

REGION 15 KARMA

Amazonian – Common

Aca/Pro Paranormal Critters +1, Amazonia +1
Str/Int Football +1
Languages Primary: Amazonian Portuguese, Secondary (Choose one language with 1 rank): English, Japanese, German

Centro

Attributes Logic +1
Skills Computer +1
Aca/Pro Paranormal Critters +1, Law +1
Qualities SINner (-5)

Rio de Janeiro

Attributes Charisma +1
Skills Etiquette +1, Swimming +1
Qualities SINner (-5)

Sao Paulo

Attributes Logic +1
Skills Negotiation +1
Languages Any +2
Qualities SINner (-5)

SINless

Attributes Agility +1
Str/Int Metropole +1

Tribal

Attributes Body +1
Skills Survival +1, Archery +1
Str/Int Amazonian Rainforest +2, Flora +1
Qualities Uneducated (-8)

Azanian Confederation – Common

Aca/Pro History +1, Azanian Confederation +1
 Primary: None, choose from Secondary languages,
Languages Secondary (Choose one language with 1 rank): Afrikaans, Bantu, English, German, IsiNdebele, IsiXhosa, IsiZulu, Sepedi, Sesotho, Setswana, SiSwati, Tshivenda, Xitsonga

General Azania

Attributes Willpower +1
Skills Survival +1, Negotiation +1
Str/Int City +2
Qualities SINner (-5)

Pretoria (PWV Metroplex)

Attributes Body +1
Skills Perception +1, Etiquette +1
Str/Int Pretoria +2
Qualities SINner (-5)

SINless

Attributes Reaction +1
Str/Int City +2

Zulu Nation

Attributes Charisma +1
Skills Etiquette +1
Str/Int New Hlobane or City +2
Qualities SINner (-5)

Caribbean League – Common

Skills Etiquette +1
Aca/Pro Caribbean History +1
Str/Int Island Nation +1
Languages Primary: French (Guadeloupe, Haiti, Martinique), Spanish (Boriquen, Cuba, Dominican Territories), Dutch (Aruba) or English (the rest of the League), Secondary (Choose one

language with 1 rank): Creole (many distinct types), Lucimi, Taino

Bahama Archipelago

Attributes Body +1
Skills Navigation +1, Survival +1, Swimming +1
Qualities SINner (-5)

Greater Antilles

Attributes Agility +1
Skills Athletics +1, Navigation +1, Swimming +1
Qualities SINner (-5)

Lesser Antilles

Attributes Body +1
Skills Navigation +1, Swimming +1, Diving +1
Qualities SINner (-5)

Miami

Attributes Body +1
Skills Navigation +1, Tracking +1, Etiquette +1
Qualities SINner (-5)

SINless

Attributes Agility +1
Str/Int City +1

CAS – Common

Skills Etiquette +1
Aca/Pro History +1, CAS +1
Languages Primary: English, Secondary: (Choose one at rank 1) Spanish, German, Polish, Yiddish

General CAS

Attributes Charisma +1
Skills Computer +2
Qualities SINner (-5)

Denver (CAS sector)

Attributes Intuition +1
Skills Negotiation +1, Computer +1
Str/Int Denver +2
Qualities SINner (-5)

SINless

Skills Body +1
Str/Int City +1

NAN – Common

Skills Archery +2
Aca/Pro History +1, NAN +1
Languages Primary: Choose one from Region's list, Secondary: If available choose one at rank 1, English also available

Algonkian-Manitou Council

Skills Outdoors group +1, Perception +1, Blades +1, Unarmed Combat +1
Str/Int Tribe +1
Languages Athabaskan, Anishinaabe, Iroquoian
Qualities SINner (-5)

Athabaskan Council

Attributes Body +1
Skills Survival +1
Languages Athabaskan, Eskimo-Aleut
Qualities SINner (-5)

Denver

Attributes Intuition +1
Skills Computer +1
Qualities SINner (-5)

Las Vegas

Skills Perception +1, Manipulation +2, Etiquette +1
Str/Int Gambling Games +2
Languages Any NAN language
Qualities SINner (-5)

Pueblo Corporate Council

Skills Electronics group +1, Etiquette +2
Aca/Pro Business Practices +1
Languages Uto-Aztecan, Zuni
Qualities SINner (-5)

Salish-Shidhe Council

Attributes Logic +1
Skills Survival +1
Languages Salish, Siouan, Or'zet
Qualities SINner (-5)

Salt Lake City

Skills Artisan +1, Computer +1, Etiquette +1, Negotiation +1, Perception +1
Str/Int Mormons +2
Qualities SINner (-5)

Sioux Nation

Skills Outdoors group +1, Blades +2
Str/Int Sioux Culture +1
Languages Anishinaabe, Athabaskan, Iroquoian, Siouan
Qualities SINner (-5)

Sioux Nation Anglo Reservation

Skills Blades +2, Perception +1, Sneaking +1,
Str/Int Sioux Culture +1, Sioux Streetspeak (ka-ne-tsu) +1
Languages Primary: English, Secondary: Anishinaabe, Athabaskan, Iroquoian, Siouan,
Qualities SINner (-5)

Trans-Polar Nation

Skills Exotic Melee (Harpoon) +2, Perception +1, Survival +1
Aca/Pro Polar Critters +2
Languages Eskimo-Aleut
Qualities SINner (-5)

Tsimshian Nation

Attributes Strength +1
Skills Blades +1
Languages Athabaskan, Tlingit, Tsimshianic, Siouan
Qualities Allergy (Uncommon/Mild) (-5)

Tir Tairngire - Common

Skills Etiquette +1
Aca/Pro History +1, Tir Tairngire +1
Languages Primary: Sperethiel, Secondary: English 2

Dwarves/Drks/Trolls

Skills Manipulation +2, Disguise +1, Intimidation +1, Sneaking +1, Perception +1
Str/Int Counterculture +2
Qualities SINner (-5)

Elves/Humans

Attributes Charisma +1
Skills Computer +2
Qualities SINner (-5)

UCAS - Common

Skills Computer +1
Aca/Pro History +1, UCAS +1
Languages Primary: English, Secondary: (Choose one at rank 1)
Spanish, German, Italian, French, Mandarin, Polish, Yiddish

General UCAS

Attributes Logic +1
Skills Etiquette +1
Str/Int City +2
Languages Any +2
Qualities SINner (-5)

Canada

Attributes Body +1
Skills Navigation +1, Survival +1, Etiquette +1
Qualities SINner (-5)

Denver (UCAS sector)

Attributes Intuition +1
Skills Negotiation +1, Etiquette +1
Str/Int Denver +2
Qualities SINner (-5)

Seattle

Attributes Reaction +1
Skills Perception +1, Intimidation +1
Str/Int Seattle +2
Qualities SINner (-5)

SINless

Attributes Agility +1
Str/Int City +1

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Arcology Living

Attributes Logic +1, Charisma +1
Skills Electronics group +2, Etiquette +2, Perception +1
Aca/Pro Corporation+3
Qualities Limited Corporate SIN (-15)

Bag of Organs

Attributes Body +2
Skills Sneaking +2
Aca/Pro Biology +1, Bioware +1
Str/Int Organleggers +3
Qualities Flashbacks (-7), Uneducated (-8)
Special You may choose 32,000¥ worth of bioware. Normal Essence rules apply.

