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CHARACTER CREATION ONLY

These qualities can only be acquired at character creation!

BILINGUAL

Cost: 5 Karma

A character with this quality reads, writes, and speaks a second language fluently. They can list a second language as a native tongue (see Language Skills, p. 150). It gives the character a second free language skill during Step Five: Purchase Active, Knowledge, and Language Skills, (p. 88).

BIOCOMPATIBILITY

Cost: 5 Karma

Something about the character's body is exceptionally accepting of either bioware or cyberware implants (choose one). Not only are the implants not rejected, but they seamlessly fit within the body, having less impact on its holistic integrity. In game terms, the Essence cost of implants of the particular chosen type are reduced by ten percent, rounded down to the tenth. This rebate is cumulative with the reduction offered by the chosen 'ware's grade, if any (e.g., the reduction for alphaware of 0.8 is reduced by ten percent, or 0.08, to become 0.72, and is rounded down to 0.7). This quality can only be chosen for bioware or cyberware. This quality may only be taken once.

BLACK MARKET PIPELINE

Cost: 10 Karma

During character creation, the player chooses one existing individual contact and a single category of merchandise (e.g., vehicles, weapons, electronics, armor, etc.). The selected contact can always buy or sell goods in that category through the black market with better-than-normal rates for the character. Purchases through this contact get a ten percent price reduction and a +2 dice pool modifier for the Availability Test. When looking to sell goods through the contact, the character gets (7 percent×Loyalty) of the item's original value instead of the standard 5 percent. The contact has to be appropriate to the category chosen, though creativity can be king here.

BORN RICH

Cost: 5 Karma

Richie Rich has fallen into the shadows. The character came from an affluent background (e.g., high-level corporate kid, old-money family, Mafia princess, lottery winner), but is not necessarily still wealthy or doesn't have access to this additional wealth. During character creation, characters can normally gain extra resources at a rate of 2,000 nuyen per Karma point, up to 10 Karma maximum (p. 94, SR5). With this quality, available only during character creation, characters may exceed the usual 10 Karma limit and instead trade up to 40 Karma total at the same exchange rate of 2,000 nuyen per Karma point, for up to 80,000 nuyen of additional funds.

FRIENDS IN HIGH PLACES

Cost: 8 Karma

"So sorry, Damian, I can't head out on the new Ares prototype ship with you this weekend, I have a run," is something a character with this quality might actually say. This quality gives the character an additional pool of Free Karma for purchasing contacts, with a few stipulations.

First, the character gets an additional Charisma×4 in Karma to purchase contacts. Second, none of these contacts can have a Connection Rating less than 8. Third, any leftover Karma that the character cannot spend is lost. These contacts can't be called at every turn; see the Who You Know chapter for information on what happens if the favors of contacts are abused. (p. 172).

HAWK EYE

Cost: 3 Karma

Characters with the Hawk Eye quality have exceptionally keen natural vision. They can identify a face a block away without binoculars or spot a spent casing in a shadowy crack at five meters. Characters gain a +1 dice pool modifier to their Perception Tests and shift all Range Environmental modifiers up one category (e.g., Medium becomes Short). The quality is part of characters' natural eyes and is not compatible with electronic vision enhancements and/or cyber- or bioware augmentations or replacements.

HUMAN-LOOKING

Cost: 6 Karma

A metahuman character with the Human-Looking quality can pass for human in most circumstances. Human NPCs respond with neutral attitudes toward such characters when making Social skill tests (p. 82), even those humans who are particularly biased against metahumans. The character may suffer increased animosity from metahuman NPCs who are prejudiced against humans and who either mistake him for human or distrust his motives for trying to look human.

Only elves, dwarfs, and orks can take the Human-Looking quality.

MASSIVE NETWORK

Cost: 20 Karma

The character spends an obscene amount of time socializing, gathering friends from all rugs of society. This quality is often seen in fixers, newspaper editors, schoolteachers with two decades of graduates, and world-famous musicians – the type of people who seem to know everybody. The cost of all contacts is reduced by 2, to a minimum cost of 2. This does not stack with Networker.

