swimming.
Holding Breath: 1 minute (20 Turns). Past that: (**Swimming or Diving**) + **WIL [Physical]**. Specialization: Controlled Hyperventilation
 Each Hit adds 15 Seconds (5 Turns). Past that: 1 Stun Damage/Turn (No Resistance). Full Stun Damage: Unconscious, 1 Physical/Turn
Treading Water: STR minutes, then: **Swimming + STR [Physical] (2)**. Success: continue Treading for STR minutes. Failure: 1 Stun Damage

SOCIAL SKILL TESTS

CHARACTER ROLL	TARGET ROLL
Con + Charisma [Social]	Con + Charisma [Social]
Etiquette + Charisma [Social]	Perception + Charisma [Social]
Impersonation + Charisma [Social]	Perception + Intuition [Mental]
Intimidation + Charisma [Social]	Charisma + Willpower
Leadership + Charisma [Social]	Leadership + Willpower [Social]
Negotiation + Charisma [Social]	Negotiation + Charisma [Social]
Performance + Charisma [Social]	Charisma + Willpower

SOCIAL SKILLS **Social Modifiers:** see Table
 GM Discretion: May give modifiers for role-playing
 Generally Opposed Tests (see Social Skill Tests Table)
Influencing Groups: Opposed by Leader (GM choice).
 Leader: +2 "Ace in the Hole", +(# in group) to [Social]

Con: Lie, fool, manipulate, fast-talk, seduce
Impersonation: see Disguise & Impersonation
Intimidation: Target can use **CHA + WIL**
Performance: Simple Test: Hits measure quality.
 Opposed by **CHA + WIL** if trying to distract/influence.
 GM determines effect of distraction/influence
 (usually Net Hits gives bonus to other skill check)

ETIQUETTE Being accepted/moving in social circles
Etiquette + CHA [Social] vs. Perception + CHA [Social]
Success: You're accepted. **3+ Net Hits:** Attitude improves by 1 on Social Modifiers Table
Recover from social blunder: GM sets Threshold
Glitch: -2 on next test. **Critical:** could start a war

LEADERSHIP Complex Action to 'Lead': **Leadership + CHA [Social]**
Command: Opposed by Leadership + WIL [Mental]
 Target accepts you as leader for (Net Hits) Turns.
 Cannot perform if failed on target before.
Direct: Teamwork Test for any 1 test (Composure or any Skill) on or before target's next Action Phase: +1 to Limit, +Hits to Dice Pool (Max Bonus = target's skill)
Inspire: Replace subordinates' Surprise Test with your Leadership Test
Rally: +1 Initiative per 2 Hits for all subordinates

SOCIAL MODIFIERS

GENERAL MODIFIERS	DICE MODIFIER	GENERAL MODIFIERS	DICE MODIFIER
The NPC's attitude toward the character is:			
Friendly	+2	Neutral	+0
Suspicious	-1	Prejudiced	-2
Hostile	-3	Enemy	-4
Character's desired result is:			
Advantageous to NPC	+1	Of no value to NPC	+0
Annoying to NPC	-1	Harmful to NPC	-3
Disastrous to NPC	-4	Control Thoughts/Emotions spell cast on	-1 per hit
Character has (known) street reputation	+ (Street Cred, see p. 372)	Subject has (known) street reputation	- (Street Cred, see p. 372)
Subject has "ace in the hole"	+2 [†]	Subject has romantic attraction to character	+2
Character is intoxicated	-1 [§]		
CON MODIFIERS	DICE MODIFIER	CON MODIFIERS	DICE MODIFIER
Character has plausible-seeming evidence	+1 or 2	Subject is distracted	+1
Subject has time to evaluate situation	-1		
ETIQUETTE MODIFIERS	DICE MODIFIER	ETIQUETTE MODIFIERS	DICE MODIFIER
Character is wearing the wrong attire or doesn't have the right look	-2	Character is obviously nervous, agitated, or frenzied	-2
Subject is distracted	-1 [†]		
INTIMIDATION MODIFIERS	DICE MODIFIER	INTIMIDATION MODIFIERS	DICE MODIFIER
Character is physically imposing	+1 to +3	Subject is physically imposing	-1 to -3
Characters outnumber the subject(s)	+2	Subjects outnumber the character(s)	-2
Character wielding weapon or obvious magic	+2	Subject wielding weapon or obvious magic	-2
Character is causing (or has caused) subject physical pain (torture)	+2	Subject is oblivious to danger or doesn't think character "would try something so stupid"	+2 [†]
LEADERSHIP MODIFIERS	DICE MODIFIER	LEADERSHIP MODIFIERS	DICE MODIFIER
Character has superior rank	+1 to +3	Subject has superior rank	-1 to -3
Character is an obvious authority figure	+1	Character not part of subject's social strata	-1 to -3
Subject is a fan or devoted to character	+2		
NEGOTIATION MODIFIERS	DICE MODIFIER	NEGOTIATION MODIFIERS	DICE MODIFIER
Character lacks background knowledge of situation	-2 [§]	Character has blackmailed material or heavy bargaining chip	+2 [§]