Bootstrap Cliché

Attributes Logic +1, Willpower +1
Skills Hardware +1, Locksmith +1, Sneaking +1, Software +1 (Data Bombs specialization)
Aca/Pro Public Grid +1
Str/Int Sprawl Life +2
Qualities Deck Builder (4)

Brothel Child

Attributes Charisma +1, Willpower +1
Skills Etiquette +1, Escape Artist +1, Sneaking +3
Str/Int Syndicate +3
Languages Any, choose three +1

Child of the Shadows

Attributes Intuition +1
Skills Computer +1, Manipulation +1, First Aid +1, Perception +1, Stealth group +2
Str/Int Safehouses +3

Manipulation Prop

Attributes Charisma +2
Skills Animal Handling +2, Etiquette +1, Palming +2, Performance +2, Running +1

Corp Drone

Attributes Logic +1, Charisma +1
Skills Electronics group +2, Etiquette +2, Perception +1
Aca/Pro Corporation +3

Corp Kid

Attributes Charisma +1, Intuition +1
Skills Manipulation +1, Etiquette +1 (Corporate specialization), Negotiation +1, Perception +1, Sneaking +1
Aca/Pro Corporate Politics +1
Languages Any +1
Qualities Limited Corporate SIN (-15), Common Sense (3), Perceptive (5)

Corp Silver Spooner

Attributes Charisma +1, Logic +1
Skills Intimidation +1, Influence group +1, Perception +1
Aca/Pro Corporation +1, Any +1
Languages Any +1
Qualities Limited Corporate SIN (-15), Born Rich (5), Privileged Family Name (7)

Devout

Attributes Charisma +1, Intuition +1
Skills Etiquette +1, Performance +1, Artisan +2
Str/Int Religious Text +3
Qualities Trustworthy (15)

Dock Rat

Attributes Strength +1, Willpower +1
Skills Swimming +2, Manipulation +1, Survival+1, Palming +1, Running+1, Gymnastics +1
Str/Int Shipping Corps +2
Qualities Phobia: Mild, Common (crowds) (-8), Barrens Rat (5)

Early Emergence

Attributes Intuition +1
Skills Compiling +1, Decompiling +1, Software +1
Str/Int Choose two Matrix-related +4

Farm Living

Attributes Body +1, Strength +1
Skills Industrial Mechanic +1
Aca/Pro Farming +5
Qualities Uneducated (-8), Toughness (9)

Fugitive

Attributes Reaction +1, Willpower +1, Intuition +1
Skills Acting group +2, Perception +1, Sneaking +1
Str/Int City +2
Qualities Paranoia (-7), Criminal SIN (-10), Bad Rep (-7)

Hacking Savant

Attributes Intuition +1, Logic +1
Skills Hacking +1, Electronics group +2
Str/Int Any Matrix-related +1, Grid +1

Have You Heard The Good Word?

Attributes Charisma +1, Intuition +1
Skills Computer +1, Manipulation +1, Hardware +1, Perception +1
Aca/Pro Religion +1
Str/Int Hobby +1
Qualities Silence Is Golden (9)

Isolated Rural Upbringing

Attributes Body +1, Strength +1
Skills Blades +1, Outdoors group +2, Running, +1, Unarmed Combat +1
Aca/Pro Farming +2

Qualities Uncouth (-14), Uneducated (-8), Toughness (9)

Merc Kid

Attributes Body +1, Charisma +1
Skills Sneaking +1, Manipulation +1, Palming +1, Running +1, Negotiation +1, Swimming +1, Unarmed Combat +1
Str/Int Mercenary Units +2
Qualities Poor Self Control: Attention Seeking (-5), Common Sense (3)

Military Brat

Attributes Strength +1, Reaction +1
Skills Close Combat group +2, Negotiation +1, Perception +1
Aca/Pro Military +3
Str/Int Military History +2
Qualities Uncouth (-14)

Minor Wheelman

Attributes Intuition +1, Reaction +1
Skills Automotive Mechanic +1, Navigation +1, Pilot Ground Craft +2
Aca/Pro Vehicle Models +1, Vehicle Parts +1
Qualities Speed Demon(3), Stunt Driver (4)

Orphan

Attributes Willpower +1
Skills Computer +1, Perception +2, Sneaking +2, Survival +1
Aca/Pro Foster System +3
Str/Int City +3

Part of the Machine

Attributes Logic +1
Skills Electronics group +1
Str/Int Hobby +4, Any Matrix-related +4

Pastor's Kid

Attributes Charisma +1, Intuition +1
Skills Manipulation +1, Etiquette +2, Perception +1, Performance +1, Artisan +1
Aca/Pro Religion +2
Qualities First Impression (11)

Poor Kid

Attributes Intuition +1
Skills Survival +1, Etiquette +1, Perception +1, Unarmed Combat +1
Str/Int Food Banks +2
Qualities Home Ground (You Know A Guy) (10)

Raised by Hooders

Attributes Intuition +1, Willpower +1
Skills Escape Artist +1, First Aid +1, Perception +2, Running +1, Sneaking +1
Qualities Cynic (6)

Rich Kid

Attributes Charisma +1
Skills Artisan +1, Leadership +2, Computer +2
Str/Int Any +3
Languages Any +3
Qualities Trust Fund (10), Prejudiced: Poor (-7)

Shop Kid

Attributes Intuition +1, Logic +1
Skills Automotive Mechanic +2, Industrial Mechanic +1
Aca/Pro Vehicle Models +1, Vehicle Parts +1
Qualities Grease Monkey (8)

Slave

Attributes Agility +1, Intuition +1

Skills Manipulation (Fast Talking specialization), Etiquette +1, Perception +1, Running +1, Sneaking +1, Unarmed Combat +1
Qualities Blandness (8)

Street Urchin

Attributes Body +1, Willpower +1
Skills Close Combat group +2, Perception +1, Running +1, Sneaking +1
Str/Int City +3
Qualities Paranoia (-7), Flashbacks (-7), Uneducated (-8), Toughness (9)

The Itsy-Bitsy Spider

Attributes Logic +1, Willpower +1
Skills Cybercombat +1 (Personas specialization), Electronic Warfare +1 (Communications specialization), Hacking +1, Software +1
Aca/Pro Matrix Security +1, Technical +1

Tribal

Attributes Body +1, Intuition +1
Skills Throwing Weapons +1, Outdoors group +2, Perception +1, Running +1, Survival +1
Qualities Favored: Biased in favor of [Tribe] (-3)

White Collar

Attributes Logic +1, Charisma +1
Skills Etiquette (Professional specialization), Negotiation +1
Str/Int Any +3
Languages Any +3

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Ath133t

Attributes Resonance +1, Strength +1
Skills Athletics group +1, Software +2, Unarmed Combat +1
Aca/Pro Sports +1
Str/Int Technomancers +1
Qualities Will to Live (4)

Boat Brat

Attributes Logic +1, Charisma +1
Skills Nautical Mechanic +2, Diving +2, Swimming +2, Pilot Watercraft +2, Navigation +3
Str/Int Specific Location near lake, river, or ocean +4
Qualities Born Rich (5)

Booster

Attributes Logic +1, Reaction +1
Skills Hacking +1, Locksmith +1, Pilot Ground Craft +1
Aca/Pro Vehicle Models +2
Str/Int Chop Shops +2
Qualities Stunt Driver (4)

Corporate Education

Attributes Charisma +1, Logic +1
Skills Electronics groups +1, Chemistry +1, Gymnastics +1
Aca/Pro Any, choose two +1, Corporation +2, Job +2

Corp Teen

Attributes Intuition +1, Logic +1
Skills Manipulation +1, Intimidation +1, Perception +1, Performance +1, Running +1, Sneaking +1
Aca/Pro Any +1
Qualities Limited Corporate SIN (-15), Daredevil (6), Records On File (-3)

Destined for Greatness

Attributes Resonance +1, Logic +1
Skills Leadership +1, Negotiation +1, Registering +2, Software +2
Aca/Pro Business +1
Str/Int Corporation Culture +1
Qualities Focused Concentration (4)

Factory Child Worker

Attributes Agility +1, Body +1, Reaction +1
Skills Perception +1, Engineering group +1, Armorer +1
Aca/Pro Machinist +1
Str/Int Industrial Facilities +1
Special 15,000¥ in Cyberlimbs