NETWORKER

Cost: 5 Karma

This character has an extensive social network of loose friends and casual contacts. This quality is often found in reporters, business managers, and small-time musicians who may cast a wide but shallow social net. The cost of all contacts is reduced by 1, to a minimum cost of 1.

OTAKU TO TECHOMANCER

Cost: 10 Karma

You were an otaku, a child of the Matrix, bending the Matrix to the will of your mind alone, before it was cool to do so. Most of your kind, assuming they even survived this long, did not emerge as technomancers. But for you, lightning struck twice – you went from otaku to technomancer. Having known your abilities for longer than just about anyone else alive, dealing with these strange powers is second nature to you. You gain +2 dice when resisting Fading from any source.

PRIVILEGED FAMILY NAME

Cost: 7 Karma

With this quality the character's family is exceptionally well-connected, and his real name carries significant clout in his home sprawl (selected at character creation). Though probably known as a rich, spoiled brat, the name (and accompanying SIN and ID) is like a get-out-of-jailfree card for small misdemeanors (such as being caught carrying a weapon, casting an unauthorized mental manipulation spell, or driving a car without a license). Even when trying to act tough, local minor NPCs suffer a -2 dice pool modifier on Social tests against the character. In order to have this quality the character must also possess the SINner (National or Corporate) quality. Remember that this quality also makes the character very easy to identify if those not concerned with their family name start asking questions.

PROTOTYPE TRANSHUMAN

Cost: 10 Karma

There are always rumors in the shadows of this or that megacorp or organization working to build an army of super soldiers. Those rumors always seem to persist, always seem to be around. Some choose to believe, others don't, but for them, it's a matter of opinion. For you, it's a matter of fact. You are an extremely rare, genetically crafted, experimental post-human prototype.

Unfortunately, this has its ups and downs. You were built better than a normal human, so you may pick up to 1 point of Essence of bioware (not cyberware). While you must pay the normal cost in nuyen of the bioware and otherwise follow all character creation rules, you do not incur any essence cost. So, essentially, you gain up to 1 point of free Essence to be used exclusively on bioware. These special organs were genetically grown into you from your inception – they are as much a natural part of you as your liver or heart.

However, the downside of being a rare, one-of-a-kind transhuman prototype is that, well, something is wrong with you. As part of this Quality, you must also pick one of the following negative qualities: Wanted, Allergy (Common, Mild), Astral Beacon, or Insomnia (10). You do not get the Karma bonus for this Negative Quality. This additional Negative Quality represents that you are either wanted back by your manufacturer, or that there is something wrong with you (them's the breaks for being a prototype).

TRUST FUND

Cost: 5 to 20 Karma

Everyone knows you're in the shadows for the rush or to fulfill some kind of Batman wannabe fantasy. Every month your trust fund spills out enough to live off, but just living is boring. A character with this quality possesses a lifelong trust fund or inheritance that is managed by another party (a trustee). The quality has four versions depending on just how rich and shady a runner is willing to be. For 5 Karma, the trust fund income covers a Middle lifestyle with 500 nuyen left over each month. For 10 Karma, the income covers a Low Lifestyle but offers the character 2,000 + (306×100) nuyen each month thanks to a deal with their landlord to rip off the trustee. For 15 Karma, the income covers a High Lifestyle with 1,000 nuyen left over. For 20 Karma, the money covers a Middle Lifestyle and offers 3,000 + (6d6×100) nuyen thanks to one of those special deals. The character must also possess the SINner (National or Corporate) quality; additionally, the lifestyle they

pay for cannot be paid for through other sources and is part of the records connected to the SIN. None of these lifestyles can be shared on a long-term basis, as the landlords are leery of anyone staying at the place and possibly ruining their deal. Note that there is a chance that if the character is caught breaking the law, the trustee may suspend benefits at the gamemaster's discretion.

