	Region 15 Karma
	Amazonian – Common
Aca/Pro	Paranormal Critters +1, Amazonia +1
Str/Int	Football +1
/	Primary: Amazonian Portuguese, Secondary (Choose one
Languages	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	•
	SINIess
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,
1	Secondary (Choose one language with 1 rank): Afrikaans,
Languages	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	Bady +1
Skills	Perception +1, Etiquette +1
Str/Int	Pretoria +2
Qualities	SINner (-5)
	SINIess
Attributes	
Str/Int	City +2
	Zulu Nation
Attributes	Charisma +1
Skills	Etiquette +1
Str/Int	New Hlobane or City +2
Qualities	SINner (-5)
R ()	Caribbean League – Common
Skills	Etiquette +1
Aca/Pro	Caribbean History +1
Str/Int	Island Nation +1
,	Primary: French (Guadeloupe, Haiti, Martinique), Spanish
Languages	•
	English (the rest of the League), Secondary (Choose one

	language with 1 rank): Creole (many distinct types), Lucimi, Taino
	Bahama Archipelago
Attributes Skills Qualities	Body +1 Navigation +1, Survival +1, Swimming +1 SINner (-5)
80011163	Greater Antilles
Attributes Skills Qualities	Agility +1 Athletics +1, Navigation +1, Swimming +1 SINner (-5)
144-14-1-	Lesser Antilles
Attributes Skills Qualities	Body +1 Navigation +1, Swimming +1, Diving +1 SINner (-5)
	Miami
Attributes Skills Qualities	Navigation +1, Tracking +1, Etiquette +1 SINner (-5)
	Sinless
Attributes Str/Int	City +1
	CAS – Common
Skills Aca/Pro	Etiquette +1 History +1, CAS +1 Primary: English, Secondary: (Choose one at rank 1)
Languages	Spanish, German, Polish, Yiddish General CAS
Attributes Skills Qualities	Charisma +1 Computer +2 SINner (-5)
	Denver (CAS sector)
Attributes Skills Str/Int	Intuition +1 Negotiation +1, Computer +1 Denver +2
Qualities	SINner (-5)
	SINIess
Skills Str/Int	Body +1 City +1
<i></i>	NAN – Common
Skills	Archery +2
Aca/Pro Languages	History +1, NAN +1 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 Qualities	Athabaskan, Anishinaabe, Iroquoian SINner (-5) Athabaskan Council
Attributes	Body +1
Skills	Survival +1
	Athabaskan, Eskimo-Aleut SINner (-5)
	Denver
Attributes Skills	Intuition +1 Computer +1
Qualities	SINner (-5)
	Las Vegas

Skills Str/Int Languages Qualities	Perception +1, Manipulation +2, Etiquette +1 Gambling Games +2 Any NAN language SINner (-5)
Skills Aca/Pro Languages Qualities	Pueblo Corporate Council Electronics group +1, Etiquette +2 Business Practices +1 Uto-Aztecan, Zuni SINner (-5)
	Salish-Shidhe Council
Attributes Skills	Logic +1 Survival +1
	Salish, Siouan, Or'zet
Qualities	SINner (-5)
Guunnoo	Salt Lake City
Skills	Artisan +1, Computer +1, Etiquette +1, Negotiation +1,
	Perception +1
Str/Int	Mormons +2
Qualities	SINner (-5)
<i>Cl.://_</i>	Sicux Nation
Skills Str/Int	Outdoors group +1, Blades +2 Sioux Culture +1
	Anishinaabe, Athabaskan, Iroquioan, Siouan
Qualities	SINner (-5)
Buunnoo	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,
	Iroquioan, Siouan,
Qualities	SINner (-5) Trans-Polar Nation
Skille	
Skills Aca/Pro	Exotic Melee (Harpoon) +2, Perception +1, Survival +1
Aca/Pro	Exotic Melee (Harpoon) +2, Perception +1, Survival +1 Polar Critters +2
Aca/Pro	Exotic Melee (Harpoon) +2, Perception +1, Survival +1
Aca/Pro Languages	Exotic Melee (Harpoon) +2, Perception +1, Survival +1 Polar Critters +2 Eskimo-Aleut
Aca/Pro Languages Qualities Attributes	Exotic Melee (Harpoon) +2, Perception +1, Survival +1 Polar Critters +2 Eskimo-Aleut SINner (-5) Tsimshian Nation Strength +1
Aca/Pro Languages Qualities Attributes Skills	Exotic Melee (Harpoon) +2, Perception +1, Survival +1 Polar Critters +2 Eskimo-Aleut SINner (-5) Tsimshian Nation Strength +1 Blades +1
Aca/Pro Languages Qualities Attributes Skills Languages	Exotic Melee (Harpoon) +2, Perception +1, Survival +1 Polar Critters +2 Eskimo-Aleut SINner (-5) Tsimshian Nation Strength +1 Blades +1 Athabaskan, Tlingit, Tsimshianic, Siouan
Aca/Pro Languages Qualities Attributes Skills	Exotic Melee (Harpoon) +2, Perception +1, Survival +1 Polar Critters +2 Eskimo-Aleut SINner (-5) Tsimshian Nation Strength +1 Blades +1 Athabaskan, Tlingit, Tsimshianic, Siouan Allergy (Uncommon/Mild) (-5)
Aca/Pro Languages Qualities Attributes Skills Languages	Exotic Melee (Harpoon) +2, Perception +1, Survival +1 Polar Critters +2 Eskimo-Aleut SINner (-5) Tsimshian Nation Strength +1 Blades +1 Athabaskan, Tlingit, Tsimshianic, Siouan Allergy (Uncommon/Mild) (-5) Tir Tairngire – Common
Aca/Pro Languages Qualities Attributes Skills Languages Qualities	Exotic Melee (Harpoon) +2, Perception +1, Survival +1 Polar Critters +2 Eskimo-Aleut SINner (-5) Tsimshian Nation Strength +1 Blades +1 Athabaskan, Tlingit, Tsimshianic, Siouan Allergy (Uncommon/Mild) (-5)
Aca/Pro Languages Qualities Attributes Skills Languages Qualities Skills Aca/Pro	Exotic Melee (Harpoon) +2, Perception +1, Survival +1 Polar Critters +2 Eskimo-Aleut SINner (-5) Tsimshian Nation Strength +1 Blades +1 Athabaskan, Tlingit, Tsimshianic, Siouan Allergy (Uncommon/Mild) (-5) Tir Tairngire – Common Etiquette +1
Aca/Pro Languages Qualities Attributes Skills Languages Qualities Skills Aca/Pro	Exotic Melee (Harpoon) +2, Perception +1, Survival +1 Polar Critters +2 Eskimo-Aleut SINner (-5) Tsimshian Nation Strength +1 Blades +1 Athabaskan, Tlingit, Tsimshianic, Siouan Allergy (Uncommon/Mild) (-5) Tir Tairngire – Common Etiquette +1 History +1, Tir Tairngire +1
Aca/Pro Languages Qualities Attributes Skills Languages Qualities Skills Aca/Pro Languages	Exotic Melee (Harpoon) +2, Perception +1, Survival +1 Polar Critters +2 Eskimo-Aleut SINner (-5) Tsimshian Nation Strength +1 Blades +1 Athabaskan, Tlingit, Tsimshianic, Siouan Allergy (Uncommon/Mild) (-5) Tir Tairngire – Common Etiquette +1 History +1, Tir Tairngire +1 Primary: Sperethiel, Secondary: English 2 Dwarves/Drks/Trolls Manipulation +2, Disguise +1, Intimidation +1, Sneaking +1,
Aca/Pro Languages Qualities Attributes Skills Languages Qualities Skills Aca/Pro Languages	Exotic Melee (Harpoon) +2, Perception +1, Survival +1 Polar Critters +2 Eskimo-Aleut SINner (-5) Tsimshian Nation Strength +1 Blades +1 Athabaskan, Tlingit, Tsimshianic, Siouan Allergy (Uncommon/Mild) (-5) Tir Tairngire – Common Etiquette +1 History +1, Tir Tairngire +1 Primary: Sperethiel, Secondary: English 2 Dwarves/Orks/Trolls Manipulation +2, Disguise +1, Intimidation +1, Sneaking +1, Perception +1
Aca/Pro Languages Qualities Attributes Skills Languages Qualities Skills Aca/Pro Languages Skills Skills	Exotic Melee (Harpoon) +2, Perception +1, Survival +1 Polar Critters +2 Eskimo-Aleut SINner (-5) Tsimshian Nation Strength +1 Blades +1 Athabaskan, Tlingit, Tsimshianic, Siouan Allergy (Uncommon/Mild) (-5) Tir Tairngire – Common Etiquette +1 History +1, Tir Tairngire +1 Primary: Sperethiel, Secondary: English 2 Dwarves/Orks/Trolls Manipulation +2, Disguise +1, Intimidation +1, Sneaking +1, Perception +1 Counterculture +2
Aca/Pro Languages Qualities Attributes Skills Languages Qualities Skills Aca/Pro Languages	Exotic Melee (Harpoon) +2, Perception +1, Survival +1 Polar Critters +2 Eskimo-Aleut SINner (-5) Tsimshian Nation Strength +1 Blades +1 Athabaskan, Tlingit, Tsimshianic, Siouan Allergy (Uncommon/Mild) (-5) Tir Tairngire – Common Etiquette +1 History +1, Tir Tairngire +1 Primary: Sperethiel, Secondary: English 2 Dwarves/Orks/Trolls Manipulation +2, Disguise +1, Intimidation +1, Sneaking +1, Perception +1 Counterculture +2 SINner (-5)
Aca/Pro Languages Qualities Attributes Skills Languages Qualities Skills Aca/Pro Languages Skills Str/Int Qualities	Exotic Melee (Harpoon) +2, Perception +1, Survival +1 Polar Critters +2 Eskimo-Aleut SINner (-5) Tsimshian Nation Strength +1 Blades +1 Athabaskan, Tlingit, Tsimshianic, Siouan Allergy (Uncommon/Mild) (-5) Tir Tairngire – Common Etiquette +1 History +1, Tir Tairngire +1 Primary: Sperethiel, Secondary: English 2 Dwarves/Drks/Trolls Manipulation +2, Disguise +1, Intimidation +1, Sneaking +1, Perception +1 Counterculture +2 SINner (-5) Elves/Humans
Aca/Pro Languages Qualities Attributes Skills Languages Qualities Skills Aca/Pro Languages Skills Skills	Exotic Melee (Harpoon) +2, Perception +1, Survival +1 Polar Critters +2 Eskimo-Aleut SINner (-5) Tsimshian Nation Strength +1 Blades +1 Athabaskan, Tlingit, Tsimshianic, Siouan Allergy (Uncommon/Mild) (-5) Tir Tairngire – Common Etiquette +1 History +1, Tir Tairngire +1 Primary: Sperethiel, Secondary: English 2 Dwarves/Drks/Trolls Manipulation +2, Disguise +1, Intimidation +1, Sneaking +1, Perception +1 Counterculture +2 SINner (-5) Elves/Humans Charisma +1
Aca/Pro Languages Qualities Attributes Skills Languages Qualities Skills Aca/Pro Languages Skills Str/Int Qualities	Exotic Melee (Harpoon) +2, Perception +1, Survival +1 Polar Critters +2 Eskimo-Aleut SINner (-5) Tsimshian Nation Strength +1 Blades +1 Athabaskan, Tlingit, Tsimshianic, Siouan Allergy (Uncommon/Mild) (-5) Tir Tairngire – Common Etiquette +1 History +1, Tir Tairngire +1 Primary: Sperethiel, Secondary: English 2 Dwarves/Drks/Trolls Manipulation +2, Disguise +1, Intimidation +1, Sneaking +1, Perception +1 Counterculture +2 SINner (-5) Elves/Humans
Aca/Pro Languages Qualities Attributes Skills Languages Qualities Skills Aca/Pro Languages Skills Str/Int Qualities Skills Str/Int Qualities	Exotic Melee (Harpoon) +2, Perception +1, Survival +1 Polar Critters +2 Eskimo-Aleut SINner (-5) Tsimshian Nation Strength +1 Blades +1 Athabaskan, Tlingit, Tsimshianic, Siouan Allergy (Uncommon/Mild) (-5) Tir Tairngire – Common Etiquette +1 History +1, Tir Tairngire +1 Primary: Sperethiel, Secondary: English 2 Dwarves/Drks/Trolls Manipulation +2, Disguise +1, Intimidation +1, Sneaking +1, Perception +1 Counterculture +2 SINner (-5) Elves/Humans Charisma +1 Computer +2 SINner (-5)
Aca/Pro Languages Qualities Attributes Skills Languages Qualities Skills Aca/Pro Languages Skills Str/Int Qualities Attributes Skills Qualities	Exotic Melee (Harpoon) +2, Perception +1, Survival +1 Polar Critters +2 Eskimo-Aleut SINner (-5) Tsimshian Nation Strength +1 Blades +1 Athabaskan, Tlingit, Tsimshianic, Siouan Allergy (Uncommon/Mild) (-5) Tir Tairngire – Common Etiquette +1 History +1, Tir Tairngire +1 Primary: Sperethiel, Secondary: English 2 Dwarves/Orks/Trolls Manipulation +2, Disguise +1, Intimidation +1, Sneaking +1, Perception +1 Counterculture +2 SINner (-5) Elves/Humans Charisma +1 Computer +2 SINner (-5) UCAS – Common Computer +1
Aca/Pro Languages Qualities Attributes Skills Languages Qualities Skills Aca/Pro Languages Skills Str/Int Qualities Skills Str/Int Qualities	Exotic Melee (Harpoon) +2, Perception +1, Survival +1 Polar Critters +2 Eskimo-Aleut SINner (-5) Tsimshian Nation Strength +1 Blades +1 Athabaskan, Tlingit, Tsimshianic, Siouan Allergy (Uncommon/Mild) (-5) Tir Tairngire – Common Etiquette +1 History +1, Tir Tairngire +1 Primary: Sperethiel, Secondary: English 2 Dwarves/Drks/Trolls Manipulation +2, Disguise +1, Intimidation +1, Sneaking +1, Perception +1 Counterculture +2 SINner (-5) Elves/Humans Charisma +1 Computer +2 SINner (-5) UCAS – Common Computer +1 History +1, UCAS +1
Aca/Pro Languages Qualities Attributes Skills Languages Qualities Skills Aca/Pro Languages Skills Str/Int Qualities Attributes Skills Qualities	Exotic Melee (Harpoon) +2, Perception +1, Survival +1 Polar Critters +2 Eskimo-Aleut SINner (-5) Tsimshian Nation Strength +1 Blades +1 Athabaskan, Tlingit, Tsimshianic, Siouan Allergy (Uncommon/Mild) (-5) Tir Tairngire - Common Etiquette +1 History +1, Tir Tairngire +1 Primary: Sperethiel, Secondary: English 2 Dwarves/Orks/Trolls Manipulation +2, Disguise +1, Intimidation +1, Sneaking +1, Perception +1 Counterculture +2 SINner (-5) Elves/Humans Charisma +1 Computer +2 SINner (-5) UCAS - Common Computer +1 History +1, UCAS +1 Primary: English, Secondary: (Choose one at rank 1)
Aca/Pro Languages Qualities Attributes Skills Languages Qualities Skills Aca/Pro Languages Skills Str/Int Qualities Attributes Skills Qualities	Exotic Melee (Harpoon) +2, Perception +1, Survival +1 Polar Critters +2 Eskimo-Aleut SINner (-5) Tsimshian Nation Strength +1 Blades +1 Athabaskan, Tlingit, Tsimshianic, Siouan Allergy (Uncommon/Mild) (-5) Tir Tairngire – Common Etiquette +1 History +1, Tir Tairngire +1 Primary: Sperethiel, Secondary: English 2 Dwarves/Drks/Trolls Manipulation +2, Disguise +1, Intimidation +1, Sneaking +1, Perception +1 Counterculture +2 SINner (-5) Elves/Humans Charisma +1 Computer +2 SINner (-5) UCAS – Common Computer +1 History +1, UCAS +1 Primary: English Secondary: (Choose one at rank 1)