Farm Living

Attributes Body +1, Intuition +1
Skills Industrial Mechanic +2, Longarms +1, Pilot Ground Craft +2, Pistols +1
Aca/Pro Farming +1
Str/Int Any +1
Qualities Animal Empathy (3)

Gang Warfare

Attributes Body +1, Reaction +1, Willpower +1
Skills Blades +2, Firearms group +1, First Aid +1, Leadership +1, Negotiation +1, Perception +1, Running +1, Sneaking +1, Survival +1
Str/Int City +2
Qualities Black Market Pipeline (10), Paranoia (-7), Uneducated (-8), Criminal SIN (-10)

Hack-A-Thon Medalist

Attributes Logic +1, Agility +1
Skills First Aid +1, Perception +1, Software +2, Sneaking +1
Aca/Pro Any +2
Str/Int Any Matrix-related +1
Qualities Quick Healer (3)

Hacker Club

Attributes Logic +1, Intuition +1
Skills Computer +2, Hacking +1, Hardware +1, Electronics Warfare +1
Str/Int Any Matrix-related +1, Technical +1
Qualities Data Anomaly (3)

High School

Attributes Charisma +1, Logic +1
Skills Athletics group +1, Computers +2, Chemistry +1, Software +2
Aca/Pro Any, choose two +1
Str/Int Hometown/City +1
Languages Any +1

Home Tutored

Attributes Logic +1, Willpower +1
Skills Chemistry +1, Computers +3, Software +2
Aca/Pro Any, choose two +3
Languages Any +2
Qualities Social Stress (-8)

Isolated Rural Upbringing

Attributes Body +1, Willpower +1
Skills Blades +1, First Aid +1, Gymnastics +1, Longarms +1, Outdoors group +1, Perception +2, Sneaking +1
Str/Int Critters +2
Qualities Incompetent: Electronics (-5)

Jacked Out

Attributes Resonance +1, Willpower +1

Skills Perception +2, Registering +2, Software +1
Str/Int Any Matrix-related +2, Any +1
Qualities Profiler (3)

Magical Education - Common

Attributes Willpower +1, Charisma +1
Skills Arcana +2
Aca/Pro Magical Theory +2, Any, choose two +4, Any +3
Languages Any +2
Qualities Corporate Limited SIN (-15)

Magician

Skills +1 to two of the following: Sorcery group, Conjuring group, Enchanting group

Adept

Skills +1 to two of the following: Close Combat group, Firearms group, Stealth group

Aspected Magician

Skills +1 to one of the following: Sorcery group, Conjuring group, Enchanting group, +2 to two of the following: Arcana, Assensing, Astral Combat

Mystic Adept

Skills +1 to any two listed under Adept or Magician.

Matrix Royalty

Attributes Logic +1, Charisma +1
Skills Computer +1, Manipulation +1, Electronic Warfare +2, Intimidation +1
Aca/Pro Psychology +2
Str/Int Any Matrix-related +1
Qualities Too Pretty to Hit (3)

Military School

Attributes Body +1, Charisma +1
Skills Blades +1, Electronics group +1, Firearms group +1, First Aid +1, Leadership +1, Unarmed Combat +1, Running +1, Swimming +1
Aca/Pro Military +3, Military History +3, Strategy +1, Any +1
Qualities Military Rank (5), Code of Honor (-15)

Merc Teen

Attributes Reaction +1, Intuition +1
Skills Close Combat group +1, Firearms group +1, Sneaking +1, Athletics group +1, Manipulation +1, Demolitions +1
Str/Int Merc Corps +2, Geography +2
Qualities Antipathy (8)

Preparatory School

Attributes Charisma +1, Logic +1
Skills Chemistry +1, Computers +1, Etiquette +1
Aca/Pro Any, choose two +1
Str/Int Any +1
Qualities First Impression (11)

Shanghaied

Attributes Body +1, Strength +1
Skills Diving +1, Nautical Mechanic +1, Navigation +1, Swimming +2
Aca/Pro Geography +1
Qualities Sense of Direction (3)

Street Kid

Attributes Body +1, Willpower +1
Skills Acting group +2, Clubs +1, Etiquette +1, Gymnastics +1, Intimidation +1, First Aid +1, Negotiation +1, Perception +1, Running +1, Stealth group +1
Str/Int City +1
Qualities Bad Rep (-7), Vendetta (-7)

Technomancer Boarding School

Attributes Charisma +1, Resonance +1
Skills Tasking group +1, Electronics Warfare +1, Hacking +1, Software +1
Str/Int Any Matrix-related +1, Technical +1

Techno-Rigger, Qu'est-Ce Que C'est

Attributes Resonance +1, Reaction +1
Skills Compiling +2, Pilot Aircraft +1, Pilot Ground Craft +1, Registering +1
Aca/Pro Vehicles +1
Str/Int City +1
Qualities Dealer Connection (3)

Test Subject

Attributes Body +1, Logic +1
Skills Biotechnology +1, Cybertechnology +1, Influence group +1
Aca/Pro Metahuman Biology +1,
Str/Int Transhuman Philosophy +1
Qualities Biocompatibility (5)
Special 16,000¥ in augmentations

The Easiest Mark

Attributes Charisma +1, Intuition +1
Skills Acting group +2, Forgery +3, Perception +1
Str/Int Any, choose two +3
Qualities Big Regret (-5), Wanted (-10)

The Flow

Attributes Willpower +1, Body +1
Skills Chemistry +1, Hacking +2, Palming +1, Software +1
Str/Int Any Matrix-related +2, Any Drug-related +1
Qualities Common Sense (3)

FURTHER EDUCATIONS

Community College (55 Karma) - Common

Attributes Logic +1, Willpower +1

Architecture

Skills Artisan (Drawing specialization), First Aid +1, Industrial Mechanic +1
Aca/Pro Buildings +5

Art

Skills Artisan +3
Aca/Pro Art History +3

Business

Skills Manipulation +1, Etiquette +1, Negotiation +2
Aca/Pro Economics +5

Computer Science

Skills Cybercombat +1, Electronics group +1, Hacking +1
Aca/Pro Matrix Design +6

Engineering

Skills Chemistry +1, Hardware +1, Industrial Mechanic +2
Aca/Pro Engineering +5

History

Skills Computer +1, Software +2
Aca/Pro National or World History +5

Languages

Skills Negotiation +1, Etiquette +1
Languages Any +6, Any +5

Law

Skills Etiquette +1, Negotiation +2, Performance +1
Aca/Pro Law +5

Literature

<i>Skills</i>	Artisan (Writing specialization), Etiquette +1
<i>Aca/Pro</i>	Literature +5
Magic	
<i>Skills</i>	Sorcery group +1
<i>Aca/Pro</i>	Magical Theory or Metaplanes +5
Mathematics	
<i>Skills</i>	Computer +1, Etiquette +1, Software +2
<i>Aca/Pro</i>	Mathematics +5
Medicine	
<i>Skills</i>	Biotech group +2, Chemistry +1
<i>Aca/Pro</i>	Medicine +6
Metahumanities	
<i>Skills</i>	Computer +1
<i>Aca/Pro</i>	Ancient Language/Philosophy/Religion +13 (spread among at least three subjects, minimum 3 ranks each)
Natural Sciences	
<i>Skills</i>	Computer +1, First Aid +1, Software +2
<i>Aca/Pro</i>	Chemistry or Physics or Biology +5
Social Studies	
<i>Skills</i>	Computer +1
<i>Aca/Pro</i>	Sociology/Psychology/Archaeology/Criminology/Politics +13 (spread among at least three subjects, minimum 3 ranks each)
Trade School Shop	
<i>Attributes</i>	Logic +1
<i>Skills</i>	Engineering group +1
<i>Aca/Pro</i>	Practical Mechanics +2, Industrial Manufacturers +2, Machine Parts +2
<i>Qualities</i>	Grease Monkey (8)
Corp College (65 Karma)	
<i>Attributes</i>	Logic +1, Intuition +1
<i>Skills</i>	Etiquette +1 (Academic specialization), First Aid +1, Instruction +1, Performance +1, Perception +1
<i>Aca/Pro</i>	Any +1
<i>Language</i>	Any +1
<i>Qualities</i>	College Education (4) or Technical School Education (4), Common Sense (3), Day Job (-5), Perceptive (5)
Ivy League University (80 Karma) – Common	
<i>Attributes</i>	Charisma +1, Logic +1, Willpower +1
<i>Skills</i>	Computer +1, Etiquette +1, Perception +1
<i>Aca/Pro</i>	Any +4
Architecture	
<i>Skills</i>	First Aid +1, Industrial Mechanic +1
<i>Aca/Pro</i>	Buildings +6
Art	
<i>Skills</i>	Artisan +2
<i>Aca/Pro</i>	Art History +4
Business	
<i>Skills</i>	Etiquette +1, Negotiation +1
<i>Aca/Pro</i>	Economics +6
Computer Science	
<i>Skills</i>	Electronics group +1
<i>Aca/Pro</i>	Matrix Design +5
Engineering	
<i>Skills</i>	Chemistry +1, Industrial Mechanic +1
<i>Aca/Pro</i>	Engineering +6
History	
<i>Skills</i>	Computer +1, Software +1
<i>Aca/Pro</i>	History +6