* Unless otherwise noted, these dice pool modifiers apply to the acting character's dice pool. † These modifiers apply to the target character's dice pool. § These modifiers can apply to either character's dice pool.

SURVIVAL Covers all environments (including urban)
 Find food, shelter, water. If exposed to elements for 24 hours: **Survival + WIL [Mental]**
 See Survival Table for Threshold and Modifiers
 Failure: Stun Damage = 2 x Threshold. Can't heal
 Damage by resting while still exposed to elements.
 Full Stun Damage: Unconscious, Physical Damage

SURVIVAL TEST TABLE

WILDERNESS TERRAIN	THRESHOLD
Mild (forest, plains, urban)	1
Moderate (foothills, jungle, swamp)	2
Tough (desert, high mountains)	3
Extreme (Arctic, Antarctic)	5+
SITUATION	POOL MODIFIER
Camping/survival gear on hand	+2
No food or water	-2
Heat/climate control available	+1
Inappropriate clothing/armor	-1 to -4
Extended travel or exertion	-1 to -4
Toxic terrain	-2 to -4
Character injured	- Wound Modifier
WEATHER	POOL MODIFIER
Poor	-1
Terrible	-2
Extreme	-4

TRACKING

Tracking + INT [Mental]
 GM Modifies for terrain/weather/age of tracks
 If Tracker actively obscuring trail, opposed by:
Sneaking + AGI [Physical]
 Otherwise, GM sets Threshold
 Net Hits give additional info (# of tracks, age)
Urban: Add'l info: can use AR, cameras, crowds to find when target passed and where they were headed
Tracking Dog/Critter: Teamwork Test with Animal Handling

BUILD/REPAIR Extended Test, modified by Build/Repair Table
 GM Assigns Threshold/Interval, may require tools/facilities
Note on Extended Tests: -1 Dice on each successive roll

TECHNICAL SKILLS

Aeronautics Mechanic: Repair aircraft
Armorer: Repair/modify weapons & armor
Biotechnology: Spot/repair/modify bioware
Computer: Base skill for using Matrix
Cybertechnology: Spot/repair/modify cyberware
Industrial Mechanic: Repair/modify power generators, HVAC, assembly line equipment, industrial robots
Nautical Mechanic: Repair/modify watercraft

FORGERY

Fake ID, signature, credstick, paperwork, ...
Forgery + LOG. Limit: [Physical] for physical objects (signature, art,...) OR [Mental] for data objects (credstick, paperwork,...)
 Modified by Build/Repair Table. GM sets time needed.
 Data-objects automatically exposed as forgeries if checked with Matrix (transfer nuyen on credstick, SIN check,...)
 Hits = Threshold for spotting fake with (Perception or Forgery) + INT [Mental], Spotter wins ties

NAVIGATION

Only need if AR mapping can't navigate for you
Navigation + INT [Mental], GM sets Threshold (based on terrain, visibility, landmarks, existing trails, locals' advice...)