Attributes Skills Str/Int Languages Qualities	Etiquette +1 City +2 Any +2
	Canada
Attributes Skills Qualities	Navigation +1, Survival +1, Etiquette +1
	Denver (UCAS sector)
Attributes Skills Str/Int Qualities	Negotiation +1, Etiquette +1 Denver +2
	Seattle
Attributes Skills Str/Int Qualities	Perception +1, Intimidation +1 Seattle +2
	SINIess
Attributes Str/Int	Agility +1 City +1
	Formative Years 40 Karma
	Arcology Living
ALL Shut-	Lesie (1 Chavime (1

	Arcology Living
Attributes	Logic +1, Charima +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
Бревни	Essence rules apply.
	Bootstrap Cliché
Attributes	Logic +1, Willpower +1
Skills	Hardware +1, Locksmith +1, Sneaking +1, Software +1 (Data
A (17	Bombs specialization)
Aca/Pro	Public Grid +1
Str/Int	Sprawl Life +2
Qualities	Deck Builder (4) Brothel Child
Attributes	
Skills	Charisma +1, Willpower +1 Etiquette +1, Escape Artist +1, Sneaking +3
Str/Int	Syndicate +3
	Any, choose three +1
Lanyuayes	Child of the Shadows
Attributes	Intuition +1
	Computer +1, Manipulation +1, First Aid +1, Perception +1,
Skills	Stealth group +2
Str/Int	Safehouses +3
	Manipulation Prop
Attributes	Charisma +2
רו יוו	Animal Handling +2, Etiquette +1, Palming +2, Performance
Skills	+2, Running +1
	Corp Drone

Attributes	Logic +1, Charisma +1
Skills	Electronics group +2, Etiquette +2, Perception +1
Aca/Pro	Corporation +3
A	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
5 5	Limited Corporate SIN (-15), Born Rich (5), Privileged
Qualities	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,
n, // ,	Running+1, Gymnastics +1
Str/Int	Shipping Corps +2
Qualities	Phobia: Mild, Common (crowds) (-8), Barrens Rat (5)
Attributes	Early Emergence
Skills	Compiling +1, Decompiling +1, Software +1
Str/Int	Choose two Matrix-related +4
007111	Farm Living
Attrihutes	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	Habby +1
Qualities	Silence Is Golden (9)
144.14	Isolated Rural Upbringing
Attributes	Body +1, Strength +1 Bladae +1, Dutdagge group +2, Bunning, +1, Ungerrad
Skills	Blades +1, Dutdoors group +2, Running, +1, Unarmed Combat +1
Aca/Pro	Farming +2
100/110	running 'L

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 Poor Self Control: Attention Seeking (-5), Common Sense
Qualities	(3)
	Military Brat
Attributes Skills Aca/Pro Str/Int Qualities	Strength +1, Reaction +1 Close Combat group +2, Negotiation +1, Perception +1 Military +3 Military History +2 Uncouth (-14)
Buuntitu	Minor Wheelman
Attributes	Intuition +1, Reaction +1
Skills	Automotive Mechanic +1, Navigation +1, Pilot Ground Craft +2
Aca/Pro Qualities	Vehicle Models +1, Vehicle Parts +1 Speed Demon(3), Stunt Driver (4)
	Orphan
Attributes Skills Aca/Pro Str/Int	Willpower +1 Computer +1, Perception +2, Sneaking +2, Survival +1 Foster System +3 City +3
	Part of the Machine
Attributes Skills Str/Int	Logic +1 Electronics group +1 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 Qualities	Religion +2 First Impression (11)
A., 1 ,	Poor Kid
Skills Str/Int	Intuition +1 Survival +1, Etiquette +1, Perception +1, Unarmed Combat +1 Food Banks +2
Qualities	Home Ground (You Know A Guy) (10)
Attributes	Raised by Hooders
Skills	Intuition +1, Willpower +1 Escape Artist +1, First Aid +1, Perception +2, Running +1,
Qualities	Sneaking +1 Cynic (6)
	Rich Kid
Attributes	Charisma +1
Skills	Artisan +1, Leadership +2, Computer +2
Str/Int	Any +3
Languages Qualities	Any +3 Trust Fund (10), Prejudiced: Poor (-7)
80811162	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	, ·, ·····F-····
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
	Cybercombat +1 (Personas specialization), Electronic
Skills	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

TEEN YEARS 50 KARMA

	Athl33t
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	J .
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	
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	
Skills	Electronics groups +1, Chemistry +1, Gymnastics +1
Aca/Pro	Any, choose two +1, Corporation +2, Job +2
	Corp Teen
Attributes	
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)
Attributes	Factory Child Worker 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
opoolai	Farm Living
Attributes	Body +1, Intuition +1
Skills	Industrial Mechanic +2, Longarms +1, Pilot Ground Craft +2,
JKIIIS	Pistols +1
Aca/Pro	Farming +1
Str/Int	Any +1
Qualities	Animal Empathy (3)
	Gang Warfare
Attributes	, · · · ·
	Blades +2, Firearms group +1, First Aid +1, Leadership +1,
Skills	Negotiation +1, Perception +1, Running +1, Sneaking +1,
	Survival +1
Str/Int	City +2 Black Market Pipeline (10), Paranoia (-7), Uneducated (-8),
Qualities	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
Str/Int Qualities	Any Matrix-related +1 Quick Healer (3)
Qualities	Quick Healer (3) Hacker Club Logic +1, Intuition +1
Qualities Attributes	Quick Healer (3) Hacker Club Logic +1, Intuition +1 Computer +2, Hacking +1, Hardware +1, Electronics Warfare
Qualities Attributes Skills	Quick Healer (3) Hacker Club Logic +1, Intuition +1 Computer +2, Hacking +1, Hardware +1, Electronics Warfare +1
Qualities Attributes Skills Str/Int	Quick Healer (3) Hacker Club Logic +1, Intuition +1 Computer +2, Hacking +1, Hardware +1, Electronics Warfare +1 Any Matrix-related +1, Technical +1
Qualities Attributes Skills	Quick Healer (3) Hacker Club Logic +1, Intuition +1 Computer +2, Hacking +1, Hardware +1, Electronics Warfare +1 Any Matrix-related +1, Technical +1 Data Anomaly (3)
Qualities Attributes Skills Str/Int Qualities	Quick Healer (3) Hacker Club Logic +1, Intuition +1 Computer +2, Hacking +1, Hardware +1, Electronics Warfare +1 Any Matrix-related +1, Technical +1 Data Anomaly (3) High School
Qualities Attributes Skills Str/Int Qualities	Quick Healer (3) Hacker Club Logic +1, Intuition +1 Computer +2, Hacking +1, Hardware +1, Electronics Warfare +1 Any Matrix-related +1, Technical +1 Data Anomaly (3) High School Charisma +1, Logic +1
Qualities Attributes Skills Str/Int Qualities	Quick Healer (3) Hacker Club Logic +1, Intuition +1 Computer +2, Hacking +1, Hardware +1, Electronics Warfare +1 Any Matrix-related +1, Technical +1 Data Anomaly (3) High School Charisma +1, Logic +1 Athletics group +1, Computers +2, Chemistry +1, Software
Qualities Attributes Skills Str/Int Qualities Attributes Skills	Quick Healer (3) Hacker Club Logic +1, Intuition +1 Computer +2, Hacking +1, Hardware +1, Electronics Warfare +1 Any Matrix-related +1, Technical +1 Data Anomaly (3) High School Charisma +1, Logic +1 Athletics group +1, Computers +2, Chemistry +1, Software +2
Qualities Attributes Skills Str/Int Qualities Attributes Skills Aca/Pro	Quick Healer (3) Hacker Club Logic +1, Intuition +1 Computer +2, Hacking +1, Hardware +1, Electronics Warfare +1 Any Matrix-related +1, Technical +1 Data Anomaly (3) High School Charisma +1, Logic +1 Athletics group +1, Computers +2, Chemistry +1, Software +2 Any, choose two +1
Uualities Attributes Skills Str/Int Qualities Attributes Skills Aca/Pro Str/Int	Quick Healer (3) Hacker Club Logic +1, Intuition +1 Computer +2, Hacking +1, Hardware +1, Electronics Warfare +1 Any Matrix-related +1, Technical +1 Data Anomaly (3) High School Charisma +1, Logic +1 Athletics group +1, Computers +2, Chemistry +1, Software +2 Any, choose two +1 Hometown/City +1
Qualities Attributes Skills Str/Int Qualities Attributes Skills Aca/Pro	Quick Healer (3) Hacker Club Logic +1, Intuition +1 Computer +2, Hacking +1, Hardware +1, Electronics Warfare +1 Any Matrix-related +1, Technical +1 Data Anomaly (3) High School Charisma +1, Logic +1 Athletics group +1, Computers +2, Chemistry +1, Software +2 Any, choose two +1 Hometown/City +1
Uualities Attributes Skills Str/Int Qualities Attributes Skills Aca/Pro Str/Int	Quick Healer (3) Hacker Club Logic +1, Intuition +1 Computer +2, Hacking +1, Hardware +1, Electronics Warfare +1 Any Matrix-related +1, Technical +1 Data Anomaly (3) High School Charisma +1, Logic +1 Athletics group +1, Computers +2, Chemistry +1, Software +2 Any, choose two +1 Hometown/City +1 Any +1 Home Tutored
Qualities Attributes Skills Str/Int Qualities Attributes Skills Aca/Pro Str/Int Languages	Quick Healer (3) Hacker Club Logic +1, Intuition +1 Computer +2, Hacking +1, Hardware +1, Electronics Warfare +1 Any Matrix-related +1, Technical +1 Data Anomaly (3) High School Charisma +1, Logic +1 Athletics group +1, Computers +2, Chemistry +1, Software +2 Any, choose two +1 Hometown/City +1 Any +1 Home Tutored
Qualities Attributes Skills Str/Int Qualities Attributes Skills Aca/Pro Str/Int Languages Attributes	Quick Healer (3) Hacker Club Logic +1, Intuition +1 Computer +2, Hacking +1, Hardware +1, Electronics Warfare +1 Any Matrix-related +1, Technical +1 Data Anomaly (3) High School Charisma +1, Logic +1 Athletics group +1, Computers +2, Chemistry +1, Software +2 Any, choose two +1 Hometown/City +1 Any +1 Home Tutored Logic +1, Willpower +1
Qualities Attributes Skills Str/Int Qualities Attributes Skills Aca/Pro Str/Int Languages Attributes Skills Aca/Pro Languages	Quick Healer (3) Hacker Club Logic +1, Intuition +1 Computer +2, Hacking +1, Hardware +1, Electronics Warfare +1 Any Matrix-related +1, Technical +1 Data Anomaly (3) High School Charisma +1, Logic +1 Athletics group +1, Computers +2, Chemistry +1, Software +2 Any, choose two +1 Hometown/City +1 Any +1 Home Tutored Logic +1, Willpower +1 Chemistry +1, Computers +3, Software +2 Any, choose two +3 Any +2
Uualities Attributes Skills Str/Int Uualities Attributes Skills Aca/Pro Str/Int Languages Attributes Skills Aca/Pro	Duick Healer (3)Hacker ClubLogic +1, Intuition +1Computer +2, Hacking +1, Hardware +1, Electronics Warfare+1Any Matrix-related +1, Technical +1Data Anomaly (3)High SchoolCharisma +1, Logic +1Athletics group +1, Computers +2, Chemistry +1, Software+2Any, choose two +1Hometown/City +1Any +1Logic +1, Willpower +1Chemistry +1, Computers +3, Software +2Any, choose two +3Any +2Social Stress (-8)
Qualities Attributes Skills Str/Int Qualities Attributes Skills Aca/Pro Str/Int Languages Skills Actributes Skills Aca/Pro Languages Qualities	Hacker Club Logic +1, Intuition +1 Computer +2, Hacking +1, Hardware +1, Electronics Warfare +1 Any Matrix-related +1, Technical +1 Data Anomaly (3) High School Charisma +1, Logic +1 Athletics group +1, Computers +2, Chemistry +1, Software +2 Any, choose two +1 Home Tutored Logic +1, Willpower +1 Chemistry +1, Computers +3, Software +2 Any, choose two +3 Any, choose two +3 Any, choose two +3 Any +2 Social Stress (-8) Isolated Rural Upbringing
Qualities Attributes Skills Str/Int Qualities Attributes Skills Aca/Pro Str/Int Languages Attributes Skills Aca/Pro Languages	Hacker Club Logic +1, Intuition +1 Computer +2, Hacking +1, Hardware +1, Electronics Warfare +1 Any Matrix-related +1, Technical +1 Data Anomaly (3) High School Charisma +1, Logic +1 Athletics group +1, Computers +2, Chemistry +1, Software +2 Any, choose two +1 Home Tutored Logic +1, Willpower +1 Chemistry +1, Computers +3, Software +2 Any, choose two +3 Any +2 Social Stress (-8) Body +1, Willpower +1
Qualities Attributes Skills Str/Int Qualities Attributes Skills Aca/Pro Str/Int Languages Skills Actributes Skills Aca/Pro Languages Qualities	Hacker Club Logic +1, Intuition +1 Computer +2, Hacking +1, Hardware +1, Electronics Warfare +1 Any Matrix-related +1, Technical +1 Data Anomaly (3) High School Charisma +1, Logic +1 Athletics group +1, Computers +2, Chemistry +1, Software +2 Any, choose two +1 Home Tutored Logic +1, Willpower +1 Chemistry +1, Computers +3, Software +2 Any, choose two +3 Any +2 Social Stress (-8) Body +1, Willpower +1 Blades +1, First Aid +1, Gymnastics +1, Longarms +1,
Qualities Attributes Skills Str/Int Qualities Attributes Skills Aca/Pro Str/Int Languages Skills Aca/Pro Languages Qualities	Number of StatesHacker ClubLogic +1, Intuition +1Computer +2, Hacking +1, Hardware +1, Electronics Warfare+1Any Matrix-related +1, Technical +1Data Anomaly (3)High SchoolCharisma +1, Logic +1Athletics group +1, Computers +2, Chemistry +1, Software+2Any, choose two +1Home TutoredLogic +1, Willpower +1Chemistry +1, Computers +3, Software +2Any, choose two +3Any +2Social Stress (-8)Isolated Rural UpbringingBody +1, Willpower +1Blades +1, First Aid +1, Gymnastics +1, Longarms +1,Dutdoors group +1, Perception +2, Sneaking +1
Uualities Attributes Skills Str/Int Uualities Attributes Skills Aca/Pro Str/Int Languages Skills Aca/Pro Languages Uualities Skills Aca/Pro Languages Uualities	Hacker Club Logic +1, Intuition +1 Computer +2, Hacking +1, Hardware +1, Electronics Warfare +1 Any Matrix-related +1, Technical +1 Data Anomaly (3) High School Charisma +1, Logic +1 Athletics group +1, Computers +2, Chemistry +1, Software +2 Any, choose two +1 Home Tutored Logic +1, Willpower +1 Chemistry +1, Computers +3, Software +2 Any, choose two +3 Any +2 Social Stress (-8) Body +1, Willpower +1 Blades +1, First Aid +1, Gymnastics +1, Longarms +1, Dutdoors group +1, Perception +2, Sneaking +1 Citters +2
Qualities Attributes Skills Str/Int Qualities Attributes Skills Aca/Pro Str/Int Languages Skills Aca/Pro Languages Qualities	Number of StatesHacker ClubLogic +1, Intuition +1Computer +2, Hacking +1, Hardware +1, Electronics Warfare+1Any Matrix-related +1, Technical +1Data Anomaly (3)High SchoolCharisma +1, Logic +1Athletics group +1, Computers +2, Chemistry +1, Software+2Any, choose two +1Home TutoredLogic +1, Willpower +1Chemistry +1, Computers +3, Software +2Any, choose two +3Any +2Social Stress (-8)Isolated Rural UpbringingBody +1, Willpower +1Blades +1, First Aid +1, Gymnastics +1, Longarms +1,Dutdoors group +1, Perception +2, Sneaking +1