Languages	
<i>Skills</i>	Etiquette +1
<i>Languages</i>	Any +4, Any, choose two +2
Law	
<i>Skills</i>	Negotiation +1, Performance +1
<i>Aca/Pro</i>	Law +6
Literature	
<i>Skills</i>	Artisan +1 (Writing specialization)
<i>Aca/Pro</i>	Literature +4
Magic	
<i>Skills</i>	Sorcery group +1
<i>Aca/Pro</i>	Magical Theory or Metaplanes +5
Mathematics	
<i>Skills</i>	Etiquette +1, Software +1
<i>Aca/Pro</i>	Mathematics +6
Medicine	
<i>Skills</i>	Biotech group +1
<i>Aca/Pro</i>	Medicine +5
Metahumanities	
<i>Aca/Pro</i>	Ancient Language/Philosophy/Religion +10 (spread among at least three subjects, minimum 2 ranks each)
Natural Sciences	
<i>Skills</i>	Computer +1, Software +1
<i>Aca/Pro</i>	Chemistry or Physics or Biology +6
Social Studies	
<i>Aca/Pro</i>	Sociology/Psychology/Archaeology/Criminology/Politics +10 (spread among at least three subjects, maximum 6 ranks in a one area)
Military Academy (115 Karma) – Common	
<i>Attributes</i>	Body +1, Reaction +1, Strength +1
<i>Skills</i>	Firearms group +1, First Aid +1, Leadership +1, Navigation +1, Swimming +1, Unarmed Combat +1
<i>Aca/Pro</i>	Military +3, Military History +2
<i>Qualities</i>	Military Rank (5)
Architecture	
<i>Skills</i>	Artisan (Drawing specialization), First Aid +1, Industrial Mechanic +1
<i>Aca/Pro</i>	Buildings +5
Art	
<i>Skills</i>	Artisan +3
<i>Aca/Pro</i>	Art History +3
Business	
<i>Skills</i>	Manipulation +1, Etiquette +1, Negotiation +2
<i>Aca/Pro</i>	Economics +5
Computer Science	
<i>Skills</i>	Cybercombat +1, Electronics group +1, Hacking +1
<i>Aca/Pro</i>	Matrix Design +6
Engineering	
<i>Skills</i>	Chemistry +1, Hardware +1, Industrial Mechanic +2
<i>Aca/Pro</i>	Engineering +5
History	
<i>Skills</i>	Computer +1, Software +2
<i>Aca/Pro</i>	National or World History +5
Languages	
<i>Skills</i>	Negotiation +1, Etiquette +1
<i>Languages</i>	Any +6, Any +5
Law	
<i>Skills</i>	Etiquette +1, Negotiation +2, Performance +1
<i>Aca/Pro</i>	Law +5

Literature	
<i>Skills</i>	Artisan +1 (Writing specialization), Computer +1
<i>Aca/Pro</i>	Literature +5
Magic	
<i>Skills</i>	Sorcery group +1
<i>Aca/Pro</i>	Magical Theory or Metaplanes +5
Mathematics	
<i>Skills</i>	Computer +1, Etiquette +1, Software +2
<i>Aca/Pro</i>	Mathematics +5
Medicine	
<i>Skills</i>	Biotech group +2, Chemistry +1
<i>Aca/Pro</i>	Medicine +6
Metahumanities	
<i>Skills</i>	Computer +1
<i>Aca/Pro</i>	Ancient Language/Philosophy/Religion +13 (spread among at least three subjects, maximum 7 ranks in one area)
Natural Sciences	
<i>Skills</i>	Computer +1, First Aid +1, Software +2
<i>Aca/Pro</i>	Chemistry or Physics or Biology +5
Social Studies	
<i>Skills</i>	Computer +1
<i>Aca/Pro</i>	Sociology/Psychology/Archaeology/Criminology/Politics +13 (spread among desired subjects, maximum 6 ranks in one area)
Montana Tech and Geomancy (40 Karma)	
<i>Attributes</i>	Logic +1
<i>Skills</i>	Computers +2, Perception +1, Chemistry +1, Demolitions +1, Industrial Mechanic +2
<i>Aca/Pro</i>	Geology +3, Parageology +3, Surveying +1
State University or College (75 Karma) – Common	
<i>Attributes</i>	Logic +1, Willpower +1
<i>Skills</i>	Computer +1, Perception +1, Etiquette +1
<i>Aca/Pro</i>	Any +4
Architecture	
<i>Skills</i>	Artisan +1 (Drawing specialization), First Aid +1, Industrial Mechanic +1
<i>Aca/Pro</i>	Buildings +5
Art	
<i>Skills</i>	Artisan +3
<i>Aca/Pro</i>	Art History +3
Business	
<i>Skills</i>	Manipulation +1, Etiquette +1, Negotiation +2
<i>Aca/Pro</i>	Economics +5
Computer Science	
<i>Skills</i>	Cybercombat +1, Electronics group +1, Hacking +1
<i>Aca/Pro</i>	Matrix Design +6
Engineering	
<i>Skills</i>	Chemistry +1, Hardware +1, Industrial Mechanic +2
<i>Aca/Pro</i>	Engineering +5
History	
<i>Skills</i>	Computer +1, Software +2
<i>Aca/Pro</i>	National or World History +5
Languages	
<i>Skills</i>	Negotiation +1, Etiquette +1
<i>Languages</i>	Any +6, Any +5
Law	
<i>Skills</i>	Etiquette +1, Negotiation +2, Performance +1
<i>Aca/Pro</i>	Law +5
Literature	