KNOWLEDGE SKILLS

Determines what character knows (no test for easy info). GM sets Threshold, see Table
LANGUAGE SKILLS Test only required if time is short, high-pressure situation, or precise translation needed.
Social Skills with Foreign Language: Can't use more dice than Language Skill

LANGUAGE SKILL TABLE

SITUATION	THRESHOLD
Universal concept (hunger, fear, bodily function)	1
Basic conversation (concerns of daily life)	1
Complex subject (special/limited interest topics)	2
Intricate subjects (almost any technical subject)	3
Obscure subject (very technical/rare knowledge)	4
SITUATION	DICE POOL MODIFIER
Speaking lingo (or variation of particular language)	-2
Using augmented reality visual display help	+1 to +4

KNOWLEDGE SKILLS

CHARACTER SEEKS	THRESHOLD
General Knowledge	1
Detailed Knowledge	2
Intricate Knowledge	4
Obscure Knowledge	6+

BUILD/REPAIR TABLE

SITUATION	POOL MODIFIER
Working Conditions	
Distracting	-1
Poor	-2
Bad	-3
Terrible	-4
Superior	+1
Tools and/or Parts Are:	
Inadequate	-2
Unavailable	-4 or not allowed
Superior	+1 or more
Plans/Reference Materials:	
Available	+1
Augmented Reality Enhanced	+2
Working from Memory	
Logic 5+	+0
Logic 1-4	-(5 - Logic)

EXTENDED TESTS

DIFFICULTY	THRESHOLD
Easy	6
Average	12
Hard	18
Very Hard	24
Extreme	30+

EXTENDED TEST INTERVALS

TASK	TIME INTERVAL
Fast	1 Combat Turn
Quick	1 minute
Short	10 minutes
Average	30 minutes
Long	1 hour
Consuming	1 day
Exhaustive	1 week
Mammoth	1 month

POSITIVE QUALITIES: Ambidextrous: no -2 off-hand

Analytical Mind: +2 to LOG tests involving pattern recognition, evidence analysis, clue hunting, puzzles.

Problem-solving time: reduced by ½

Aptitude: 1 skill at Rating 13 (7 at Character creation)

Astral Chameleon: Signatures last ½ as long, -2 to anyone Assensing your fading signature

Bilingual: 2nd native language

Blandness: Unmemorable appearance. +1 Threshold to Memory tests to recall details about you. -2 to all tests to shadow/locate you in populated setting. (does not apply to Matrix/Magic searches). Quality forfeited by scar, tattoo, obvious cyberware,...

Doesn't apply if you stand out (troll in human crowd)

Catlike: +2 Sneaking

Codeslinger: +2 to specific Matrix Action

Double-Jointed: +2 Escape Artist, squeeze into cramped spaces

Exceptional Attribute: +1 Racial Max for 1 Attribute

First Impression: +2 to Social skills at 1st meeting only

Focused Concentration (Rating 1-6): Sustain 1 Spell/Complex Form. Max Force/Level = Rating

Gearhead: When driving vehicle/drone can get Bonus for 1d6 minutes: (+20% Speed OR +1 Handling) and +2 to stunts/difficult maneuvers. Can keep Bonus for additional 1d6 minutes, but vehicle takes 1 Damage/minute. After this 2nd period, Bonus ends.

Guts: +2 to resist fear and intimidation (including from Spells and Critter Powers)

High Pain Tolerance (Rating 1-3): Ignore (Rating) Damage when calculating Wound Modifiers.

Incompatible: Pain Resistance Adept Power, Damage Compensator Bioware

Human-Looking: Can pass for human. Biased humans have Neutral attitude for Social tests. Metahumans biased vs. humans may dislike. Not allowed for Trolls.

Indomitable (Rating 1-3): +1 to any Limit per Rating (Can apply all to 1 Limit or spread)

Lucky: +1 Racial Max for Edge

Magic Resistance (Rating 1-4): +Rating to Spell Resistance. Applies to beneficial spells as well. If voluntary subject required, automatically fails.