NORMAL – KAMRA MANIPULATION

Normal qualities cost double karma after character creation.

COLLEGE EDUCATION

Cost: 4 Karma

The halls of academe are well known to your character. Thanks to time spent actually studying while at college instead of partying, the character can buy Academic Knowledge skills at half price (rounded up) during character creation. After character creation, Academic Knowledge skill ranks of 3 or higher receive a 1 Karma cost reduction for each rank.

JACK OF ALL TRADES, MASTER OF NONE

Cost: 2 Karma

The character has an incredible aptitude for learning new skills. Unfortunately, the character quickly gets bored and gets turned off when things start getting a little hard. Karma costs are reduced by 1 (to a minimum of 1) for learning skills up to Rating 5. Beyond Rating 5, however, it costs 2 additional points of Karma for each point of skill. This quality does not apply during character creation.

LINGUIST

Cost: 4 Karma

Nothing impresses an out-of-town Johnson more than negotiating in their native tongue. And knowing when they're telling their goon squad to kill you is pretty useful too. This quality represents a natural gift for learning and understanding languages. Characters with this quality halve the learning time for a language, and the quality also provides a +1 dice pool modifier to all Language skill tests the character makes. If this quality is purchased at character creation, the player purchases Language skill points at a 2 for 1 rate. After character creation, language skill ranks of 3 or higher receive a 1 Karma cost reduction for each rank.

SCHOOL OF HARD KNOCKS

Cost: 4 Karma

The streets were this character's classroom. Thanks to all the time spent trying to stay one step ahead of the next guy, and knowing that knowledge is power on the streets, the character can buy Street Knowledge skills at a rate of 2 for 1 during character creation. After character creation, Street Knowledge skill ranks of 3 or higher receive a 1 Karma cost reduction for each rank.

NORMAL

Normal qualities cost double karma after character creation.

ACROBATIC DEFENDER

Cost: 4 Karma

Duck, dive, twist, and twirl, just put on a good enough floor show to keep whatever is coming your way from landing on your face. This quality allows the character to use their Gymnastics skill in place of their Willpower while using Full Defense. Including this skill in the Defense Test means that their Physical Limit also applies.

ADRENALINE SURGE

Cost: 12 Karma

Hit first, hit last, that's your style. Adrenaline Surge allows a character to act first in the first Initiative Pass of a new combat even if they don't have the highest Initiative Score. If other characters involved in the combat have the Adrenaline Surge quality or use their Edge to Seize the Initiative so that they may act first in the same Initiative Pass, characters act in order of their Initiative Scores. This quality does not allow a Surprised character to act first in an ambush, but it can allow a character who is not surprised to strike first.

AGILE DEFENDER

Cost: 3 Karma

Speed kills, but quickness and agility can be the key to avoiding a speedy death. This quality allows the character to use their Agility in place of their Willpower attribute while using Full Defense.

ALIBI

Cost: 4 Karma

Lie often enough, and your mind starts coming up with excuses in advance. You've been doing this for so long that it often happens subconsciously. You've got two or three plausible reasons to be anywhere in the world, at this point, and you're always forming more as you go. Whether it's something as simple as "Sorry, I thought this was the bathroom," to convincing the cops that the explosives you're carrying are armed and you're an unwilling hostage, you're always prepared. You always receive the +2 modifier on Manipulation tests when you have plausible-seeming evidence (per the Social Modifiers Table, p. 140, SR5).

AMBIDEXTROUS

Cost: 4 Karma

The Ambidextrous character can handle objects equally well with either hand. Without this quality, any action performed solely with the off-hand (i.e., firing a gun) suffers a -2 dice pool modifier (see Attacker Using Off-Hand Weapon, p. 178).