Attributes Resonance +1, Willpower +1

Skills	Perception +2, Registering +2, Software +1
Str/Int	Any Matrix-related +2, Any +1 Profiler (3)
Qualities	Magical Education - Common
Attributes	Willpower +1, Charisma +1
Skills	Arcana +2
Aca/Pro	Magical Theory +2, Any, choose two +4, Any +3
Languages	
Qualities	Corporate Limited SIN (-15)
	Magician +1 to two of the following: Sorcery group, Conjuring group,
Skills	Enchanting group
	Adept
Skills	+1 to two of the following: Close Combat group, Firearms
אנאאנ	group, Stealth group
	Aspected Magician
Skills	+1 to one of the following: Sorcery group, Conjuring group,
3KIIIS	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,
Aca/Pro	Intimidation +1 Psychology +2
Str/Int	Any Matrix-related +1
Qualities	Too Pretty to Hit (3)
	Military School
Attributes	Body +1, Charisma +1
<i></i>	Blades +1, Electronics group +1, Firearms group +1, First Aid
Skills	+1, Leadership +1, Unarmed Combat +1, Running +1,
Aca/Pro	Swimming +1 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,
Str/Int	Athletics group +1, Manipulation +1, Demolitions +1
Dualities	Merc Corps +2, Geography +2 Antipathy (8)
000111123	Preparatory School
Attributes	• •
Skills	Chemistry +1, Computers +1, Etiquette +1
Aca/Pro	Any, choose two +1
Str/Int Qualities	Any +1 First Immersion (11)
LUAIILIES	First Impression (11) Shanghaied
Attributes	
Skills	Diving +1, Nautical Mechanic +1, Navigation +1, Swimming +2
Aca/Pro	Geography +1
Qualities	Sense of Direction (3)
Au 1 1	Street Kid
Attributes	Body +1, Willpower +1 Acting group +2, Clubs +1, Etiquette +1, Gymnastics +1,
Skills	Intimidation +1, First Aid +1, Negotiation +1, Perception +1,
5,,,,,,,	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
Attributes	Techno-Rigger, Qu'est-Ce Que C'est Resonance +1, Reaction +1
Skills	Compiling +2, Pilot Aircraft +1, Pilot Ground Craft +1,
Aca/Pro	Registering +1 Vehicles +1
Str/Int	City +1
Qualities	Dealer Connection (3) Test Subject
Attributes	
Skills	Biotechnology +1, Cybertechnology +1, Influence group +1
Aca/Pro Str/Int	Metahuman Biology +1, Tananahuman Dhilananhu +1
Str/Int Qualities	Transhuman Philosophy +1 Biocompatibility (5)
Special	16,000¥ in augmentations
	The Easiest Mark
Attributes	Charisma +1, Intuition +1
Skills Str/Int	Acting group +2, Forgery +3, Perception +1 Any, choose two +3
Qualities	Big Regret (-5), Wanted (-10)
	The Flow
Attributes	
Skills Str/Int	Chemistry +1, Hacking +2, Palming +1, Software +1
Stry m Qualities	Any Matrix-related +2, Any Drug-related +1 Common Sense (3)
80011100	
	Further Educations
Attaibutaa	Community College (55 Karma) – Common
Attributes	Community College (55 Karma) – Common Logic +1, Willpower +1
	Community College (55 Karma) – Common
Skills	Community College (55 Karma) – Common Logic +1, Willpower +1 Architecture Artisan (Drawing specialization), First Aid +1, Industrial Mechanic +1
	Community College (55 Karma) – Common Logic +1, Willpower +1 Architecture Artisan (Drawing specialization), First Aid +1, Industrial Mechanic +1 Buildings +5
Skills	Community College (55 Karma) – Common Logic +1, Willpower +1 Architecture Artisan (Drawing specialization), First Aid +1, Industrial Mechanic +1
Skills Aca/Pro	Community College (55 Karma) – Common Logic +1, Willpower +1 Architecture Artisan (Drawing specialization), First Aid +1, Industrial Mechanic +1 Buildings +5 Art
Skills Aca/Pro Skills Aca/Pro	Community College (55 Karma) – Common Logic +1, Willpower +1 Architecture Artisan (Drawing specialization), First Aid +1, Industrial Mechanic +1 Buildings +5 Art Artisan +3 Art History +3 Business
Skills Aca/Pro Skills Aca/Pro Skills	Community College (55 Karma) – Common Logic +1, Willpower +1 Architecture Artisan (Drawing specialization), First Aid +1, Industrial Mechanic +1 Buildings +5 Art Artisan +3 Art History +3 Business Manipulation +1, Etiquette +1, Negotiation +2
Skills Aca/Pro Skills Aca/Pro	Community College (55 Karma) – Common Logic +1, Willpower +1 Architecture Artisan (Drawing specialization), First Aid +1, Industrial Mechanic +1 Buildings +5 Art Artisan +3 Art History +3 Business Manipulation +1, Etiquette +1, Negotiation +2 Economics +5
Skills Aca/Pro Skills Aca/Pro Skills	Community College (55 Karma) – Common Logic +1, Willpower +1 Architecture Artisan (Drawing specialization), First Aid +1, Industrial Mechanic +1 Buildings +5 Art Artisan +3 Art History +3 Business Manipulation +1, Etiquette +1, Negotiation +2
Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro	Community College (55 Karma) – Common Logic +1, Willpower +1 Architecture Artisan (Drawing specialization), First Aid +1, Industrial Mechanic +1 Buildings +5 Art Artisan +3 Art History +3 Business Manipulation +1, Etiquette +1, Negotiation +2 Economics +5 Computer Science Cybercombat +1, Electronics group +1, Hacking +1 Matrix Design +6
Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro	Community College (55 Karma) – Common Logic +1, Willpower +1 Architecture Artisan (Drawing specialization), First Aid +1, Industrial Mechanic +1 Buildings +5 Art Artisan +3 Art History +3 Business Manipulation +1, Etiquette +1, Negotiation +2 Economics +5 Computer Science Cybercombat +1, Electronics group +1, Hacking +1 Matrix Design +6 Engineering
Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro	Community College (55 Karma) – Common Logic +1, Willpower +1 Architecture Artisan (Drawing specialization), First Aid +1, Industrial Mechanic +1 Buildings +5 Art Artisan +3 Art History +3 Business Manipulation +1, Etiquette +1, Negotiation +2 Economics +5 Computer Science Cybercombat +1, Electronics group +1, Hacking +1 Matrix Design +6 Engineering Chemistry +1, Hardware +1, Industrial Mechanic +2
Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro	Community College (55 Karma) – Common Logic +1, Willpower +1 Architecture Artisan (Drawing specialization), First Aid +1, Industrial Mechanic +1 Buildings +5 Art Artisan +3 Art History +3 Business Manipulation +1, Etiquette +1, Negotiation +2 Economics +5 Computer Science Cybercombat +1, Electronics group +1, Hacking +1 Matrix Design +6 Engineering
Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro	Community College (55 Karma) – Common Logic +1, Willpower +1 Architecture Artisan (Drawing specialization), First Aid +1, Industrial Mechanic +1 Buildings +5 Art Artisan +3 Art History +3 Business Manipulation +1, Etiquette +1, Negotiation +2 Economics +5 Computer Science Cybercombat +1, Electronics group +1, Hacking +1 Matrix Design +6 Engineering Chemistry +1, Hardware +1, Industrial Mechanic +2 Engineering +5 History Computer +1, Software +2
Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills	Community College (55 Karma) – Common Logic +1, Willpower +1 Architecture Artisan (Drawing specialization), First Aid +1, Industrial Mechanic +1 Buildings +5 Art Artisan +3 Art History +3 Business Manipulation +1, Etiquette +1, Negotiation +2 Economics +5 Computer Science Cybercombat +1, Electronics group +1, Hacking +1 Matrix Design +6 Engineering Chemistry +1, Hardware +1, Industrial Mechanic +2 Engineering +5 History Computer +1, Software +2 National or World History +5
Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro	Community College (55 Karma) – Common Logic +1, Willpower +1 Architecture Artisan (Drawing specialization), First Aid +1, Industrial Mechanic +1 Buildings +5 Art Artisan +3 Art History +3 Business Manipulation +1, Etiquette +1, Negotiation +2 Economics +5 Computer Science Cybercombat +1, Electronics group +1, Hacking +1 Matrix Design +6 Engineering Chemistry +1, Hardware +1, Industrial Mechanic +2 Engineering +5 History Computer +1, Software +2 National or World History +5 Languages
Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills	Community College (55 Karma) – Common Logic +1, Willpower +1 Architecture Artisan (Drawing specialization), First Aid +1, Industrial Mechanic +1 Buildings +5 Art Art Artisan +3 Art History +3 Business Manipulation +1, Etiquette +1, Negotiation +2 Economics +5 Computer Science Cybercombat +1, Electronics group +1, Hacking +1 Matrix Design +6 Engineering Chemistry +1, Hardware +1, Industrial Mechanic +2 Engineering +5 History Computer +1, Software +2 National or World History +5 Languages Negotiation +1, Etiquette +1
Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills	Community College (55 Karma) – Common Logic +1, Willpower +1 Architecture Artisan (Drawing specialization), First Aid +1, Industrial Mechanic +1 Buildings +5 Art Artisan +3 Art History +3 Business Manipulation +1, Etiquette +1, Negotiation +2 Economics +5 Computer Science Cybercombat +1, Electronics group +1, Hacking +1 Matrix Design +6 Engineering Chemistry +1, Hardware +1, Industrial Mechanic +2 Engineering +5 History Computer +1, Software +2 National or World History +5 Languages
Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro	Community College (55 Karma) – Common Logic +1, Willpower +1 Architecture Artisan (Drawing specialization), First Aid +1, Industrial Mechanic +1 Buildings +5 Art Artisan +3 Art History +3 Business Manipulation +1, Etiquette +1, Negotiation +2 Economics +5 Computer Science Cybercombat +1, Electronics group +1, Hacking +1 Matrix Design +6 Engineering Chemistry +1, Hardware +1, Industrial Mechanic +2 Engineering +5 History Computer +1, Software +2 National or World History +5 Languages Negotiation +1, Etiquette +1 Any +6, Any +5 Law Etiquette +1, Negotiation +2, Performance +1
Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills	Community College (55 Karma) – Common Logic +1, Willpower +1 Architecture Artisan (Drawing specialization), First Aid +1, Industrial Mechanic +1 Buildings +5 Art Artisan +3 Art History +3 Business Manipulation +1, Etiquette +1, Negotiation +2 Economics +5 Computer Science Cybercombat +1, Electronics group +1, Hacking +1 Matrix Design +6 Engineering Chemistry +1, Hardware +1, Industrial Mechanic +2 Engineering +5 History Computer +1, Software +2 National or World History +5 Languages Negotiation +1, Etiquette +1 Any +6, Any +5 Law