Natural Athlete: +2 Running & Gymnastics

POSITIVE QUALITIES: HOME GROUND Know your

neighborhood very well. Choose 1 Bonus – only applies there (take multiple times: different bonuses):

Astral Acclimation: Ignore up to 2 Background Count

You Know a Guy: NPCs by default are Friendly (+2 to Social skills). +2 Street Cred when Negotiating

Digital Turf: For specific Host. +2 to Matrix tests.

Must visit once every 6 months or lose bonus

The Transporter: +2 to escape pursuit, evade detection, lose someone trailing you

On the Lam: +2 to find a safe-house when on the run (Street Knowledge + INT)

Street Politics: +2 to Knowledge tests on gangs and criminal activity

POSITIVE QUALITIES: JURYRIGGER +2 to mechanical

tests to repair/modify gear. Can attempt amazing technical feats (GM has final say on what's possible). GM devises Threshold, get -1 to Threshold for Juryrigger. Example feats:

Get broken device to operate for 1d6 minutes

+1 Device Rating to a device for 1d6 Turns

+1 Sensor or Handling to Vehicle/Drone (if combo with Gearhead bonus, Vehicle destroyed after)

Improvise one-shot weapon from spare parts

Bypass security device (trip beam, pressure plate,...)

POSITIVE QUALITIES: CONT'D **Natural Hardening:** +1

to Resist Biofeedback Damage

Natural Immunity: Choose 1 disease or toxin (nonmagical). Can take 1 dose/exposure every 6 hours with no effect (can still be carrier). More frequent: normal effects, but ½ recovery time.

Photographic Memory: +2 Memory tests

Quick Healer: +2 Healing tests (including from spells)

Resistance to Pathogens/Toxins: +1 to Resist Pathogens, Toxins, or Both

Spirit Affinity: Choose 1 Spirit Type. Spirits more inclined to help/not attack/attack nonlethally. Gain 1 add'l Service when Summoned, +1 to Binding tests.

Toughness: +1 Damage Resistance tests (with BOD)

Will to Live (Rating 1-3): +Rating to Overflow (no change to Physical Condition Monitor)

NEGATIVE QUALITIES **Addiction:** see GM Board

Allergy: see GM Board

Astral Beacon: Astral Signature is highly visible, fading signature lasts twice as long. -1 Threshold for others Assensing signature.

Bad Luck: When spending Edge, roll 1d6. On 1: Edge has opposite effect (subtract dice from pool, go last in Initiative, glitch becomes critical glitch). Can only have Bad Luck once per game session.

Bad Rep: Notoriety 3 (-3 [Social] if Rep known)

NEGATIVE QUALITIES: CODE OF HONOR Refuse to

kill certain group (if Critter, must be Sapient).

If anyone tries to kill protected group: CHA + WIL (4) Failure: must immediately intervene

Limited job options: won't take job that could threaten protected group

Public Awareness: Each 'witness' of protected group left behind: +1 Public Awareness

Non-lethal Attacks: If forced to attack, must use non-lethal attack. Roll 1d6. On 1: unexpected complication from non-lethal attack: taser causes heart attack, allergic reaction to knockout drug, spirit set free instead of banished,...

May need **Perception (4)** to notice complication

Death: If character allows/causes death, lose 1 Karma

Assassin's Creed: Never kill anyone unless paid to. Try to be precise & invisible, no collateral damage. Every unintentional death: -1 Karma & +1 Public Awareness

Warrior's Code: Don't kill unarmed/unaware person

NEGATIVE QUALITIES: CONT'D **Codeblock:** -2 to

specific Matrix Action (must be likely to take)

Combat Paralysis: 1st Turn of combat: Initiative is halved (round up), -3 to Surprise tests, +1 Threshold to Composure tests while in combat situations

Dependents: Child/parent/spouse/friend/sibling depends on you for emotional & financial support. +50% time required for large projects, training new skills, improving skills,...

Lifestyle cost: +10/20/30%

Distinctive Style: +2 on tests to identify, trace, or locate you (does not apply to astral searches).