ANALYTICAL MIND

Cost: 5 Karma

Analytical Mind describes the uncanny ability to logically analyze information, deduce solutions to problems, or separate vital information from distractions and noise. It's useful in cracking cyphers, solving puzzles, figuring out traps, and sifting through data. This quality gives the character a +2 dice pool modifier to any Logic Tests involving pattern recognition, evidence analysis, clue hunting, or solving puzzles. This quality also reduces the time it takes the character to solve a problem by half.

ANIMAL EMPATHY

Cost: 3 Karma

Characters with this quality have a natural knack for working with animals. The character gets a +2 dice pool modifier for all tests involving the influence or control of an animal (including riding), including Awakened species.

APTITUDE

Cost: 14 Karma

This quality is how you become even better than the best in the world. The standard limit for skills is 12. Every so often, there is a character who can exceed limitations and be truly exceptional in a particular skill. With this particular quality, the character can have one skill rated at 7 at character creation, and may eventually build that skill up to rating 13. Characters may only take the Aptitude quality once.

ASTRAL CHAMELEON

Cost: 10 Karma

With the Astral Chameleon quality, the character's astral signature blends into the background of astral space and is difficult to detect. All signatures left by the character last only half as long as other astral signatures. Any individuals assensing astral signatures left behind by a character with this quality receive a -2 dice pool modifier for the Assensing Test. Only characters with a Magic rating and capable of leaving astral signatures may have this quality.

BARRENS RAT

Cost: 5 Karma

Growing up on the streets, you learned quickly that to keep what little you had, you better get good at concealing the things you are carrying and that one of those things better be a weapon. Any objects you attempt to hide on yourself receive -1 to their Concealability modifier. A number of items up to half your Agility (rounded up) can gain this bonus.

BATTLE HARDENED

Cost: 2/4/6 Karma

You've been through and survived more combat and/or weird stuff than anyone has the right to. Because of this, the fear of battle doesn't affect you as much anymore. Gain +1 to all Composure tests while engaged in a hostile situation. This quality can be taken up to three times, increasing the modifier by 1 each time. This quality does not offer any benefit versus spells or critter powers.

BETTER TO BE FEARED THAN LOVED

Cost: 5 Karma

You're not running the shadows to make friends. It's a dog-eat-dog world, and you intend to eat all the other dogs. Along the way, you're going to meet people who have things you need, and you intend to take those things, because you can.

The character has such a fearsome reputation that all Contacts chosen as Blackmailed contacts (p. 178, Run Faster) are terrified of the character, having heard what he does to people who cause him displeasure. The character does not need anything additional to blackmail contacts - the sheer threat of the horrors he can inflict upon them is enough. Further, the character may add their Street Cred rating as a bonus to the Loyalty (Leverage) attribute of those contacts.

The downside, however, is that should a blackmailed contact gather enough nerve to turn on you, they aren't going to do so lightly. Add the character's Street Cred to the blackmailed Contact's Connection Rating to determine the Professional Rating of the people who are going to come after the character.

BLANDNESS

Cost: 8 Karma

This character blends into a crowd; he's seldom noticed and easily forgotten. He is unremarkable in every aspect of physical appearance. Anyone attempting to describe the character cannot come up with anything more precise than "average height, average build, average hair, etc." Increase the threshold for anyone to recall specific details about the character by 1. This means a Memory Test with a difficulty of Average (threshold of 2) becomes a Hard test (threshold of 3). Individuals attempting to shadow or physically locate a character with the Blandness quality in a populated setting receive a -2 dice pool modifier on all tests related to their search. The same penalty applies if they're asking around about the person based on the individual's physical appearance. The modifier does not, however, apply to magical or Matrix searches. If the character acquires any visible tattoos, scars, obvious cyberware, or other distinguishing features, the bonuses from the Blandness quality go away until the distinctive features are removed from the character's appearance.

In certain circumstances and specific situations, the gamemaster may determine that Blandness does not apply. For example, a troll with the Blandness quality still towers head and shoulders over a crowd of humans and so still stands out, no matter how average their horns may be. The character only regains his bonus by leaving the situation where he stands out.