<i>Skills</i>	Artisan +1 (Writing specialization), Computer +1, Instruction +1
<i>Aca/Pro</i>	Literature +5
Magic	
<i>Skills</i>	Sorcery group +1
<i>Aca/Pro</i>	Magical Theory or Metaplanes +5
Mathematics	
<i>Skills</i>	Computer +1, Etiquette +1, Software +2
<i>Aca/Pro</i>	Mathematics +5
Medicine	
<i>Skills</i>	Biotech group +2, Biotechnology +1, Chemistry +1
<i>Aca/Pro</i>	Medicine +6
Metahumanities	
<i>Skills</i>	Computer +1
<i>Aca/Pro</i>	Ancient Language/Philosophy/Religion +13 (spread among desired subjects, maximum 6 ranks in one area)
Natural Sciences	
<i>Skills</i>	Computer +1, First Aid +1, Software +2
<i>Aca/Pro</i>	Chemistry or Physics or Biology +5
Social Studies	
<i>Skills</i>	Computer +1
<i>Aca/Pro</i>	Sociology/Psychology/Archaeology/Criminology/Politics +13 (spread among desired subjects, maximum 6 ranks in one area)
Student Athlete (55 Karma) – Common	
<i>Attributes</i>	Body +1, Logic +1
<i>Skills</i>	Computer +1, Etiquette +1
<i>Aca/Pro</i>	Any, choose two +1
<i>Qualities</i>	Fame (4)
E-Sports	
<i>Skills</i>	Electronic Warfare +1, Electronics group +1
Physical Sports	
<i>Skills</i>	Athletics group +1
<i>Qualities</i>	Natural Athlete (7)
Vehicle/Drone Sports	
<i>Skills</i>	Pilot, choose one +1, Engineering group +1
Trade School/Technical College (75 Karma) – Common	
<i>Attributes</i>	Logic +1
<i>Skills</i>	Computer +1, Gymnastics +2, Perception +1
Architect	
<i>Skills</i>	First Aid +1, Industrial Mechanic +1
<i>Aca/Pro</i>	Buildings +6
Counseling/Behavioral Therapy	
<i>Skills</i>	Etiquette +1, Negotiation +1
<i>Aca/Pro</i>	Psychology +4
Divinity School/Seminary	
<i>Skills</i>	Etiquette +1, Negotiation +1, Performance +1
<i>Aca/Pro</i>	Ancient Language +2, Religion +5
Divinity School Dropout	
<i>Skills</i>	Performance +1
<i>Aca/Pro</i>	Ancient Language +2, Religion +4
<i>Qualities</i>	Cynic (6)
Fashion Designer	
<i>Skills</i>	Artisan +1 (Fashion specialization)
<i>Aca/Pro</i>	Fashion +4
Graphics Designer	
<i>Skills</i>	Artisan +1 (Drawing specialization)
<i>Aca/Pro</i>	Corporate Logos +4
Journalist	

<i>Skills</i>	Manipulation +1, Etiquette +1, Negotiation +1
<i>Aca/Pro</i>	Politics +4
Lawyer	
<i>Skills</i>	Etiquette +1, Negotiation +1, Performance +1
<i>Aca/Pro</i>	Law +4
Mechanic	
<i>Skills</i>	First Aid +2, Engineering group +1
<i>Aca/Pro</i>	Mechanics +3
Media Studies	
<i>Skills</i>	Etiquette +1, Negotiation +1
<i>Aca/Pro</i>	Trid Shows +6
Nurse	
<i>Skills</i>	Biotech group +1, Etiquette +1
<i>Aca/Pro</i>	Medicine +3
Tradesman	
<i>Skills</i>	Automotive Mechanics +1, First Aid +1, Industrial Mechanic +1
<i>Aca/Pro</i>	DIY +4

REAL LIFE 100 KARMA

Assassin's Apprentice

<i>Attributes</i>	Intuition +1, Reaction +1
<i>Skills</i>	Armorer +1, Manipulation +1, Etiquette +1, Demolitions +1, Stealth group +1, Forgery +1, Gunnery +1, Gymnastics +1, Negotiation +1, Perception +1
<i>Aca/Pro</i>	Retail Operations +2, Sniper Nests +2
<i>Languages</i>	+5 to any (split between at least 2)
<i>Qualities</i>	Blandness (8)

Bocor Slave

<i>Attributes</i>	Body +1, Strength +1, Agility +1, Logic +1
<i>Skills</i>	Armorer +1, Artisan +2, Automotive Mechanic +1
<i>Aca/Pro</i>	Buildings +2, Construction +2, Farming +2
<i>Qualities</i>	Insomnia (10)

Bounty Hunter

<i>Attributes</i>	Body +1, Willpower +1, Intuition +1
<i>Skills</i>	Athletics group +1, Close Combat group +1, First Aid +1, Intimidation +1, Longarms +1, Perception +1, Pistols +1, Survival +1, Tracking +1
<i>Str/Int</i>	Lone Star Procedures +3, Crook Hangouts +3

Celebrity

<i>Attributes</i>	Charisma +1, +1 any two other attributes
<i>Skills</i>	Manipulation +1, Escape Artist +1, (Any skill relate to your field of celebrity) +6 (maximum three ranks in one area)
<i>Aca/Pro</i>	Sports or Music or Trid Movies +3
<i>Qualities</i>	Fame (8)

Combat Correspondent

<i>Attributes</i>	Charisma +1, Willpower +1
<i>Skills</i>	Electronics group +2, Navigation +1, Negotiation +2, Perception +2, Survival +1
<i>Str/Int</i>	Journalism +5
<i>Languages</i>	Any +3, Any +1
<i>Qualities</i>	Guts (10)

Company Troubleshooter

<i>Attributes</i>	Logic +1, Charisma +1
<i>Skills</i>	Automatics +1, Manipulation +1, Etiquette +1, Instruction +1, Intimidation, +1, Leadership +1, Pistols +1, Sneaking +1, Tracking +1, Pilot Ground Craft +1, Unarmed Combat +1
<i>Aca/Pro</i>	Small Unit Tactics +1
<i>Qualities</i>	Observant (5), Solid Rep (2), Records On File (-4), Limited

Corporate SIN (-15)

Corporate - Common

<i>Attributes</i>	Logic +1, Intuition +1
<i>Skills</i>	Etiquette +1
<i>Aca/Pro</i>	Corporation +3
<i>Qualities</i>	Limited Corporate SIN (-15)

Company Man

<i>Skills</i>	Firearms group +3, Demolition +2, Pilot Ground Craft +2, Sneaking +3, Unarmed Combat +2
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Hacker/Decker

<i>Skills</i>	Cracking group +2, Electronics group +3, First Aid +2
<i>Aca/Pro</i>	Physics +3, Matrix Security Design +6

Security Guard

<i>Skills</i>	Athletics group +2, Close Combat group +2, Firearms group +2, Perception +2
<i>Aca/Pro</i>	Security Procedures +5, Law Enforcement Procedures +4

Security Rigger

<i>Skills</i>	Electronics group +2, Gunnery +3, Perception +2, Pilot Aircraft +2, Pilot Exotic Vehicle (Drones) +2, Pilot Ground Craft +3
<i>Aca/Pro</i>	Drones +3

Wage Mage

<i>Skills</i>	Arcana +2, Assensing +3, Astral Combat +2, Conjuring group +2, Enchanting group +1, Sorcery Group +2
<i>Aca/Pro</i>	Magical Law +1

Wage Slave

<i>Attributes</i>	Charisma +1, Willpower +1
<i>Skills</i>	Manipulation +1, Etiquette +2, Negotiation +2
<i>Aca/Pro</i>	Administration +6

Corpsec Officer

<i>Attributes</i>	Body +1, Agility +1
<i>Skills</i>	First Aid +1, Leadership +1, Intimidation +1, Perception +1, Pistols +1, Running +1, Tracking +1
<i>Aca/Pro</i>	Small Unit Tactics +1
<i>Qualities</i>	Day Job (-15), Location Attunement (5), Observant (5), Perceptive (5)

Covert Operations

<i>Attributes</i>	Intuition +1, Willpower +1
<i>Skills</i>	Chemistry +1, Manipulation +1, Escape Artist +1, Etiquette +1, Gymnastics +1, Navigation +1, Perception +1, Pistols +1, Sneaking +2, Survival +1, Unarmed Combat +1
<i>Aca/Pro</i>	Any +3, Codes +2
<i>Str/Int</i>	City +3
<i>Language</i>	Any +3
<i>Qualities</i>	Hawk Eye (3), Poor Link (-8)

Drone Hobbyist

<i>Attributes</i>	Logic +1, Reaction +1
<i>Skills</i>	Automotive Mechanic +2, Gunnery +2, Perception +1, Pilot Aircraft +2, Pilot Ground Craft +2, Pilot Exotic Vehicle (Drones) +2, Pilot Watercraft +2, Sneaking +1, Tracking +1
<i>Aca/Pro</i>	Drone Manufactures +3, Drone Software +2