-1 Threshold to Memory tests about you (Min. 1).

NEGATIVE QUALITIES: CONT'D Elf Poser: Humans

only. May successfully pass as elf (with cosmetic surgery/disguise) for Social modifiers. If exposed, take Social Modifiers: Elves have Hostile Attitude (-3), non-elves have Prejudiced Attitude (-2)

Gremlins (Rating 1-4): When working with technology: # of 1's needed for Glitch is reduced by (Rating), Success Test may be required for basic tasks that usually require no test (to check for Glitch). Does not affect implants.

Incompetent: Choose 1 Skill Group: Can never learn, Unaware (can't Default), Success Test may be required for basic tasks that usually require no test, if gear requires use of skill, gain no benefit from gear

Insomnia: When trying to recover Stun Damage, **INT + WIL (4)**. Failure (10 Karma): double time required, Edge does not refresh. Failure (15 Karma): no Stun Dmg healed, can't refresh Edge for at least 24 hours

Loss of Confidence: Choose 1 Rating 4+ Skill: -2, can't use Specializations, can't use Edge

Low Pain Tolerance: Wound Modifier for every 2 Damage (instead of 3). Affects Physical & Stun.

Ork Poser: Humans & Elves only. May successfully pass as ork (with cosmetic surgery/disguise) for Social modifiers. If exposed, may take Social Modifiers: Orks may have Hostile Attitude (-3) or may not. Non-orks have Prejudiced Attitude (-2) if prejudiced to orks

Prejudiced: Choose 1 target group: for all Social tests, -2/4/6 if Biased/Outspoken/Radical. In Negotiation, target receives +2/4/6 (in addition to your penalty)

Scorched: Choose either BTL chips (must have Mild Addiction) OR Black or Psychotropic IC (must be decker/technomancer). Choose 1 side effect (see table). Use BTL chip/enter VR: **BOD + WIL (4)**. Failure: suffer side effect for 6 hrs (Glitch: 24 hrs)

Additionally for IC: WIL (3) to confront that type of IC, -2 to Damage Resistance tests against it

Sensitive System: Awakened or Technomancers: WIL (2) before any Drain/Fading test, Fail: +2 Drain Value
Others: Double Essence cost for cyberware, can't get any bioware.

Simsense Vertigo: -2 on all tests when interacting with AR or VR (includes smartlinks, image links,...)

SCORCHED PHYSICAL SIDE EFFECTS TABLE

EFFECT	GAME RULES
Memory Loss (short term)	The character does not remember slotting a BTL chip. The character makes another Withdrawal Test immediately. A failed test means the craving comes back immediately, as do the symptoms of withdrawal. Character must slot another chip. For encountering IC, a character must make a Memory Test with a threshold increased by +1. A failed Memory Test results in gaps in memory and possible disorientation while in host.
Memory Loss (long term)	The same effects of Memory Loss (short term) apply. In addition, for the duration of the effect, the character loses access to one active skill. He simply does not remember how to use it (for example, the Pistols skill). Treat as unaware in that skill until symptoms abate.
Blackout	For the duration of the effect, the character retains no memories of events during that time frame. Memory cannot be restored by technological or magical means.
Migraines	The character receives -2 to all Physical and Mental tests, sensitivity to light, and nausea (p. 409).
Paranoia/Anxiety	Character must make Social Tests for even basic interactions. These are Success Tests with a threshold of 5. If no apparent skill applies, the character must default to Charisma -1. Failure means the character reacts with paranoia or anxiety in that situation for the duration of the effect.

NEGATIVE QUALITIES: CONT'D Social Stress:

Emotions sometimes interfere while interacting with others. Choose specific trigger (reminded of friend you lost): when using Leadership or Etiquette # of 1's needed for Glitch is reduced by 1, Social Tests may be required for interactions that usually require no test
Spirit Bane: Magic users only. Choose 1 Spirit type. Attacks you first (always with lethal force), reluctant to help you or your friends if asked, -2 to Summon or Bind, +2 to Resist you Banishing them
Unsteady Hands: After stressful encounter: **AGI + BOD (4)**. Failure: -2 AGI for remainder or run

NEGATIVE QUALITIES: SINNER National SIN: Legal

citizen of a nation from birth. Biometric info on file & shared with law enforcement. Pay 15% income tax.