Skills	Artisan (Writing specialization), Etiquette +1
Aca/Pro	Literature +5 Magic
Skills	Sorcery group +1
Aca/Pro	Magical Theory or Metaplanes +5
	Mathematics
Skills	Computer +1, Etiquette +1, Software +2
Aca/Pro	Mathematics +5
,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	Medicine
Skills	Biotech group +2, Chemistry +1
Aca/Pro	Medicine +6
ALd/ FTU	Medicine +0 Metahumanities
01.11	
Skills	Computer +1
Aca/Pro	Ancient Language/Philosophy/Religion +13 (spread among
	at least three subjects, minimum 3 ranks each)
	Natural Sciences
Skills	Computer +1, First Aid +1, Software +2
Aca/Pro	Chemistry or Physics or Biology +5
	Social Studies
Skills	Computer +1
	Sociology/Psychology/Archaeology/Criminology/Politics
Aca/Pro	+13 (spread among at least three subjects, minimum 3
,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	ranks each)
	Trade School Shop
Attributes	Logic +1
Skills	-
JKIIIS	Engineering group +1
Aca/Pro	Practical Mechanics +2, Industrial Manufacturers +2,
- /	Machine Parts +2
Qualities	Grease Monkey (8)
	Corp College (65 Karma)
Attributes	Logic +1, Intuition +1
Skills	Etiquette +1 (Academic specialization), First Aid +1,
סאוואט	Instruction +1, Performance +1, Perception +1
Aca/Pro	Any +1
Language	Any +1
	, College Education (4) or Technical School Education (4),
Qualities	Common Sense (3), Day Job (-5), Perceptive (5)
	Ivy League University (80 Karma) – Common
Attributes	Charisma +1, Logic +1, Willpower +1
Skills	Computer +1, Etiquette +1, Perception +1
Aca/Pro	Any +4
01.://	Architecture
Skills	First Aid +1, Industrial Mechanic +1
Aca/Pro	Buildings +6
<i>a</i>	Art
Skills	Artisan +2
Aca/Pro	
	Art History +4
Skills	Business
JKIIIS	•
skiis Aca/Pro	Business
	Business Etiquette +1, Negotiation +1
	Business Etiquette +1, Negotiation +1 Economics +6 Computer Science
Aca/Pro Skills	Business Etiquette +1, Negotiation +1 Economics +6 Computer Science Electronics group +1
Aca/Pro	Business Etiquette +1, Negotiation +1 Economics +6 Computer Science Electronics group +1 Matrix Design +5
Aca/Pro Skills Aca/Pro	Business Etiquette +1, Negotiation +1 Economics +6 Computer Science Electronics group +1 Matrix Design +5 Engineering
Aca/Pro Skills Aca/Pro Skills	Business Etiquette +1, Negotiation +1 Economics +6 Computer Science Electronics group +1 Matrix Design +5 Engineering Chemistry +1, Industrial Mechanic +1
Aca/Pro Skills Aca/Pro	Business Etiquette +1, Negotiation +1 Economics +6 Computer Science Electronics group +1 Matrix Design +5 Engineering Chemistry +1, Industrial Mechanic +1 Engineering +6
Aca/Pro Skills Aca/Pro Skills Aca/Pro	Business Etiquette +1, Negotiation +1 Economics +6 Computer Science Electronics group +1 Matrix Design +5 Engineering Chemistry +1, Industrial Mechanic +1 Engineering +6 History
Aca/Pro Skills Aca/Pro Skills	Business Etiquette +1, Negotiation +1 Economics +6 Computer Science Electronics group +1 Matrix Design +5 Engineering Chemistry +1, Industrial Mechanic +1 Engineering +6

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

	1.1.
Skills	Literature Artisan +1 (Writing specialization), Computer +1
skiiis Aca/Pro	Artisan +1 (writing specialization), Computer +1 Literature +5
ALO/IIU	Magic
Skills	Sorcery group +1
Aca/Pro	Magical Theory or Metaplanes +5
	Mathematics
Skills	Computer +1, Etiquette +1, Software +2
Aca/Pro	Mathematics +5
Skills	Medicine Biotech group +2, Chemistry +1
okiiis Aca/Pro	Medicine +6
100,110	Metahumanities
Skills	Computer +1
Aca/Pro	Ancient Language/Philosophy/Religion +13 (spread among
	at least three subjects, maximum 7 ranks in one area)
<i></i>	Natural Sciences
Skills Aca/Pro	Computer +1, First Aid +1, Software +2
ACA/ Pro	Chemistry or Physics or Biology +5 Social Studies
Skills	Computer +1
58,770	Sociology/Psychology/Archaeology/Criminology/Politics
Aca/Pro	+13 (spread among desired subjects, maximum 6 ranks in
	one area)
	Montana Tech and Geomancy (40 Karma)
Attributes	5
Skills	Computers +2, Perception +1, Chemistry +1, Demolitions +1, Industrial Mechanic +2
Aca/Pro	Geology +3, Parageology +3, Surveying +1
	ate University or College (75 Karma) – Common
	Logic +1, Willpower +1
Skills	
DKIND	Computer +1, Perception +1, Etiquette +1
Aca/Pro	Any +4
	Any +4 Architecture
	Any +4 Architecture Artisan +1 (Drawing specialization), First Aid +1, Industrial
Aca/Pro Skills	Any +4 Architecture Artisan +1 (Drawing specialization), First Aid +1, Industrial Mechanic +1
Aca/Pro	Any +4 Architecture Artisan +1 (Drawing specialization), First Aid +1, Industrial
Aca/Pro Skills	Any +4 Architecture Artisan +1 (Drawing specialization), First Aid +1, Industrial Mechanic +1 Buildings +5
Aca/Pro Skills Aca/Pro	Any +4 Architecture Artisan +1 (Drawing specialization), First Aid +1, Industrial Mechanic +1 Buildings +5 Art Artisan +3 Art History +3
Aca/Pro Skills Aca/Pro Skills Aca/Pro	Any +4 Architecture Artisan +1 (Drawing specialization), First Aid +1, Industrial Mechanic +1 Buildings +5 Art Artisan +3 Art History +3 Business
Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills	Any +4 Architecture Artisan +1 (Drawing specialization), First Aid +1, Industrial Mechanic +1 Buildings +5 Art Artisan +3 Art History +3 Business Manipulation +1, Etiquette +1, Negotiation +2
Aca/Pro Skills Aca/Pro Skills Aca/Pro	Any +4 Architecture Artisan +1 (Drawing specialization), First Aid +1, Industrial Mechanic +1 Buildings +5 Art Art Artisan +3 Art History +3 Business Manipulation +1, Etiquette +1, Negotiation +2 Economics +5
Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro	Any +4 Architecture Artisan +1 (Drawing specialization), First Aid +1, Industrial Mechanic +1 Buildings +5 Art Artisan +3 Art History +3 Business Manipulation +1, Etiquette +1, Negotiation +2 Economics +5 Computer Science
Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills	Any +4 Architecture Artisan +1 (Drawing specialization), First Aid +1, Industrial Mechanic +1 Buildings +5 Art Art Artisan +3 Art History +3 Business Manipulation +1, Etiquette +1, Negotiation +2 Economics +5
Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills	Any +4 Architecture Artisan +1 (Drawing specialization), First Aid +1, Industrial Mechanic +1 Buildings +5 Art Artisan +3 Art History +3 Business Manipulation +1, Etiquette +1, Negotiation +2 Economics +5 Computer Science Cybercombat +1, Electronics group +1, Hacking +1
Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills	Any +4 Architecture Artisan +1 (Drawing specialization), First Aid +1, Industrial Mechanic +1 Buildings +5 Art Artisan +3 Art History +3 Business Manipulation +1, Etiquette +1, Negotiation +2 Economics +5 Computer Science Cybercombat +1, Electronics group +1, Hacking +1 Matrix Design +6 Engineering Chemistry +1, Hardware +1, Industrial Mechanic +2
Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro	Any +4 Architecture Artisan +1 (Drawing specialization), First Aid +1, Industrial Mechanic +1 Buildings +5 Art Artisan +3 Art History +3 Business Manipulation +1, Etiquette +1, Negotiation +2 Economics +5 Computer Science Cybercombat +1, Electronics group +1, Hacking +1 Matrix Design +6 Engineering Chemistry +1, Hardware +1, Industrial Mechanic +2 Engineering +5
Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro	Any +4 Architecture Architecture Artisan +1 (Drawing specialization), First Aid +1, Industrial Mechanic +1 Buildings +5 Art Artisan +3 Art History +3 Business Manipulation +1, Etiquette +1, Negotiation +2 Economics +5 Computer Science Cybercombat +1, Electronics group +1, Hacking +1 Matrix Design +6 Engineering Chemistry +1, Hardware +1, Industrial Mechanic +2 Engineering +5 History
Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro	Any +4 Architecture Artisan +1 (Drawing specialization), First Aid +1, Industrial Mechanic +1 Buildings +5 Art Art Artisan +3 Art History +3 Business Manipulation +1, Etiquette +1, Negotiation +2 Economics +5 Computer Science Cybercombat +1, Electronics group +1, Hacking +1 Matrix Design +6 Engineering Chemistry +1, Hardware +1, Industrial Mechanic +2 Engineering +5 History Computer +1, Software +2
Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro	Any +4 Architecture Architecture Artisan +1 (Drawing specialization), First Aid +1, Industrial Mechanic +1 Buildings +5 Art Artisan +3 Art History +3 Business Manipulation +1, Etiquette +1, Negotiation +2 Economics +5 Computer Science Cybercombat +1, Electronics group +1, Hacking +1 Matrix Design +6 Engineering Chemistry +1, Hardware +1, Industrial Mechanic +2 Engineering +5 History Computer +1, Software +2 National or World History +5
Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro	Any +4 Architecture Artisan +1 (Drawing specialization), First Aid +1, Industrial Mechanic +1 Buildings +5 Art Artisan +3 Art History +3 Business Manipulation +1, Etiquette +1, Negotiation +2 Economics +5 Computer Science Cybercombat +1, Electronics group +1, Hacking +1 Matrix Design +6 Engineering Chemistry +1, Hardware +1, Industrial Mechanic +2 Engineering +5 History Computer +1, Software +2 National or World History +5 Languages
Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro	Any +4 Architecture Architecture Artisan +1 (Drawing specialization), First Aid +1, Industrial Mechanic +1 Buildings +5 Art Artisan +3 Art History +3 Business Manipulation +1, Etiquette +1, Negotiation +2 Economics +5 Computer Science Cybercombat +1, Electronics group +1, Hacking +1 Matrix Design +6 Engineering Chemistry +1, Hardware +1, Industrial Mechanic +2 Engineering +5 History Computer +1, Software +2 National or World History +5
Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro	Any +4 Architecture Artisan +1 (Drawing specialization), First Aid +1, Industrial Mechanic +1 Buildings +5 Art Artisan +3 Art History +3 Business Manipulation +1, Etiquette +1, Negotiation +2 Economics +5 Computer Science Cybercombat +1, Electronics group +1, Hacking +1 Matrix Design +6 Engineering Chemistry +1, Hardware +1, Industrial Mechanic +2 Engineering +5 History Computer +1, Software +2 National or World History +5 Languages Negotiation +1, Etiquette +1
Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro	Any +4 Architecture Artisan +1 (Drawing specialization), First Aid +1, Industrial Mechanic +1 Buildings +5 Art Artisan +3 Art History +3 Business Manipulation +1, Etiquette +1, Negotiation +2 Economics +5 Computer Science Cybercombat +1, Electronics group +1, Hacking +1 Matrix Design +6 Engineering Chemistry +1, Hardware +1, Industrial Mechanic +2 Engineering +5 History Computer +1, Software +2 National or World History +5 Languages Negotiation +1, Etiquette +1 Any +6, Any +5 Law Etiquette +1, Negotiation +2, Performance +1
Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro Skills Aca/Pro	Any +4 Architecture Artisan +1 (Drawing specialization), First Aid +1, Industrial Mechanic +1 Buildings +5 Art Artisan +3 Art History +3 Business Manipulation +1, Etiquette +1, Negotiation +2 Economics +5 Computer Science Cybercombat +1, Electronics group +1, Hacking +1 Matrix Design +6 Engineering Chemistry +1, Hardware +1, Industrial Mechanic +2 Engineering +5 History Computer +1, Software +2 National or World History +5 Languages Negotiation +1, Etiquette +1 Any +6, Any +5 Law