Drifter

<i>Attributes</i>	+1 to any two different attributes
<i>Skills</i>	Manipulation +2, Escape Artist +1, Negotiation +1, Running +1, Sneaking +1, Survival +2, Swimming +1
<i>Str/Int</i>	Grey Market +3, Black Market +3, City +5, Any +3
<i>Qualities</i>	High Pain Tolerance (7), Sense of Direction (3)

Escaped Technomancer

<i>Attributes</i>	Intuition +1, Willpower +1
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Skills Tasking group +2, Manipulation +1, Hacking +2, Sneaking +1, Software +2, Survival +1
Aca/Pro Tech Corporations +3
Str/Int Any Matrix-related +2
Qualities Guts (10), Pain is Gain (5), Vendetta (-7)

Escort

Attributes Charisma +2
Skills Blades +1, Manipulation +3 (Seduction specialization), Etiquette +3, Perception +1, Performance +2
Str/Int Any, choose three +3
Qualities Addiction (Moderate) (-9), First Impression (11), Creature of Comfort (-10)

Dead

Attributes Reaction +1
Skills Manipulation +2, Escape Artist +1, Negotiation +1, Running +1, Sneaking +1, Survival +2
Str/Int Law Enforcement Hangouts and Checkpoints +3
Qualities Blandness (8), Dead SIN (-20)

Framed

Attributes Reaction +1, Intuition +1
Skills Disguise +1, Sneaking +1, Perception +1, Running +2, Survival +1
Qualities Criminal SIN (-10)

Ganger

Attributes Body +1, Strength +1
Skills Blades +3, Cracking group +1, Demolitions +1, Electronics group +1, Escape Artist +1, Firearms group +2, Heavy Weapons +1, Stealth group +1, Survival +1, Perception +1, Pilot Ground Craft +1, Running +1
Qualities Criminal SIN (-10)

Getaway Driver

Attributes Intuition +1, Reaction +1
Skills Automotive Mechanic +1, Gunnery +1, Pilot Ground Craft +3, Pilot Watercraft +1, Sneaking +1, Tracking +2
Str/Int Streets +2, Stunt Techniques +2
Qualities Gearhead (11), Speed Demon (3)

Government Agent

Attributes Intuition +1, Reaction +1
Skills First Aid +1, Influence group +2, Pistols +2, Perception +3, Pilot Ground Craft +1, Running +1, Tracking +1
Aca/Pro Government Procedures +5, Law Enforcement Procedures +5, National Threats +4
Qualities SINner (-5)

Guardian Angel

Attributes Reaction +1, Willpower +1
Skills Clubs +1, First Aid +1, Gymnastics +2, Intimidation +1, Medicine +1, Perception +1, Pistols +1, Running +1, Sneaking +1, Tracking +1
Aca/Pro Small Group Tactics +1
Str/Int Runner Hangouts +1, Weapon Manufactures +1
Qualities Guts (10)

Hacker Assassin

Attributes Logic +1, Willpower +1
Skills Cybercombat +3, Electronics group +2, Electronics Warfare +1, Hacking +1
Str/Int Any Matrix-related +2, Tech Knowledge +3
Qualities Go Big or Go Home (6)

Hacker Hobbyist

Attributes Logic +1, Intuition +1

Skills Mechanic, choose one +1, Electronics group +2, Cracking group +2, Etiquette +1
Str/Int Any Matrix-related +2, Tech Knowledge +3
Qualities Golden Screwdriver (8)

High-Profile Hack

Attributes Charisma +1, Intuition +1
Skills Computer +2, Cracking group +2, Leadership +2
Str/Int Any Matrix-related +2, Secure Matrix Locations +5
Qualities Online Fame (4), Prime Datahaven Membership (7)

IT Ace

Attributes Logic +1, Intuition +1
Skills Electronics group +2, Cybercombat +2, Electronics Warfare +1, Etiquette +2, Hacking +2
Str/Int Any Matrix-related +2, Tech Corporations +3
Qualities Overclocker (5), Quick Config (4)

Law Enforcement - Common

Attributes Body +1, Reaction +1, Willpower +1
Skills Clubs +1, Etiquette +1, First Aid +1, Leadership +1, Perception +1, Pistols +1
Aca/Pro Law Enforcement Procedures +3

Beat Cop

Skills Intimidation +2, Navigation +1, Pilot Ground Craft +1
Str/Int City +5

Cyber Crime

Skills Cracking group +1, Electronics group +1
Str/Int Matrix Criminals +5

Cyber Division

Skills Cybertechnology +1, Firearms group +1, Heavy Weapons +2, Unarmed Combat +1

Mage Division

Skills Arcana +1, Assensing +2, Sorcery Group +1
Aca/Pro Magical Threats +2

Rigger

Skills Automotive Mechanic +1, Gunnery +1, Pilot Aircraft +1, Pilot Exotic Vehicle (Drones) +1, Pilot Ground Craft +2
Aca/Pro Drones +1

SWAT Team

Skills Armorer +1, Firearms group +1, Gymnastics +1, Throwing Weapons +2

Matrix Ghost

Attributes Agility +1, Intuition +1
Skills Computer +2, Manipulation +1, Cybercombat +2, Electronics Warfare +1, Hacking +2, Sneaking +2
Aca/Pro Tech Corporations +3
Str/Int Matrix Security +2
Qualities I C U (6), Ninja Vanish (5)

Mr. Johnson

Attributes Charisma +1
Skills Influence group +3, Intimidation +1, Perception +1, Pistols +2
Aca/Pro Economics +1
Str/Int Runner Hangouts +3, Choose a megacorporation +3
Qualities Records on File (-1)
Special Choose three Contacts, each with seven points

Organized Crime

Skills Blades +1, Manipulation +2, Demolitions +1, Escape Artist +1, Influence group +1, Firearms group +3, Forgery +1, Hardware +1, Intimidation +2, Perception +2, Pilot Ground Craft +1, Stealth group +1, Unarmed Combat +2

Str/Int Syndicate +4, City +3
Qualities Made Man (5), Criminal SIN (-10)

Otaku Time

Attributes Logic +1, Intuition +1
Skills Electronics group +2, Cracking group +1, Compiling +2, Decompiling +1
Str/Int Any Matrix-related +2, Tech Corporations +3
Qualities Otaku to Technomancer (10)

Pirate Captain

Attributes Reaction +1, Willpower +1
Diving +1, Gunnery +1, Intimidation +1, Leadership +1,
Skills Nautical Mechanic +2, Outdoors group +1, Pilot Watercraft +2, Swimming +2
Aca/Pro Watercrafts +1
Str/Int Local Area Waterways +2
Qualities Fame (4), Linguist (4)

Pirate Crewmember

Attributes Strength +1, Logic +1
Close Combat group +1, Gunnery +1, Locksmith +1, Nautical
Skills Mechanic +2, Outdoors group +1, Pilot Watercraft +2, Swimming +1, Pistols +1
Aca/Pro Knots +2
Str/Int Local Area Waterways +1

Pit Fighter

Attributes Body +1, Strength +1
Skills Close Combat group +2, Cybertechnology +1, First Aid +2, Intimidation +2, Negotiation +1, Performance +1
Str/Int Pit Fighting +3, Syndicate +2
Qualities High Pain Tolerance (14), Quick Healer (3)

Political Activist

Attributes Charisma +1, Willpower +1
Manipulation +1, Disguise +1, Influence group +2, Forgery
Skills +2, Instruction +1, Palming +2, Perception +2, Pilot Ground Craft +1, Pistols +2
Str/Int City +3, Law Enforcement Procedures +3, Policlub +4
Qualities Criminal SIN (-10)

Postgraduate Studies

Attributes Logic +1, Intuition +1, Charisma +1
Skills Instruction +2, +10 to skills from your education module (no more than +4 to a single skill)
Aca/Pro Major +2, Any +2