Criminal SIN: Corporate or National. Biometric info on file & shared with law enforcement. Convicted felon, served time. Felony not to broadcast your SIN at all times. If residential info not updated or appear to be evading oversight, you will be arrested. If broadcasting: people don't trust you, may be denied entry to nice businesses, local police may question/suspect for any criminal activity in area (and may falsify evidence to convict). Pay 15% income tax.

Awakened: may get regular visits from police to 'check-in' (check for illegal spells/foci, etc...)

Corporate Limited SIN: Biometric info on file & shared with law enforcement. Usually records if Awakened. Low-ranking position or ex-employee. Social Modifiers: SINless (other shadowrunners, poor people in streets) have Hostile (-3) or Prejudice (-2) Attitude. Pay 20% income tax.

Corporate SIN: Biometric info on file & shared with law enforcement. Usually records if Awakened. Grew up in corporation, now kicked out. Social Modifiers: SINless (other shadowrunners, poor people in streets) have Hostile (-3) Attitude, may violently attack/kill if discover your SIN. Corporate Born records are limited to megacorporations' files. Global SIN Registry only shows you have a valid SIN. Pay 10% income tax.

NEGATIVE QUALITIES: CONT'D Uncouth: -2 to Social

tests to resist acting impulsively or improperly, Social Tests may be required for interactions that usually require no test, Unaware (can't Default) in any Social skills you don't have, Double cost for learning/improving Social skills, No Social Skill Groups
Uneducated: Unaware (can't Default) in Technical and Academic/Professional Knowledge skills you don't have, Double cost for learning/improving these skills, Success Test may be required for basic tasks that usually require no test

Weak Immune System: +2 to Power of all diseases you must resist. Incompatible: Natural Immunity, Resistance to Pathogens

MENTOR SPIRITS

Bear Healer that cannot turn down those in need. Ferocious protector.

All: +2 Damage Resistance (excluding Drain)

Magician: +2 Health spells/preparations/rituals

Adept: 1 level of Rapid Healing

Disadvantage: Can go berserk when take Physical Damage or someone under your care is badly injured.

Attack enemies with no regard for own safety. **CHA + WIL** (Wound Modifiers apply), berserk for (3 – Hits) Turns (can reduce to 0). If already berserk, extend duration. If incapacitate enemies, berserk ends.

Cat Stealthy, sly, arrogant, secrets, toys with prey.

All: +2 Gymnastics OR Sneaking

Magician: +2 Illusion spells/preparations/rituals

Adept: 2 levels of Light Body

Disadvantage: At start of combat, **CHA + WIL (3)**, Failure: can't make attack that incapacitates enemy. Effect ends if you take Physical damage.

Dog Loyal, single-minded, helpful to those kind to you

All: +2 Tracking

Magician: +2 Detection spells/preparations/rituals

Adept: 2 Improved Senses

Disadvantage: Must succeed at **CHA + WIL (3)** to leave someone behind, betray comrades, let someone else sacrifice themselves for you

Dragonslayer Heroic, honorable, fun-loving, may slay 'dragons' of crime, pollution, corruption, or dragons

All: +2 Social Skill of choice

Magician: +2 Combat spells/preparations/rituals

Adept: 1 level of Enhanced Accuracy, 1 level of Danger Sense

Disadvantage: If break promise (by choice or accident) –1 to all actions until make good on promise

MENTOR SPIRITS

Eagle Proud, solitary, sees everything, noble defender of nature, distrust technology

All: +2 Perception

Magician: +2 Summoning for Spirits of Air

Adept: 1 level of Combat Sense

Disadvantage: Allergy (Pollutants, Mild) Quality

Fire-bringer Creator, gave spark of life, help others at own expense, zealous devotion to chosen cause