BRAND LOYALTY

Cost: 3 Karma

Brand loyalty is taken to extremes in the Sixth World with individuals brainwashed by their megacorporate masters, especially when it comes to firearms. But sometimes being loyal to a brand can be a good thing. Characters who are brand loyal know the products of their favorite brand inside and out. The quality has two levels; Manufacturer and Product. At the Manufacturer level, characters choose a corporate or manufacturer brand, i.e. Ares, Saeder-Krupp, Krime, H&K, Novatech, etc., and gain a +1 dice pool bonus on every roll involving gear made by their manufacturer. At the Product level the bonus is only conveyed on a single item, i.e. Predator IV, S-K-Bentley Concordat, Krime Kannon, HK227, Novatech Airware, etc.

On the downside, due to this narrow focus the character suffers a -1 dice pool penalty whenever working with a piece of gear not made by their preferred Manufacturer. At the Product level the -1 dice pool penalty is applied to all products of the same type, i.e., heavy pistols, cars, SMGs, assault cannons, commlinks, etc.

CANDLE IN THE DARKNESS

Prerequisites: Code of Honor negative quality

Cost: 5 Karma

In a world of "I got mine, Jack," the rare person with an actual code of honor stands out like a candle in the darkness. Showing that it's an actual code that defines their life, that they're willing to make sacrifices

to do the right thing even if it hurts themselves? Yeah, some people will dismiss them as a sucker, but those who see the truth find themselves believing. Turns out that when people see a light in the darkness, they're drawn to it.

As long as the character doesn't break their Code of Honor, all contacts are treated as having a Loyalty 2 higher than their actual rating. If the character breaks their Code of Honor, the contacts are treated as having 1 Loyalty less than their rating until the mistake can be corrected.

CATLIKE

Cost: 7 Karma

A character with the Catlike quality is gifted with an uncanny elegance, a stealthy gait, and an almost preternatural ability to move without making a sound. They also claim they land on their feet when dropped, though they tend not to let people test this. This quality adds a +2 dice pool modifier to Sneaking skill tests.

CHASER

Cost: 4 Karma

Something about reeling in a car, boat, or plane that is trying to get away from you gives you a sense of urgency and intensity that makes you perform at your peak. The same thing happens when someone is after you. Any time you perform any Chase Action (p. 204, SR5), you receive a +2 dice pool bonus.

CITY SLICKER

Cost: 7 Karma

A character with this quality has the asphalt and concrete of the sprawl in his blood. They would choose the noise and chaos of the city over the suburbs or rural areas any day of the week. They have an instinct for navigating urban environments. This quality provides a +1 dice pool modifier for all skills in the Outdoors skill group when in an urban environment. The downside is the character suffers a -1 dice pool modifier to Perception and Survival Tests when in any non-urban environment.

CLOSER

Cost: 4 Karma

When the pressure is on, you put on the pressure. In high-stakes, high-rewards situations, the adrenaline kicks your mind into gear and the words just come to you. You know how to press the edge when tensions are maxed, so make 'em sweat. Nothing beats the rush of winning. You have a +2 dice pool modifier to Negotiation tests when it is a matter of life or death (gamemaster discretion).

CODESLINGER

Cost: 10 Karma

Ones and zeroes are practically a native language to a Codeslinger. The character is adept at performing a particular Matrix action (which she selects when she selects this quality) and receives a +2 dice pool modifier to that Matrix action. This can only be selected for Matrix Actions (p. 237) that have a test associated with them.

COMMON SENSE

Cost: 3 Karma

"Common sense is not so common" as they say. It's nothing supernatural, just a keen sense of knowing when something is just a bad idea. Any time a character with this quality is about to do something the gamemaster deems foolish, the gamemaster must act as their proverbial inner voice of reason and issue a little warning. The gamemaster can only give a number of warnings per session equal to or less than the character's Edge rating. After that, they're on their own.