Private Investigator Detective

Attributes Intuition +1, Logic +1, Willpower +1
Athletics group +1, First Aid +1, Influence group +1,
Skills Perception +2, Pistols +2, Pilot Ground Craft +1, Tracking +1, Unarmed Combat +1
Str/Int Law Enforcement Procedures + 3, City +2
Qualities SINner (-5)

Professional Athlete – Common

Attributes Reaction +1, Intuition +1
Aca/Pro Chosen Sport +4
Language Any +1
Qualities Fame (8), Limited Corporate SIN (-15)

Awakened Athlete

Attributes Body +1, Willpower +1
Skills Sorcery group +2
Aca/Pro Magical Theory +2, Magical Law +2
Qualities Focused Concentration (4)

Combat Biker/Urban Brawl Outrider

Attributes Body +1, Reaction +1
Skills Pilot Ground Craft +2, Automotive Mechanic +1, +2 to two of the following: Clubs, Gunnery, Longarms, Unarmed Combat
Qualities Steely Eyed Wheelman (2)

Courtballer

Attributes Body +1, Strength +1
Skills Blades +2, Clubs +1, Intimidation +1, Unarmed Combat +1
Language Spanish +2
Qualities Toughness (9)

Drone Racer

Attributes Reaction +1
Skills Electronic Warfare +1, Engineering group +2, Pilot, choose two +2
Qualities Gearhead (11)

Freestyle Fighter

Attributes Reaction +1, Strength +1
Skills First Aid +2, Intimidation +2, Unarmed Combat +2
Aca/Pro Martial Arts +2

Hurler/Stickballer

Attributes Reaction +1
Skills Clubs +2, Running +2, Gymnastics +1, Throwing Weapons +1
Language Spherethiel or any NAN +2
Qualities Natural Athlete (7)

Miracle Shooter

Attributes Agility +1
Skills Firearms group +2, Computer +1, Gymnastics +1, Running +1, Software +1

Professional Gamer

Attributes Logic +1
Skills Computer +2, Cybercombat +2, Electronic Warfare +2, Leadership +1, Software +2
Aca/Pro Matrix Games +3
Qualities Overclocker (5)

Regular Job

Attributes Charisma +1, Logic +1, Willpower +1
Skills Influence group +1, +6 points to vocational skills (no more than three ranks to one)
Aca/Pro Job +1, Job +2
Str/Int Any +1

Rising Star

Attributes Charisma +1, Intuition +1
Skills Manipulation +1, Etiquette +1, Intimidation +1, Leadership +1, Palming +1, Perception +1
Aca/Pro Any +1
Language Any +1
Qualities Driven (-2), Natural Leader (5), Legendary Rep (4), Stay Out Of My Way (-9)

Ritual Killer

Attributes Willpower +2
Arcana +1, Counterspelling +1, Perception +1, Ritual
Skills Spellcasting +3, Sneaking +1, Spellcasting +1, Survival +1, Tracking +2
Aca/Pro Security Techniques +1
Str/Int Material Links +2
Rituals Curse, Prodigal Spell

Shadowrunner – Common

Attributes Body +1

Decker

Attributes Intuition+1

Skills Cracking group +2, Electronics group +2, Forgery +1, Perception +1, Pistols +1
Str/Int Matrix Security Procedures +4
Qualities Codeslinger (10)

Face

Attributes Charisma +1
Skills Manipulation +1, Influence group +3, Intimidation +1, Perception +1, Pilot Ground Craft +1, Pistols +1
Qualities First Impression (11)

Smuggler

Skills Electronics Warfare +2, Etiquette +1, Gunnery +2, Mechanic (Aeronautic, Automotive or Nautical) +2, Navigation +1, Negotiation +1, Perception +2, Pilot Aircraft +2, Pilot Ground Craft +2, Pilot Watercraft +2, Pistols +1, Sneaking +1
Str/Int Border Patrol Tactics +6, Smuggler Safe Houses +6, Smuggler Routes +6

Street Samurai

Attributes Agility +1, Reaction +1
Skills Athletics group +1, Blades +2, Firearms group +2, Heavy Weapons +1, Negotiation +1, Perception +2, Pilot Ground Craft +1, Sneaking +1, Unarmed Combat +1
Str/Int Safe Houses +3
Qualities Code of Honor (-15)

Weapon Specialist

Skills Archery +1, Armorer +3, Chemistry +2, Close Combat group +2, Demolitions +1, Firearms group +2, Heavy Weapons +1, Negotiation +1, Throwing Weapons +1
Aca/Pro Blade Design +4, Gun Design +5
Str/Int Gun Trivia +3

SPY

Attributes Charisma +1, Willpower +1
Skills Computer +3, Manipulation +2, Cracking group +2, Impersonation +1, Palming +1, Perception +2, Sneaking +2, Unarmed Combat +2
Aca/Pro Any +3

Street Doc

Attributes Intuition +1, Logic +1
Skills Biotech group +1, Chemistry +1, Manipulation +1, Influence group +1, Perception +1
Aca/Pro Biology +3, Drugs +2
Str/Int Street Gangs +2

Street Magic - Common

Attributes Willpower +1

Aspected Magician

Skills Arcana +2, Assensing +2, Blades +1, First Aid +1, Survival +1, +1 to one of the following group: Enchanting, Conjuring, Sorcery
Aca/Pro Magical Security +3, Magical Theory +1, Small-Group Tactics +2

Occult Investigator

Skills Arcana +1, Assensing +3, Conjuring group +1, Influence group +1, Locksmith +1, Perception +3, Pistols +1, Sorcery group +2, Tracking +2
Aca/Pro Forensics +5
Str/Int City +4

Eco-Shaman

Skills Assensing +2, Astral Combat +2, Conjuring group +2, Demolitions +1, Etiquette +1, First Aid +1, Forgery +2, Perception +2, Pistols +1, Sorcery group +2

Aca/Pro Megacorp Law +5, Magical Theory +3
Street Mage/Shaman

Skills Assensing +2, Blades +1, Conjuring group +3, Palming +1, Perception +1, Sneaking +1, Sorcery group +2, Survival +1
Str/Int Charity Shelters +5, City +4

Talismonger

Skills Assensing +3, Chemistry +1, Enchanting group +3, Etiquette +2, First Aid +1, Negotiation +2, Pistols +1
Aca/Pro Telesma +5, Alchemy +5

Street Preacher

Attributes Charisma +1, Willpower +2
Skills Instruction +2, Intimidation +2, Leadership +3, Survival +1 (Urban specialization)
Aca/Pro Theology +3
Str/Int City +3, Street Life +3
Qualities High Pain Tolerance (14), Hobo with a Shotgun (-10)

Teen Diva

Attributes Agility +1, Charisma +1
Skills Athletics group +1, Performance +2, Artisan +1
Aca/Pro Dance +2, High Fashion +1, Music +2, Entertainment Industry +1, Corporate Sponsor +1
Qualities Fame (8)

Terrorist

Attributes Logic +1, Willpower +1
Skills Manipulation +1, Demolition +3, Disguise +2, Firearms group +2, Leadership +2, Palming +2, Perception +2, Pilot Ground Craft +1
Str/Int Law Enforcement Procedures +2
Qualities Criminal SIN (-10)

Think Tank

Attributes Logic +2, Willpower +1
Skills Etiquette +2
Aca/Pro Any +6, Any, choose two +3
Qualities Analytical Mind (5)

Tour of Duty: Mercenary - Common

Attributes Body +1, Reaction +1, Strength +1
Skills Firearms group +1, First Aid +1, Navigation +1
Aca/Pro Foreign Military +3

Air Force

Skills Aeronautics Mechanic +1, Armorer +1, Blades +1, Free-Fall +1, Gunnery +1, Pilot Aircraft +2, Survival +1