All: +2 Artisan OR Alchemy

Magician: +2 Manipulation spells/preparations/rituals

Adept: 1 level of Improved Ability for any non-combat skill of choice

Disadvantage: Must succeed at **CHA + WIL (3)** to refuse sincere request for help

Mountain Stubborn, limitless endurance

All: +2 Survival

Magician: +2 Counterspelling and Anchored Rituals

Adept: 1 level of Mystic Armor

Disadvantage: Must succeed at **CHA + WIL (3)** to do anything without a plan. Must succeed at **CHA + WIL (3)** to abandon a plan, even if you must go on alone.

Rat Scavenger, stealthy, thief, avoids fights

All: +2 Sneaking

Magician: +2 Alchemy when harvesting reagents, Can use reagents from any tradition

Adept: 2 levels of Natural Immunity

Disadvantage: Must succeed at **CHA + WIL (3)** to not flee or seek cover when caught in a combat (if nowhere to flee, can fight)

MENTOR SPIRITS

Raven Trickster, devious, thrives on misfortune of others (but doesn't cause it, just exploits), gluttonous
All: +2 Con
Magician: +2 Manipulation spells/preparations/rituals
Adept: Traceless Walk, 1 level of Voice Control
Disadvantage: Must succeed at **CHA + WIL (3)** to not exploit another's misfortune or pull clever trick/prank, even if it hurts friends

Sea Moody, chaotic, greedy, miserly
All: +2 Swimming
Magician: +2 Summoning for Spirits of Water
Adept: 1 level of Improved Ability for (Gymnastics, Running, or Swimming)
Disadvantage: Must succeed at **CHA + WIL (3)** to give something you own away or be charitable

Seducer Desirous, prone to many vices, seeks to inflame others' desires, avoids direct confrontation, exploits others' weakness, willing to sacrifice others
All: +2 Con
Magician: +2 Illusion spells/preparations/rituals
Adept: 1 level of Improved Ability for (Con, Impersonation, Performance, Etiquette, Leadership, or Negotiation)
Disadvantage: Must succeed at **CHA + WIL (3)** to not pursue a vice or indulgence when made available

Shark Hunter, merciless, wanderer, strikes to kill
All: +2 Unarmed Combat
Magician: +2 Combat spells/preparations/rituals
Adept: Killing Hands
Disadvantage: Can go berserk when take Physical Damage. Attack enemies with no regard for own safety. **CHA + WIL** (Wound Modifiers apply), berserk for (3 – Hits) Turns (can reduce to 0). If already berserk, extend duration. If incapacitate enemies, keep attacking their bodies until rage ends.

MENTOR SPIRITS

Snake Wise, seeks out secrets, exacts price for advice
All: +2 Arcana
Magician: +2 Detection spells/preparations/rituals
Adept: 2 levels of Kinesics
Disadvantage: Must succeed at **CHA + WIL (3)** to not pursue secrets or knowledge few know about when receiving hints of their existence

Thunderbird Storm incarnate, primal force, savage, short tempered
All: +2 Intimidation
Magician: +2 Summoning for Spirits of Air
Adept: 1 level of Critical Strike
Disadvantage: Must succeed at **CHA + WIL (3)** to not respond to an insult in kind

Wise Warrior Honorable, dutiful, skilled in art of war, fights with strategy and sound tactics (not savagely)
All: +2 Leadership OR Instruction
Magician: +2 Combat spells/preparations/rituals
Adept: 1 level of Improved Ability for any combat skill
Disadvantage: Follow Warrior's Code of Honor (see Negative Quality: Code of Honor), if act dishonorably or without courtesy (by choice or accident), –1 to all actions until you atone

Wolf Hunter, warrior, never shows cowardice, devoted to pack
All: +2 Tracking
Magician: +2 Combat spells/preparations/rituals
Adept: 2 levels of Attribute Boost (AGI)
Disadvantage: Must succeed at **CHA + WIL (3)** to retreat from a fight