Skills Artisan +1 (Writing specialization). Computer +1, Instruction +1 Aca/Pra Literature +5 Skills Sorcery group +1 Aca/Pra Magical Theory or Metaplanes +5 Mathematics Mathematics Skills Computer +1, Etiquette +1, Software +2 Aca/Pra Mathematics Skills Biotech group +2, Biotechnology +1, Chemistry +1 Aca/Pra Mactione +5 Medicine +5 Medicine +6 Skills Computer +1 Aca/Pra Mactione +1, Software +2 Aca/Pra Computer +1, Software +2 Aca/Pra Computer +1, Software +2 Aca/Pra Computer +1, Software +2 Aca/Pra Chemistry or Physics or Biology +5 Scial Studies Social Studies Skills Computer +1, Logic +1 Social Studies Social Studies Skills Computer +1, Etiguette +1 Aca/Pra Any, choose two +1 Matributes Body +1, Logic +1 Skills Atheletics group +1 Mattributes Legic +1 Skills Atheletics group +1	Cl.://_			
+1 Aca/Pro Literature +5 Magic Skills Sorcery group +1 Aca/Pro Magical Theory or Metaplanes +5 Mathematics Mathematics Skills Computer +1, Etiquette +1, Software +2 Aca/Pro Mathematics +5 Mathematics +5 Medicine Skills Biotech group +2, Biotechnology +1, Chemistry +1 Aca/Pro Metahumanities Skills Computer +1 Aca/Pro Metaiumanities Skills Computer +1 Ancient Language/Philosophy/Religion) +13 (spread among desired subjects, maximum 6 ranks in one area) Natural Sciences Skills Skills Computer +1, First Aid +1, Software +2 Aca/Pro Chemistry or Physics or Biology +5 Sociology/Psychology/Archaeology/Criminology/Politics) Aca/Pro Stadent Athlete (55 Karma) - Common Attributes Body +1, Logic +1 Sociology/Psychology/Archaeology/Criminology/Politics) Aca/Pro Any, choose two +1 Bualities Fame (4) Estudent Athlete (55 Karma) - Common Mathematics group +1 Skills Athletics group +1 Bualities Fame (4) Usensis Skills Skills Fat	JKIIIS	Artisan +1 (Writing specialization), Computer +1, Instruction		
Magic Skills Sorcery group +1 Aca/Pro Magical Theory or Metaplanes +5 Mathematics Skills Computer +1, Etiquette +1, Software +2 Aca/Pro Mathematics +5 Medicine Metahumanities Skills Biotech group +2, Biotechnology +1, Chemistry +1 Aca/Pro Metahumanities Skills Computer +1 Aca/Pro Ancient Language/Philosophy/Religion) +13 (spread among desired subjects, maximum 6 ranks in one area) Skills Computer +1, First Aid +1, Software +2 Aca/Pro Chemistry or Physics or Biology +5 Scills Computer +1 Sociology/Psychology/Archaeology/Criminology/Politics) Aca/Pro +13 (spread among desired subjects, maximum 6 ranks in one area) Skills Computer +1, Est Aid +1, Software +2 Aca/Pro +13 (spread among desired subjects, maximum 6 ranks in one area) Student Athlete (55 Karma) – Common Attributes Skills Computer +1, Est Aid +1, Software +2 Aca/Pro Any, choose two +1 Maltitics Fame (4) Physical Sports Skills Attributes Skills Athlete (7) Vehicle/Drone Sports		•		
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student Athlete (55 Karma) - CommonAttributesBody +1, Logic +1SkillsComputer +1, Etiquette +1Aca/PraAny, choose two +1BualitiesFame (4)E-SportsSkillsElectronic Warfare +1, Electronics group +1Physical SportsSkillsAthletics group +1BualitiesNatural Athlete (7)Vehicle/Drone SportsSkillsPilot, choose one +1, Engineering group +1Trade School/Technical College (75 Karma) - CommonAttributesLogic +1SkillsPilot, choose one +1, Engineering group +1AchitectSkillsDivinity School Colge (75 Karma) - CommonAttributesLogic +1SkillsEingute +1, Engineering group +1ArchitectSkillsEingute +1, Engineering group +1ArchitectSkillsFirst Aid +1, Industrial Mechanic +1Aca/ProBuildings +6Divinity School/SeminarySkillsEtiquette +1, Negotiation +1Aca/ProAncient Language +2, Religion +5Divinity School Dropout <td>Aca/Pro</td> <td></td>	Aca/Pro			
AttributesBody +1, Logic +1SkillsComputer +1, Etiquette +1Aca/PraAny, choose two +1QualitiesFame (4)E-SportsSkillsElectronic Warfare +1, Electronics group +1Physical SportsSkillsAthletics group +1QualitiesNatural Athlete (7)Vehicle/Drone SportsSkillsPilot, choose one +1, Engineering group +1Trade School/Technical College (75 Karma) - CommonAttributesLogic +1SkillsComputer +1, Gymnastics +2, Perception +1ArchitectSkillsFirst Aid +1, Industrial Mechanic +1Aca/ProBuildings +6Counseling/Behavioral TherapySkillsEtiquette +1, Negotiation +1Aca/ProBuivinity School/SeminarySkillsEtiquette +1, Negotiation +1Aca/ProAncient Language +2, Religion +5Divinity School/SeminarySkillsEtiquette +1, Negotiation +1, Performance +1Aca/ProAncient Language +2, Religion +4QualitiesCynic (6)Fashion DesignerSkillsArtisan +1 (Fashion specialization)Aca/ProFashion DesignerSkills <td c<="" td=""><td></td><td>· •</td></td>	<td></td> <td>· •</td>		· •	
SkillsComputer +I, Etiquette +IAca/ProAny, choose two +IBualitiesFame (4)E-SportsSkillsElectronic Warfare +I, Electronics group +IPhysical SportsSkillsAthletics group +IBualitiesNatural Athlete (7)Vehicle/Drone SportsSkillsAthletics group +ITrade School/Technical College (75 Karma) - CommonAttributesLogic +ISkillsComputer +I, Gymnastics +2, Perception +IArchitectSkillsEtiquette +I, Negonastics +2, Perception +IArchitectSkillsEtiquette +I, Industrial Mechanic +IAca/ProBuildings +6Divinity School/SeminarySkillsEtiquette +I, Negotiation +IAca/ProBivinity School/SeminarySkillsEtiquette +I, Negotiation +I, Performance +IAca/ProBivinity School DropoutSkillsPerformance +IAca/ProAncient Language +2, Religion +4BualitiesCynic (G)Fashion Designer <td col<="" td=""><td></td><td>Student Athlete (55 Karma) – Common</td></td>	<td></td> <td>Student Athlete (55 Karma) – Common</td>		Student Athlete (55 Karma) – Common	
Aca/ProAny, choose two +1QualitiesFame (4)SkillsElectronic Warfare +1, Electronics group +1Physical SportsSkillsAthletics group +1QualitiesNatural Athlete (7)Vehicle/Drone SportsSkillsPilot, choose one +1, Engineering group +1Trade School/Technical College (75 Karma) - CommonAttributesLogic +1SkillsComputer +1, Gymnastics +2, Perception +1ArchitectSkillsFirst Aid +1, Industrial Mechanic +1Aca/ProBuildings +6Divinity School/SeminarySkillsEtiquette +1, Negotiation +1Aca/ProPsychology +4Divinity School DropoutSkillsPerformance +1Aca/ProAncient Language +2, Religion +5Divinity School DropoutSkillsPerformance +1Aca/ProAncient Language +2, Religion +4QualitiesCynic (6)Fashion DesignerSkillsArtisan +1 (Fashion specialization)Aca/ProFashion +4Graphics DesignerSkillsArtisan +1 (Drawing specialization)Aca/ProFashion +4Graphics DesignerSkillsArtisan +1 (Drawing specialization)Aca/ProGorporate Logos +4	Attributes	Body +1, Logic +1		
QualitiesFame (4)E-SportsSkillsElectronic Warfare +1, Electronics group +1Physical SportsSkillsAthletics group +1QualitiesNatural Athlete (7)Vehicle/Drone SportsSkillsNatural Athlete (7)Vehicle/Drone SportsSkillsPilot, choose one +1, Engineering group +1Trade School/Technical College (75 Karma) - CommonAttributesLogic +1SkillsComputer +1, Gymnastics +2, Perception +1ArchitectSkillsFirst Aid +1, Industrial Mechanic +1Aca/ProBuildings +6Divinity School/SeminarySkillsEtiquette +1, Negotiation +1Aca/ProPostoology +4Divinity School/SeminarySkillsPerformance +1Aca/ProPerformance +1Aca/ProAncient Language +2, Religion +4QualitiesCynic (6)SkillsArtisan +1 (Fashion specialization)Aca/ProFashion 2Skills <td <="" colspan="2" td=""><td></td><td>Computer +1, Etiquette +1</td></td>	<td></td> <td>Computer +1, Etiquette +1</td>			Computer +1, Etiquette +1
E-SportsSkillsElectronic Warfare +1, Electronics group +1Physical SportsSkillsAthletics group +1Uehicle/Drone SportsSkillsPilot, choose one +1, Engineering group +1Trade School/Technical College (75 Karma) - CommonAttributesLogic +1SkillsFirst Aid +1, Engineering group +1ArchitectSkillsEinst Aid +1, Industrial Mechanic +1Aca/ProBuildings +6Ouronseling/Behavioral TherapySkillsEitquette +1, Negotiation +1Aca/ProPoychology +4Divinity School/SeminarySkillsEitquette +1, Negotiation +1, Performance +1Aca/ProFashion DesignerSkillsPerformance +1Aca/ProAncient Language +2, Religion +4Ourinity School DropoutSkillsPerformance +1Aca/ProArcient Language +2, Religion +4Counseling/Behavioral TherapySkillsPerformance +1Aca/ProPerformance +1Aca/ProAncient Language +2, Religion +4Counseling/Behavioral Therapy				

Skills Aca/Pro	Manipulation +1, Etiquette +1, Negotiation +1 Politics +4
	Lawyer
Skills Aca/Pro	Etiquette +1, Negotiation +1, Performance +1 Law +4
	Mechanic
Skills Aca/Pro	First Aid +2, Engineering group +1 Mechanics +3
	Media Studies
Skills Aca/Pro	Etiquette +1, Negotiation +1 Trid Shows +6
	Nurse
Skills Aca/Pro	Biotech group +1, Etiquette +1 Medicine +3
	Tradesman
Skills	Automotive Mechanics +1, First Aid +1, Industrial Mechanic +1
Aca/Pro	DIY +4
	Real Life 100 Karma
	Assassin's Apprentice
Attributes	Intuition +1 Reaction +1

	Assassin's Apprentice
Attributes	Intuition +1, Reaction +1
	Armorer +1, Manipulation +1, Etiquette +1, Demolitions +1,
Skills	Stealth group +1, Forgery +1, Gunnery +1, Gymnastics +1,
	Negotiation +1, Perception +1
Aca/Pro	Retail Operations +2, Sniper Nests +2
Languages	
Qualities	Blandness (8) Bocor Slave
Attributes	Body +1, Strength +1, Agility +1, Logic +1
Skills	Armorer +1, Artisan +2, Automotive Mechanic +1
aca/Pro	Buildings +2, Construction +2, Farming +2
ALA/ FI U Qualities	Insomnia (10)
80011162	Bounty Hunter
Attributes	
	Athletics group +1, Close Combat group +1, First Aid +1,
Skills	Intimidation +1, Longarms +1, Perception +1, Pistols +1,
	Survival +1, Tracking +1
Str/Int	Lone Star Procedures +3, Crook Hangouts +3
	Celebrity
Attributes	Charisma +1, +1 any two other attributes
Skills	Manipulation +1, Escape Artist +1, (Any skill relate to your
	field of celebrity) +6 (maximum three ranks in one area)
Aca/Pro	Sports or Music or Trid Movies +3
Qualities	Fame (8)
A., 1.	Combat Correspondent
Attributes	· 1
Skills	Electronics group +2, Navigation +1, Negotiation +2, Perception +2, Survival +1
Str/Int	Journalism +5
	Any +3, Any +1
Qualities	Guts (10)
	Company Troubleshooter
Attributes	Logic +1, Charisma +1
	Automatics +1, Manipulation +1, Etiquette +1, Instruction +1,
Skills	Intimidation, +1, Leadership +1, Pistols +1, Sneaking +1,
	Tracking +1, Pilot Ground Craft +1, Unarmed Combat +1
Aca/Pro	Small Unit Tactics +1
Qualities	Observant (5), Solid Rep (2), Records On File (-4), Limited