Army

Skills Armorer +1, Blades +1, Free-fall +1, Heavy Weapons +1, Pilot Ground Craft +1, Running +1, Survival +1, Swimming +1, Throwing Weapons +1

Engineering Corps

Skills Armorer +2, Demolitions +1, Engineering group +1, Gunnery +1
Aca/Pro Military Vehicles +3

Mage Corps

Skills Assensing +2, Arcana +1, Conjuring group +1, Sorcery group +1

Medical Corps

Skills Biotech group +2

Navy

Skills Armorer +1, Blades +1, Gunnery +1, Perception +1, Pilot Watercraft +2, Survival +1, Swimming +1

Rigger Corps

Skills Gunnery +2, Electronics Warfare +2, Pilot Aircraft +1, Pilot

Exotic Vehicle (Drones) +1, Pilot Ground Craft +1	
Special Forces	
<i>Skills</i>	Armorer +1, Blades +1, Demolitions +1, Free-fall +1, Perception +1, Pilot Ground Craft +1, Pilot Watercraft +1, Sneaking +1, Survival +1
Tour of Duty: NAN – Common	
<i>Attributes</i>	Body +1, Strength +1, Intuition +1
<i>Skills</i>	Firearms group +1, First Aid +1, Navigation +1, Unarmed Combat +1
<i>Aca/Pro</i>	NAN Military +3
Air Force	
<i>Skills</i>	Blades +1, Free-Fall +1, Gunnery +1, Pilot Aircraft +2, Survival +1, Tracking +1
Army	
<i>Skills</i>	Armorer +1, Blades +1, Heavy Weapons +1, Pilot Ground Craft +1, Survival +2, Throwing Weapons +1
Engineering Corps	
<i>Skills</i>	Armorer +2, Demolitions +1, Engineering group +1, Gunnery +1
Mage Corps	
<i>Skills</i>	Assensing +1, Blades +1, Conjuring group +1, Sorcery group +1, Survival +1
Medical Corps	
<i>Skills</i>	Biotech group +2
Navy	
<i>Skills</i>	Armorer +1, Blades +1, Gunnery +1, Pilot Watercraft +1, Survival +2, Swimming +1
Rigger Corps	
<i>Skills</i>	Archery +1, Blades +1, Gunnery +1, Electronics Warfare +1, Pilot Aircraft +1, Pilot Exotic Vehicle (Drones) +1, Pilot Ground Craft +1, Survival +1
Special Forces	
<i>Skills</i>	Armorer +1, Blades +1, Demolitions +1, Free-fall +1, Pilot Ground Craft +1, Pilot Watercraft +1, Sneaking +1, Survival +1
Tour of Duty: Tir Tairngire – Common	
<i>Attributes</i>	Agility +1, Strength +1
<i>Skills</i>	Firearms group +1, First Aid +1, Navigation +1, Unarmed Combat +1
<i>Aca/Pro</i>	Peacekeepers +4
Air Force	
<i>Attributes</i>	Reaction+1,
<i>Skills</i>	Armorer +1, Blades +1, Free-Fall +1, Gunnery +1, Pilot Aircraft +2, Survival +1
Border Patrol	
<i>Attributes</i>	Charisma +1
<i>Skills</i>	Armorer +1, Blades +1, Heavy Weapons +1, Perception +1, Pilot Ground Craft +1, Sneaking +1, Survival +1, Swimming +1, Throwing Weapons +1
Engineering Corps	
<i>Attributes</i>	Logic +1
<i>Skills</i>	Armorer +2, Demolitions +1, Engineering group +1, Gunnery +1
<i>Aca/Pro</i>	Tir Military Vehicles +3
Ghosts	
<i>Attributes</i>	Willpower +1
<i>Skills</i>	Armorer +1, Blades +1, Demolitions +1, Free-fall +1, Perception +1, Pilot Ground Craft +1, Pilot Watercraft +1, Sneaking +1, Survival +1

Mage Corps	
<i>Attributes</i>	Logic +1
<i>Skills</i>	Assensing +2, Arcana +1, Conjuring group +1, Sorcery group +1
Medical Corps	
<i>Attributes</i>	Logic +1
<i>Skills</i>	Biotech group +2
Navy	
<i>Attributes</i>	Body +1
<i>Skills</i>	Armorer +1, Blades +1, Gunnery +1, Perception +1, Pilot Watercraft +2, Survival +1, Swimming +1
Netwatch	
<i>Attributes</i>	Intuition +1
<i>Skills</i>	Cracking group +1, Electronics group +1, Perception +1,
<i>Aca/Pro</i>	Matrix Threats +6
Peace Keepers	
<i>Attributes</i>	Body +1
<i>Skills</i>	Armorer +1, Blades +1, Clubs +1, Free-fall +1, Heavy Weapons +1, Pilot Ground Craft +1, Perception +1, Survival +1, Throwing Weapons +1
Rigger Corps	
<i>Attributes</i>	Reaction +1
<i>Skills</i>	Gunnery +2, Electronics Warfare +2, Pilot Aircraft +1, Pilot Exotic Vehicle (Drones) +1, Pilot Ground Craft +1
Tour of Duty: UCAS/CAS/CFS – Common	
<i>Attributes</i>	Body +1, Reaction +1, Strength +1
<i>Skills</i>	Firearms group +1, First Aid +1, Navigation +1, Unarmed Combat +1
<i>Aca/Pro</i>	Military +4
<i>Qualities</i>	SINner (-5)
Air Force	
<i>Skills</i>	Armorer +2, Blades +1, Free-Fall +1, Gunnery +1, Pilot Aircraft +2, Survival +1
Army	
<i>Skills</i>	Armorer +1, Blades +1, Free-fall +1, Heavy Weapons +1, Pilot Ground Craft +1, Survival +1, Swimming +1, Throwing Weapons +2
Engineering Corps	
<i>Skills</i>	Armorer +2, Demolitions +1, Engineering group +1, Gunnery +1,
<i>Aca/Pro</i>	Military Vehicles +5
Mage Corps	
<i>Skills</i>	Assensing +2, Conjuring group +1, Perception +1, Sorcery group +1
Medical Corps	
<i>Skills</i>	Biotech group +2
<i>Aca/Pro</i>	Medicine +3
Navy	
<i>Skills</i>	Armorer +1, Blades +1, Gunnery +1, Pilot Watercraft +2, Survival +1, Swimming +1
Rigger Corps	
<i>Skills</i>	Gunnery +2, Electronics Warfare +2, Pilot Aircraft +1, Pilot Exotic Vehicle (Drones) +1, Pilot Ground Craft +1
Special Forces	
<i>Skills</i>	Armorer +1, Blades +1, Demolitions +1, Free-fall +1, Perception +1, Pilot Ground Craft +1, Pilot Watercraft +1, Sneaking +1, Survival +1, Tracking +1
Trid Stunt Driver	
<i>Attributes</i>	Intuition +1, Reaction +1

Skills Automotive Mechanic +1, Demolitions +1, Etiquette +1
(Corporate specialization), Gunnery +1, Navigation +1,
Performance +1, Pilot Aircraft +1, Pilot Ground Craft +3,
Pilot Exotic Vehicle (Drones) +1, Pilot Watercraft +2

Aca/Pro Stunt Techniques +3, Trid Studies +2

Qualities Steely Eyed Wheelman (2), Stunt Driver (4)

Urban Brawler

Attributes Agility +1, Body +1

Skills Athletics group +2, Close Combat group +2, Free-fall +1,
Intimidation +1, Performance +2

Str/Int Urban Brawl +3

Qualities Natural Athlete (7), SINner (-5), Fame (4)

Warm Body

Attributes Intuition +1, Logic +1

Skills Manipulation +1, Etiquette +1, Palming +1, Perception +2,
Running +1, Sneaking +2, Tracking +1

Str/Int Local Geography +1

Qualities Blandness (8), Corporate Pariah (-7), Location Attunement
(7), This Is Your Last Chance (-3)