	Corporate SIN (-15)
	Corporate - Common
Attributes	Logic +1, Intuition +1
Skills	Etiquette +1
Aca/Pro	Corporation +3
Qualities	Limited Corporate SIN (-15)
	Company Man
Skills	Firearms group +3, Demolition +2, Pilot Ground Craft +2, Sneaking +3, Unarmed Combat +2
	Hacker/Decker
Skills	Cracking group +2, Electronics group +3, First Aid +2
Aca/Pro	Physics +3, Matrix Security Design +6
	Security Guard
Skills	Athletics group +2, Close Combat group +2, Firearms group
Aca/Pro	+2, Perception +2
AL'A/ PT'U	Security Procedures +5, Law Enforcement Procedures +4 Security Rigger
	Electronics group +2, Gunnery +3, Perception +2, Pilot
Skills	Aircraft +2, Pilot Exotic Vehicle (Drones) +2, Pilot Ground
	Craft +3
Aca/Pro	Drones +3
	Wage Mage
Skills	Arcana +2, Assensing +3, Astral Combat +2, Conjuring
Aca/Pro	group +2, Enchanting group +1, Sorcery Group +2 Magical Law +1
AL'8/ FI'U	Wage Slave
Attributes	
Skills	Manipulation +1, Étiquette +2, Negotiation +2
Aca/Pro	Administration +6
	Corpsec Officer
Attributes	
Skills	First Aid +1, Leadership +1, Intimidation +1, Perception +1, Pistols +1, Running +1, Tracking +1
Aca/Pro	Small Unit Tactics +1
	Day Job (-15), Location Attunement (5), Observant (5),
Qualities	Perceptive (5)
	Covert Operations
Attributes	
Skills	Chemistry +1, Manipulation +1, Escape Artist +1, Etiquette +1, Gymnastics +1, Navigation +1, Perception +1, Pistols +1,
פווואם	Sneaking +2, Survival +1, Unarmed Combat +1
Aca/Pro	Any +3, Codes +2
Str/Int	City +3
Language	Any +3
Qualities	Hawk Eye (3), Poor Link (-8)
A	Drone Hobbyist
Attributes	Logic +1, Reaction +1 Automative Machanie +2, Gunnery +2, Depending +1, Dilet
Skills	Automotive Mechanic +2, Gunnery +2, Perception +1, Pilot Aircraft +2, Pilot Ground Craft +2, Pilot Exotic Vehicle
פוואם	(Drones) +2, Pilot Watercraft +2, Sneaking +1, Tracking +1
Aca/Pro	Drone Manufactures +3, Drone Software +2
	Drifter
Attributes	1
Skills	Manipulation +2, Escape Artist +1, Negotiation +1, Running
	+1, Sneaking +1, Survival +2, Swimming +1
Str/Int Qualities	Grey Market +3, Black Market +3, City +5, Any +3 High Dain Telepagae (7), Senag of Dispetium (3)
uuaniles	High Pain Tolerance (7), Sense of Direction (3) Escaped Technomancer
Attributes	

Skills	Tasking group +2, Manipulation +1, Hacking +2, Sneaking +1,	Skills
Aca/Pro	Software +2, Survival +1	Str/l
Ala/Pru Str/Int	Tech Corporations +3 Any Matrix-related +2	Qualit
Qualities	Guts (10), Pain is Gain (5), Vendetta (-7)	BUBII
Buunnuss	Escort	Attrib
Attributes		Skills
<i>01 ·11</i>	Blades +1, Manipulation +3 (Seduction specialization),	Str/1
Skills	Etiquette +3, Perception +1, Performance +2	Qualit
Str/Int	Any, choose three +3	
Qualities	Addiction (Moderate) (-9), First Impression (11), Creature of Comfort (-10)	Attril Skills
	Dead	<i>۵KIIIS</i>
Attributes	Reaction +1	Str/l
Skills	Manipulation +2, Escape Artist +1, Negotiation +1, Running	Qualit
	+1, Sneaking +1, Survival +2	1
Str/Int	Law Enforcement Hangouts and Checkpoints +3	Attrib
Qualities	Blandness (8), Dead SIN (-20) Framed	Skills
Attributes		Aca/I
	Disguise +1, Sneaking +1, Perception +1, Running +2,	ACd/ I
Skills	Survival +1	Skills
Qualities	Criminal SIN (-10)	Str/l
	Ganger	
Attributes		Skills
	Blades +3, Cracking group +1, Demolitions +1, Electronics	Str/1
Skills	group +1, Escape Artist +1, Firearms group +2, Heavy	
ШКШЪ	Weapons +1, Stealth group +1, Survival +1, Perception +1,	Skills
	Pilot Ground Craft +1, Running +1	
Qualities	Criminal SIN (-10)	
	D , D ,	01.11
Attaibutaa	Getaway Driver	
Attributes	Intuition +1, Reaction +1	
Attributes Skills	Intuition +1, Reaction +1 Automotive Mechanic +1, Gunnery +1, Pilot Ground Craft +3,	Aca/I
Skills	Intuition +1, Reaction +1 Automotive Mechanic +1, Gunnery +1, Pilot Ground Craft +3, Pilot Watercraft +1, Sneaking +1, Tracking +2	Aca/I
	Intuition +1, Reaction +1 Automotive Mechanic +1, Gunnery +1, Pilot Ground Craft +3, Pilot Watercraft +1, Sneaking +1, Tracking +2 Streets +2, Stunt Techniques +2	Aca/i Skills
Skills Str/Int	Intuition +1, Reaction +1 Automotive Mechanic +1, Gunnery +1, Pilot Ground Craft +3, Pilot Watercraft +1, Sneaking +1, Tracking +2	Aca/i Skills
Skills Str/Int	Intuition +1, Reaction +1 Automotive Mechanic +1, Gunnery +1, Pilot Ground Craft +3, Pilot Watercraft +1, Sneaking +1, Tracking +2 Streets +2, Stunt Techniques +2 Gearhead (11), Speed Demon (3) Government Agent	Aca/n Skills Aca/n
Skills Str/Int Qualities Attributes	Intuition +1, Reaction +1 Automotive Mechanic +1, Gunnery +1, Pilot Ground Craft +3, Pilot Watercraft +1, Sneaking +1, Tracking +2 Streets +2, Stunt Techniques +2 Gearhead (11), Speed Demon (3) Government Agent	Aca/n Skills Aca/n
Skills Str/Int Qualities	Intuition +1, Reaction +1 Automotive Mechanic +1, Gunnery +1, Pilot Ground Craft +3, Pilot Watercraft +1, Sneaking +1, Tracking +2 Streets +2, Stunt Techniques +2 Gearhead (11), Speed Demon (3) Government Agent Intuition +1, Reaction +1 First Aid +1, Influence group +2, Pistols +2, Perception +3, Pilot Ground Craft +1, Running +1, Tracking +1	Aca/r Skills Aca/r Skills
Skills Str/Int Qualities Attributes Skills	Intuition +1, Reaction +1 Automotive Mechanic +1, Gunnery +1, Pilot Ground Craft +3, Pilot Watercraft +1, Sneaking +1, Tracking +2 Streets +2, Stunt Techniques +2 Gearhead (11), Speed Demon (3) Government Agent Intuition +1, Reaction +1 First Aid +1, Influence group +2, Pistols +2, Perception +3, Pilot Ground Craft +1, Running +1, Tracking +1 Government Procedures +5, Law Enforcement Procedures	Aca/r Skills Aca/r Skills
Skills Str/Int Qualities Attributes Skills Aca/Pro	Intuition +1, Reaction +1 Automotive Mechanic +1, Gunnery +1, Pilot Ground Craft +3, Pilot Watercraft +1, Sneaking +1, Tracking +2 Streets +2, Stunt Techniques +2 Gearhead (11), Speed Demon (3) Government Agent Intuition +1, Reaction +1 First Aid +1, Influence group +2, Pistols +2, Perception +3, Pilot Ground Craft +1, Running +1, Tracking +1 Government Procedures +5, Law Enforcement Procedures +5, National Threats +4	Skills Aca/n Skills Aca/n Skills Attrib Skills
Skills Str/Int Qualities Attributes Skills	Intuition +1, Reaction +1 Automotive Mechanic +1, Gunnery +1, Pilot Ground Craft +3, Pilot Watercraft +1, Sneaking +1, Tracking +2 Streets +2, Stunt Techniques +2 Gearhead (11), Speed Demon (3) Government Agent Intuition +1, Reaction +1 First Aid +1, Influence group +2, Pistols +2, Perception +3, Pilot Ground Craft +1, Running +1, Tracking +1 Government Procedures +5, Law Enforcement Procedures +5, National Threats +4 SINner (-5)	Aca/r Skills Aca/r Skills Attrib Skills
Skills Str/Int Qualities Attributes Skills Aca/Pro Qualities	Intuition +1, Reaction +1 Automotive Mechanic +1, Gunnery +1, Pilot Ground Craft +3, Pilot Watercraft +1, Sneaking +1, Tracking +2 Streets +2, Stunt Techniques +2 Gearhead (11), Speed Demon (3) Government Agent Intuition +1, Reaction +1 First Aid +1, Influence group +2, Pistols +2, Perception +3, Pilot Ground Craft +1, Running +1, Tracking +1 Government Procedures +5, Law Enforcement Procedures +5, National Threats +4 SINner (-5) Guardian Angel	Aca/A Skills Aca/A Skills Attrib Skills Aca/A
Skills Str/Int Qualities Attributes Skills Aca/Pro	Intuition +1, Reaction +1 Automotive Mechanic +1, Gunnery +1, Pilot Ground Craft +3, Pilot Watercraft +1, Sneaking +1, Tracking +2 Streets +2, Stunt Techniques +2 Gearhead (11), Speed Demon (3) Government Agent Intuition +1, Reaction +1 First Aid +1, Influence group +2, Pistols +2, Perception +3, Pilot Ground Craft +1, Running +1, Tracking +1 Government Procedures +5, Law Enforcement Procedures +5, National Threats +4 SINner (-5) Guardian Angel Reaction +1, Willpower +1	Aca/r Skills Aca/r Skills Skills Aca/r Str/l
Skills Str/Int Qualities Attributes Skills Aca/Pro Qualities Attributes	Intuition +1, Reaction +1 Automotive Mechanic +1, Gunnery +1, Pilot Ground Craft +3, Pilot Watercraft +1, Sneaking +1, Tracking +2 Streets +2, Stunt Techniques +2 Gearhead (11), Speed Demon (3) Government Agent Intuition +1, Reaction +1 First Aid +1, Influence group +2, Pistols +2, Perception +3, Pilot Ground Craft +1, Running +1, Tracking +1 Government Procedures +5, Law Enforcement Procedures +5, National Threats +4 SINner (-5) Guardian Angel Reaction +1, Willpower +1 Clubs +1, First Aid +1, Gymnastics +2, Intimidation +1,	Aca/ Skills Aca/ Skills Attrib Skills Aca/ Str/N
Skills Str/Int Qualities Attributes Skills Aca/Pro Qualities	Intuition +1, Reaction +1 Automotive Mechanic +1, Gunnery +1, Pilot Ground Craft +3, Pilot Watercraft +1, Sneaking +1, Tracking +2 Streets +2, Stunt Techniques +2 Gearhead (11), Speed Demon (3) Government Agent Intuition +1, Reaction +1 First Aid +1, Influence group +2, Pistols +2, Perception +3, Pilot Ground Craft +1, Running +1, Tracking +1 Government Procedures +5, Law Enforcement Procedures +5, National Threats +4 SINner (-5) Guardian Angel Reaction +1, Willpower +1 Clubs +1, First Aid +1, Gymnastics +2, Intimidation +1, Medicine +1, Perception +1, Pistols +1, Running +1, Sneaking	Aca/A Skills Aca/A Skills Attrib Skills Aca/A Str/I Gualia
Skills Str/Int Qualities Attributes Skills Aca/Pro Qualities Attributes	Intuition +1, Reaction +1 Automotive Mechanic +1, Gunnery +1, Pilot Ground Craft +3, Pilot Watercraft +1, Sneaking +1, Tracking +2 Streets +2, Stunt Techniques +2 Gearhead (11), Speed Demon (3) Government Agent Intuition +1, Reaction +1 First Aid +1, Influence group +2, Pistols +2, Perception +3, Pilot Ground Craft +1, Running +1, Tracking +1 Government Procedures +5, Law Enforcement Procedures +5, National Threats +4 SINner (-5) Guardian Angel Reaction +1, Willpower +1 Clubs +1, First Aid +1, Gymnastics +2, Intimidation +1,	Aca/A Skills Aca/A Skills Attrib Skills Aca/A Str/I Gualia
Skills Str/Int Dualities Attributes Skills Aca/Pro Dualities Kills Skills	Intuition +1, Reaction +1 Automotive Mechanic +1, Gunnery +1, Pilot Ground Craft +3, Pilot Watercraft +1, Sneaking +1, Tracking +2 Streets +2, Stunt Techniques +2 Gearhead (11), Speed Demon (3) Government Agent Intuition +1, Reaction +1 First Aid +1, Influence group +2, Pistols +2, Perception +3, Pilot Ground Craft +1, Running +1, Tracking +1 Government Procedures +5, Law Enforcement Procedures +5, National Threats +4 SINner (-5) Guardian Angel Reaction +1, Willpower +1 Clubs +1, First Aid +1, Gymnastics +2, Intimidation +1, Medicine +1, Perception +1, Pistols +1, Running +1, Sneaking +1, Tracking +1	Aca/r Skills Aca/r Skills Attrib Skills Aca/r
Skills Str/Int Dualities Attributes Skills Aca/Pro Dualities Attributes Skills Aca/Pro	Intuition +1, Reaction +1 Automotive Mechanic +1, Gunnery +1, Pilot Ground Craft +3, Pilot Watercraft +1, Sneaking +1, Tracking +2 Streets +2, Stunt Techniques +2 Gearhead (11), Speed Demon (3) Government Agent Intuition +1, Reaction +1 First Aid +1, Influence group +2, Pistols +2, Perception +3, Pilot Ground Craft +1, Running +1, Tracking +1 Government Procedures +5, Law Enforcement Procedures +5, National Threats +4 SINner (-5) Guardian Angel Reaction +1, Willpower +1 Clubs +1, First Aid +1, Gymnastics +2, Intimidation +1, Medicine +1, Perception +1, Pistols +1, Running +1, Sneaking +1, Tracking +1 Small Group Tactics +1	Aca/A Skills Aca/A Skills Skills Attrib Str/H Qualit Attrib Skills Aca/A
Skills Str/Int Dualities Attributes Skills Aca/Pro Dualities Skills Aca/Pro Str/Int Dualities	Intuition +1, Reaction +1 Automotive Mechanic +1, Gunnery +1, Pilot Ground Craft +3, Pilot Watercraft +1, Sneaking +1, Tracking +2 Streets +2, Stunt Techniques +2 Gearhead (11), Speed Demon (3) Government Agent Intuition +1, Reaction +1 First Aid +1, Influence group +2, Pistols +2, Perception +3, Pilot Ground Craft +1, Running +1, Tracking +1 Government Procedures +5, Law Enforcement Procedures +5, National Threats +4 SINner (-5) Guardian Angel Reaction +1, Willpower +1 Clubs +1, First Aid +1, Gymnastics +2, Intimidation +1, Medicine +1, Perception +1, Pistols +1, Running +1, Sneaking +1, Tracking +1 Small Group Tactics +1 Runner Hangouts +1, Weapon Manufactures +1 Guts (1D) Hacker Assassin	Aca/A Skills Aca/A Skills Skills Aca/A Str/I Gualit Skills Aca/A Str/I
Skills Str/Int Qualities Attributes Skills Aca/Pro Attributes Skills Aca/Pro Str/Int	Intuition +1, Reaction +1 Automotive Mechanic +1, Gunnery +1, Pilot Ground Craft +3, Pilot Watercraft +1, Sneaking +1, Tracking +2 Streets +2, Stunt Techniques +2 Gearhead (11), Speed Demon (3) Government Agent Intuition +1, Reaction +1 First Aid +1, Influence group +2, Pistols +2, Perception +3, Pilot Ground Craft +1, Running +1, Tracking +1 Government Procedures +5, Law Enforcement Procedures +5, National Threats +4 SINner (-5) Guardian Angel Reaction +1, Willpower +1 Clubs +1, First Aid +1, Gymnastics +2, Intimidation +1, Medicine +1, Perception +1, Pistols +1, Running +1, Sneaking +1, Tracking +1 Small Group Tactics +1 Runner Hangouts +1, Weapon Manufactures +1 Guts (10) Hacker Assassin Logic +1, Willpower +1	Aca/A Skills Aca/A Skills Attrib Skills Aca/A Str/I Skills Aca/A Str/I Uualit
Skills Str/Int Dualities Attributes Skills Aca/Pro Dualities Skills Aca/Pro Str/Int Dualities	Intuition +1, Reaction +1 Automotive Mechanic +1, Gunnery +1, Pilot Ground Craft +3, Pilot Watercraft +1, Sneaking +1, Tracking +2 Streets +2, Stunt Techniques +2 Gearhead (11), Speed Demon (3) Government Agent Intuition +1, Reaction +1 First Aid +1, Influence group +2, Pistols +2, Perception +3, Pilot Ground Craft +1, Running +1, Tracking +1 Government Procedures +5, Law Enforcement Procedures +5, National Threats +4 SINner (-5) Guardian Angel Reaction +1, Willpower +1 Clubs +1, First Aid +1, Gymnastics +2, Intimidation +1, Medicine +1, Perception +1, Pistols +1, Running +1, Sneaking +1, Tracking +1 Small Group Tactics +1 Runner Hangouts +1, Weapon Manufactures +1 Guts (1D) Hacker Assassin Logic +1, Willpower +1 Cybercombat +3, Electronics group +2, Electronics	Aca/A Skills Aca/A Skills Attrib Skills Aca/A Str/I Skills Aca/A Str/I Uualit
Skills Str/Int Qualities Attributes Skills Aca/Pro Qualities Skills Skills Aca/Pro Str/Int Qualities Skills	Intuition +1, Reaction +1 Automotive Mechanic +1, Gunnery +1, Pilot Ground Craft +3, Pilot Watercraft +1, Sneaking +1, Tracking +2 Streets +2, Stunt Techniques +2 Gearhead (11), Speed Demon (3) Government Agent Intuition +1, Reaction +1 First Aid +1, Influence group +2, Pistols +2, Perception +3, Pilot Ground Craft +1, Running +1, Tracking +1 Government Procedures +5, Law Enforcement Procedures +5, National Threats +4 SINner (-5) Guardian Angel Reaction +1, Willpower +1 Clubs +1, First Aid +1, Gymnastics +2, Intimidation +1, Medicine +1, Perception +1, Pistols +1, Running +1, Sneaking +1, Tracking +1 Small Group Tactics +1 Runner Hangouts +1, Weapon Manufactures +1 Guts (10) Hacker Assassin Logic +1, Willpower +1 Cybercombat +3, Electronics group +2, Electronics Warfare +1, Hacking +1	Aca/A Skills Aca/A Skills Attrib Skills Aca/A Str/I Skills Aca/A Str/I Uualit
Skills Str/Int Dualities Attributes Skills Aca/Pro Dualities Skills Aca/Pro Skills Aca/Pro Str/Int Dualities Str/Int	Intuition +1, Reaction +1 Automotive Mechanic +1, Gunnery +1, Pilot Ground Craft +3, Pilot Watercraft +1, Sneaking +1, Tracking +2 Streets +2, Stunt Techniques +2 Gearhead (11), Speed Demon (3) Government Agent Intuition +1, Reaction +1 First Aid +1, Influence group +2, Pistols +2, Perception +3, Pilot Ground Craft +1, Running +1, Tracking +1 Government Procedures +5, Law Enforcement Procedures +5, National Threats +4 SINner (-5) Guardian Angel Reaction +1, Willpower +1 Clubs +1, First Aid +1, Gymnastics +2, Intimidation +1, Medicine +1, Perception +1, Pistols +1, Running +1, Sneaking +1, Tracking +1 Small Group Tactics +1 Runner Hangouts +1, Weapon Manufactures +1 Guts (1D) Hacker Assassin Logic +1, Willpower +1 Cybercombat +3, Electronics group +2, Electronics Warfare +1, Hacking +1 Any Matrix-related +2, Tech Knowledge +3	Aca/A Skills Aca/A Skills Attrib Skills Aca/A Str/I Skills Aca/A Str/I Uualit
Skills Str/Int Qualities Attributes Skills Aca/Pro Qualities Skills Skills Aca/Pro Str/Int Qualities Skills	Intuition +1, Reaction +1 Automotive Mechanic +1, Gunnery +1, Pilot Ground Craft +3, Pilot Watercraft +1, Sneaking +1, Tracking +2 Streets +2, Stunt Techniques +2 Gearhead (11), Speed Demon (3) Government Agent Intuition +1, Reaction +1 First Aid +1, Influence group +2, Pistols +2, Perception +3, Pilot Ground Craft +1, Running +1, Tracking +1 Government Procedures +5, Law Enforcement Procedures +5, National Threats +4 SINner (-5) Guardian Angel Reaction +1, Willpower +1 Clubs +1, First Aid +1, Gymnastics +2, Intimidation +1, Medicine +1, Perception +1, Pistols +1, Running +1, Sneaking +1, Tracking +1 Small Group Tactics +1 Runner Hangouts +1, Weapon Manufactures +1 Guts (10) Hacker Assassin Logic +1, Willpower +1 Cybercombat +3, Electronics group +2, Electronics Warfare +1, Hacking +1 Any Matrix-related +2, Tech Knowledge +3 Go Big or Go Home (6)	Aca/ Skills Aca/ Skills Skills Attrib Skills Aca/ Attrib Skills Aca/ Str/I Qualit Str/I Qualit Spect
Skills Str/Int Qualities Attributes Skills Aca/Pro Qualities Attributes Skills Aca/Pro Str/Int Qualities Skills	Intuition +1, Reaction +1 Automotive Mechanic +1, Gunnery +1, Pilot Ground Craft +3, Pilot Watercraft +1, Sneaking +1, Tracking +2 Streets +2, Stunt Techniques +2 Gearhead (11), Speed Demon (3) Government Agent Intuition +1, Reaction +1 First Aid +1, Influence group +2, Pistols +2, Perception +3, Pilot Ground Craft +1, Running +1, Tracking +1 Government Procedures +5, Law Enforcement Procedures +5, National Threats +4 SINner (-5) Guardian Angel Reaction +1, Willpower +1 Clubs +1, First Aid +1, Gymnastics +2, Intimidation +1, Medicine +1, Perception +1, Pistols +1, Running +1, Sneaking +1, Tracking +1 Small Group Tactics +1 Runner Hangouts +1, Weapon Manufactures +1 Guts (1D) Hacker Assassin Logic +1, Willpower +1 Cybercombat +3, Electronics group +2, Electronics Warfare +1, Hacking +1 Any Matrix-related +2, Tech Knowledge +3	Aca/r Skills Aca/r Skills Attrib Skills Aca/r Str/l Gualit Attrib

Skills	Mechanic, choose one +1, Electronics group +2, Cracking
Str/Int	group +2, Etiquette +1 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)
Attaibutaa	IT Ace
Attributes	Logic +1, Intuition +1 Electronics group +2, Cybercombat +2, Electronics Warfare
Skills	+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, Pistals +1
Aca/Pro	Law Enforcement Procedures +3
Skills	Beat Cop Intimidation 42 Noviention 44 Dilat Conved Cooff 44
Str/Int	Intimidation +2, Navigation +1, Pilot Ground Craft +1 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
Skills	Mage Division 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 Armorer +1, Firearms group +1, Gymnastics +1, Throwing
Skills	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)
Attributes	Mr. Johnson Charisma +1
	Influence group +3, Intimidation +1, Perception +1, Pistols
Skills	+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
	Blades +1, Manipulation +2, Demolitions +1, Escape Artist +1,
Skills	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
	Electronics group +2, Cracking group +1, Compiling +2,
Skills	Decompiling +1
Str/Int	Any Matrix-related +2, Tech Corporations +3
Qualities	Otaku to Technomancer (10)
4	Pirate Captain
Attributes	
Skills	Diving +1, Gunnery +1, Intimidation +1, Leadership +1, 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	
Skills	Close Combat group +1, Gunnery +1, Locksmith +1, Nautical Mechanic +2, Dutdoors 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)
A.,	Political Activist
Attributes	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	
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)
800111163	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 Skills Qualities	Body +1, Reaction +1 Pilot Ground Craft +2, Automotive Mechanic +1, +2 to two of the following: Clubs, Gunnery, Longarms, Unarmed Combat Steely Eyed Wheelman (2) Courtballer
Attributes Skills Language Qualities	Body +1, Strenght +1 Blades +2, Clubs +1, Intimidation +1, Unarmed Combat +1 Spanish +2 Toughness (9) Drone Racer
Attributes	
Skills	Electronic Warfare +1, Engineering group +2, Pilot, choose two +2
Qualities	Gearhead (II)
A	Freestyle Fighter
Attributes Skills Aca/Pro	Reaction +1, Strenght +1 First Aid +2, Intimidation +2, Unarmed Combat +2 Martial Arts +2
	Hurler/Stickballer
Attributes Skills Language Qualities	Clubs +2, Running +2, Gymnastics +1, Throwing Weapons +1 Sperethiel or any NAN +2 Natural Athlete (7)
	Miracle Shooter
Attributes	5 /
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)
A	Regular Job
Attributes Skills	Charisma +1, Logic +1, Willpower +1 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
A	Rising Star
Attributes Skills	Charisma +1, Intuition +1 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 Dut
80811163	Of My Way (-9)
A	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
A.,	Shadowrunner – Common
Attributes	Body +1 Decker
144-16.1-	

Attributes Intuition+1

Skills	Cracking group +2, Electronics group +2, Forgery +1,
Str/Int	Perception +1, Pistols +1 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)
Buunnoo	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 Border Patrol Tactics +6, Smuggler Safe Houses +6,
Str/Int	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 Archery +1, Armorer +3, Chemistry +2, Close Combat group
Skills	+2, Demolitions +1, Firearms group +2, Heavy Weapons +1, Negotiation +1, Throwing Weapons +1
Aca/Pro Str/Int	Blade Design +4, Gun Design +5 Gun Trivia +3
	Spy
Attributes	
	Computer +3, Manipulation +2, Cracking group +2,
Skills	Impersonation +1, Palming +1, Perception +2, Sneaking +2, Unarmed Combat +2
Skills Aca/Pro	Impersonation +1, Palming +1, Perception +2, Sneaking +2, Unarmed Combat +2 Any +3
Aca/Pro	Impersonation +1, Palming +1, Perception +2, Sneaking +2, Unarmed Combat +2 Any +3 Street Doc
Aca/Pro	Impersonation +1, Palming +1, Perception +2, Sneaking +2, Unarmed Combat +2 Any +3 Street Doc Intuition +1, Logic +1
Aca/Pro	Impersonation +1, Palming +1, Perception +2, Sneaking +2, Unarmed Combat +2 Any +3 Street Doc Intuition +1, Logic +1 Biotech group +1, Chemistry +1, Manipulation +1, Influence
Aca/Pro Attributes Skills Aca/Pro	Impersonation +1, Palming +1, Perception +2, Sneaking +2, Unarmed Combat +2 Any +3 Intuition +1, Logic +1 Biotech group +1, Chemistry +1, Manipulation +1, Influence group +1, Perception +1 Biology +3, Drugs +2
Aca/Pro Attributes Skills	Impersonation +1, Palming +1, Perception +2, Sneaking +2, Unarmed Combat +2 Any +3 Street Doc Intuition +1, Logic +1 Biotech group +1, Chemistry +1, Manipulation +1, Influence group +1, Perception +1 Biology +3, Drugs +2 Street Gangs +2
Aca/Pro Attributes Skills Aca/Pro Str/Int	Impersonation +1, Palming +1, Perception +2, Sneaking +2, Unarmed Combat +2 Any +3 Street Doc Intuition +1, Logic +1 Biotech group +1, Chemistry +1, Manipulation +1, Influence group +1, Perception +1 Biology +3, Drugs +2 Street Gangs +2 Street Magic – Common
Aca/Pro Attributes Skills Aca/Pro	Impersonation +1, Palming +1, Perception +2, Sneaking +2, Unarmed Combat +2 Any +3 Street Doc Intuition +1, Logic +1 Biotech group +1, Chemistry +1, Manipulation +1, Influence group +1, Perception +1 Biology +3, Drugs +2 Street Gangs +2 Street Magic – Common Willpower +1
Aca/Pro Attributes Skills Aca/Pro Str/Int	Impersonation +1, Palming +1, Perception +2, Sneaking +2, Unarmed Combat +2 Any +3 Street Doc Intuition +1, Logic +1 Biotech group +1, Chemistry +1, Manipulation +1, Influence group +1, Perception +1 Biology +3, Drugs +2 Street Gangs +2 Street Gangs +2 Millpower +1 Aspected Magician
Aca/Pro Attributes Skills Aca/Pro Str/Int	Impersonation +1, Palming +1, Perception +2, Sneaking +2, Unarmed Combat +2 Any +3 Street Doc Intuition +1, Logic +1 Biotech group +1, Chemistry +1, Manipulation +1, Influence group +1, Perception +1 Biology +3, Drugs +2 Street Gangs +2 Street Gangs +2 Street Gangs +2 Street Magic – Common Willpower +1 Aspected Magician Arcana +2, Assensing +2, Blades +1, First Aid +1, Survival +1, +1 to one of the following group: Enchanting, Conjuring,
Aca/Pro Attributes Skills Aca/Pro Str/Int Attributes	Impersonation +1, Palming +1, Perception +2, Sneaking +2, Unarmed Combat +2 Any +3 Street Doc Intuition +1, Logic +1 Biotech group +1, Chemistry +1, Manipulation +1, Influence group +1, Perception +1 Biology +3, Drugs +2 Street Gangs +2 Street Gangs +2 Street Magic – Common Willpower +1 Aspected Magician Arcana +2, Assensing +2, Blades +1, First Aid +1, Survival +1, +1 to one of the following group: Enchanting, Conjuring, Sorcery Magical Security +3, Magical Theory +1, Small-Group Tactics +2
Aca/Pro Attributes Skills Aca/Pro Str/Int Attributes Skills	Impersonation +1, Palming +1, Perception +2, Sneaking +2, Unarmed Combat +2 Any +3 Street Doc Intuition +1, Logic +1 Biotech group +1, Chemistry +1, Manipulation +1, Influence group +1, Perception +1 Biology +3, Drugs +2 Street Gangs +2 Street Gangs +2 Street Gangs +2 Street Magic – Common Willpower +1 Aspected Magician Arcana +2, Assensing +2, Blades +1, First Aid +1, Survival +1, +1 to one of the following group: Enchanting, Conjuring. Sorcery Magical Security +3, Magical Theory +1, Small-Group Tactics +2 Dccult Investigator
Aca/Pro Attributes Skills Aca/Pro Str/Int Attributes Skills Aca/Pro	Impersonation +1, Palming +1, Perception +2, Sneaking +2, Unarmed Combat +2 Any +3 Street Doc Intuition +1, Logic +1 Biotech group +1, Chemistry +1, Manipulation +1, Influence group +1, Perception +1 Biology +3, Drugs +2 Street Gangs +2 Street Gangs +2 Street Gangs +2 Street Magic – Common Willpower +1 Aspected Magician Arcana +2, Assensing +2, Blades +1, First Aid +1, Survival +1, +1 to one of the following group: Enchanting, Conjuring, Sorcery Magical Security +3, Magical Theory +1, Small-Group Tactics +2 Cucult Investigator Arcana +1, Assensing +3, Conjuring group +1, Influence group +1, Locksmith +1, Perception +3, Pistols +1, Sorcery group +2, Tracking +2
Aca/Pro Attributes Skills Aca/Pro Str/Int Attributes Skills Aca/Pro	Impersonation +1, Palming +1, Perception +2, Sneaking +2, Unarmed Combat +2 Any +3 Street Doc Intuition +1, Logic +1 Biotech group +1, Chemistry +1, Manipulation +1, Influence group +1, Perception +1 Biology +3, Drugs +2 Street Gangs +2 Street Gangs +2 Street Gangs +2 Street Magic – Common Willpower +1 Aspected Magician Arcana +2, Assensing +2, Blades +1, First Aid +1, Survival +1, +1 to one of the following group: Enchanting, Conjuring, Sorcery Magical Security +3, Magical Theory +1, Small-Group Tactics +2 Cucult Investigator Arcana +1, Assensing +3, Conjuring group +1, Influence group +1, Locksmith +1, Perception +3, Pistols +1, Sorcery group +2, Tracking +2 Forensics +5
Aca/Pro Attributes Skills Aca/Pro Str/Int Attributes Skills Aca/Pro	Impersonation +1, Palming +1, Perception +2, Sneaking +2, Unarmed Combat +2 Any +3 Street Doc Intuition +1, Logic +1 Biotech group +1, Chemistry +1, Manipulation +1, Influence group +1, Perception +1 Biology +3, Drugs +2 Street Gangs +2 Street Gangs +2 Street Magic – Common Willpower +1 Aspected Magician Arcana +2, Assensing +2, Blades +1, First Aid +1, Survival +1, +1 to one of the following group: Enchanting, Conjuring, Sorcery Magical Security +3, Magical Theory +1, Small-Group Tactics +2 Cucult Investigator Arcana +1, Assensing +3, Conjuring group +1, Influence group +1, Locksmith +1, Perception +3, Pistols +1, Sorcery group +2, Tracking +2 Forensics +5 City +4
Aca/Pro Attributes Skills Aca/Pro Str/Int Attributes Skills Aca/Pro	Impersonation +1, Palming +1, Perception +2, Sneaking +2, Unarmed Combat +2 Any +3 Street Doc Intuition +1, Logic +1 Biotech group +1, Chemistry +1, Manipulation +1, Influence group +1, Perception +1 Biology +3, Drugs +2 Street Gangs +2 Street Gangs +2 Street Gangs +2 Street Magic – Common Willpower +1 Aspected Magician Arcana +2, Assensing +2, Blades +1, First Aid +1, Survival +1, +1 to one of the following group: Enchanting, Conjuring, Sorcery Magical Security +3, Magical Theory +1, Small-Group Tactics +2 Cucult Investigator Arcana +1, Assensing +3, Conjuring group +1, Influence group +1, Locksmith +1, Perception +3, Pistols +1, Sorcery group +2, Tracking +2 Forensics +5

	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
	Cl.://_	Assensing +3, Chemistry +1, Enchanting group +3, Etiquette
	Skills	+2, First Aid +1, Negotiation +2, Pistols +1
	Aca/Pro	Telesma +5, Alchemy +5
		Street Preacher
nic	Attributes	Charisma +1, Willpower +2
	Skills	Instruction +2, Intimidation +2, Leadership +3, Survival +1 (Urban specialization)
g +1	Aca/Pro	Theology +3
	Str/Int	City +3, Street Life +3
	Qualities	High Pain Tolerance (14), Hobo with a Shotgun (–10)
		Teen Diva
		Agility +1, Charisma +1
	Skills	Athletics group +1, Performance +2, Artisan +1
	Aca/Pro	Dance +2, High Fashion +1, Music +2, Entertainment
	Π	Industry +1, Corporate Sponsor +1
	Qualities	Fame (8) Terrorist
	Attributor	
oup	AIIIIDUIES	Logic +1, Willpower +1 Manipulation +1, Demolition +3, Disguise +2, Firearms group
оор ·1,	Skills	+2, Leadership +2, Palming +2, Perception +2, Pilot Ground
1,	UKIIIB	Craft +1
	Str/Int	Law Enforcement Procedures +2
	Qualities	Criminal SIN (-10)
		Think Tank
	Attributes	Logic +2, Willpower +1
	Skills	Etiquette +2
2,	Aca/Pro	Any +6, Any, choose two +3
	Qualities	Analytical Mind (5)
		Tour of Duty: Mercenary – Common
		Body +1, Reaction +1, Strength +1
	Skills	Firearms group +1, First Aid +1, Navigation +1
B	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
		Armorer +1, Blades +1, Free-fall +1, Heavy Weapons +1, Pilot
	Skills	Ground Craft +1, Running +1, Survival +1, Swimming +1,
+1,		Throwing Weapons +1
		Engineering Corps
	<i>[]</i>	Armorer +2, Demolitions +1, Engineering group +1, Gunnery
	Skills	+1
	Aca/Pro	Military Vehicles +3
		Mage Corps
	Skills	Assensing +2, Arcana +1, Conjuring group +1, Sorcery group
у	BRIND	+
	<i></i>	Medical Corps
	Skills	Biotech group +2
		Navy
	Skills	Armorer +1, Blades +1, Gunnery +1, Perception +1, Pilot Waterpart +2, Survival +1, Swimping +1
		Watercraft +2, Survival +1, Swimming +1 Rigger Corps
	Skills	Gunnery +2, Electronics Warfare +2, Pilot Aircraft +1, Pilot
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	Exotic Vehicle (Drones) +1, Pilot Ground Craft +1
	Special Forces
Skills	Armorer +1, Blades +1, Demolitions +1, Free-fall +1, Perception +1, Pilot Ground Craft +1, Pilot Watercraft +1,
	Sneaking +1, Survival +1
Attailentee	Tour of Duty: NAN - Common
Attributes	Body +1, Strength +1, Intuition +1 Firearms group +1, First Aid +1, Navigation +1, Unarmed
Skills	Combat +1
Aca/Pro	NAN Military +3
	Air Force
Skills	Blades +1, Free-Fall +1, Gunnery +1, Pilot Aircraft +2,
אנאאנ	Survival +1, Tracking +1
	Army
Skills	Armorer +1, Blades +1, Heavy Weapons +1, Pilot Ground
	Craft +1, Survival +2, Throwing Weapons +1
	Engineering Corps Armorer +2, Demolitions +1, Engineering group +1, Gunnery
Skills	+1
	Mage Corps
Cl.://_	Assensing +1, Blades +1, Conjuring group +1, Sorcery group
Skills	+1, Survival +1
	Medical Corps
Skills	Biotech group +2
	Navy
Skills	Armorer +1, Blades +1, Gunnery +1, Pilot Watercraft +1, Survival +2, Survivarian +1
	Survival +2, Swimming +1 Rigger Corps
	Archery +1, Blades +1, Gunnery +1, Electronics Warfare +1,
Skills	Pilot Aircraft +1, Pilot Exotic Vehicle (Drones) +1, Pilot
	Ground Craft +1, Survival +1
	Special Forces
	Armorer +1, Blades +1, Demolitions +1, Free-fall +1, Pilot
Skills	Ground Craft +1, Pilot Watercraft +1, Sneaking +1, Survival
	+)
Attributes	Tour of Duty: Tir Tairngire – Common Agility +1, Strength +1
	Firearms group +1, First Aid +1, Navigation +1, Unarmed
Skills	Combat +1
Aca/Pro	Peacekeepers +4
	Air Force
Attributes	
Skills	Armorer +1, Blades +1, Free-Fall +1, Gunnery +1, Pilot
	Aircraft +2, Survival +1
Attributes	Border Patrol Charisma +1
ALLITUULES	Armorer +1, Blades +1, Heavy Weapons +1, Perception +1,
Skills	Pilot Ground Craft +1, Sneaking +1, Survival +1, Swimming +1,
21112	Throwing Weapons +1
	Engineering Corps
Attributes	
Skills	Armorer +2, Demolitions +1, Engineering group +1, Gunnery
	+ T- M-1
Aca/Pro	Tir Military Vehicles +3 Ghosts
Attributes	
הנו וטענבצ	Armorer +1, Blades +1, Demolitions +1, Free-fall +1,
Skills	Perception +1, Pilot Ground Craft +1, Pilot Watercraft +1,
	Sneaking +1, Survival +1

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