CORPORATE LOYALIST

Cost: 7 Karma

The corporation is both mother and father; the corporation is everything you will ever need. Either by birth or by choice, you recognize your particular corporation as the most important thing in your life. As such, you strive to ensure its continued growth and prosperity by whatever means you are able. And for your efforts you are recognized as a model corporate citizen, an example to be lauded and emulated. When dealing with anyone from your corporation, you receive a +1 bonus on all social interactions, tests, and Composure tests. You also gain a +2 to resist all attempts to act against your corporation by persuasion, force, or any other means.

CYBER SINGULARITY SEEKER

Cost: 12 Karma

In the Sixth World, many accept cyberware as a means to an end, as a way to augment their capacity. For most it is a trade-off between their sense of self and being more capable. For you, though, cyberware is the end. You believe that the more chrome you get, the closer you get to some sort of point of nirvana, of hitting a singularity where you blend man and machine to perfection. The character gains +1 Willpower for every two full cyberlimb replacements they get (partial limb replacements don't count), up to a maximum of +2 Willpower.

CYNIC

Cost: 6 Karma

How many times does Mr. Johnson have to screw you over before you just assume he's lying to you? What about anyone else? You've been stabbed in the back so many times you've got little mirrors in your sunglasses to see them coming. You might be a downer, but no one gets the drop on you. How could they? You were expecting their sudden, inevitable betrayal all along. Anyone attempting a Social test against you has a -1 dice pool modifier.

DAREDEVIL

Cost: 6 Karma

Better to be lucky than good, when you're living on the edge. A character with this quality is particularly lucky when it comes to doing the outrageous. Whenever the character performs an exceptionally daring action (gamemaster's discretion), she gets two points of Edge back instead of one.

DATA ANOMALY

Cost: 3 Karma

An incessant code tinkerer, you know very effective ways to hide your icon, making it look like nothing more than a piece of errant code. You gain +2 dice when resisting a Matrix Perception test while running

silent. Unfortunately, whatever it is you're doing to hide yourself has one little flaw – sprites, those mysterious creatures of the Matrix, can spot you instantly, exactly as if you weren't running silent at all.

DEALER CONNECTION

Cost: 3 Karma

At some point in your wide travels and extra-legal activities, you met someone who has access to retail vehicles, and your connection means that you get vehicles at a discount. When selecting this quality, pick a class of vehicle (ground craft, watercraft, aircraft, or drones). Each time you purchase a vehicle of that class, you receive ten percent off the price. The discount is taken after the gamemaster makes adjustment to the price based on Availability. This quality may be taken up to four times, once for each class of vehicle.

DECK BUILDER

Cost: 4 Karma

The character has been messing around with tech their whole life; it was only a matter of time before they found a way to push their deck's hardware further so that it could do more than it was supposed to.

The character may install 1 additional cyberdeck module,(DT-64) into their deck. This quality may only be selected once.

DIGITAL DOPPELGÄNGER

Cost: 7 Karma

The Matrix is a big place, and with a world so connected and so tied to identity, there are bound to be some crossed signals somewhere. The character's digital identity, including their spending habits, licenses, travel records, and data trail have all been cross-linked with someone else's identity. Anyone doing research on him has a hard time locating any information and faces a +2 threshold for Matrix Searches for tracking the character on this ID. The character must be a Sinner, and this quality should be linked to a particular SIN.

DISGRACED

Cost: 2 Karma

The character used to be a figure of authority, feared in the streets and publicly lauded as a hero until his reputation got tarnished (justly or unjustly), and he was cast out of his community. Such was the character's fearsome reputation that criminals (gangsters, organized crime members, and so on, as determined by the gamemaster) still treat him warily. The character receives a +2 dice pool modifier when attempting to intimidate such individuals. However, any upright citizen will treat the character with the disdain reserved for disgraced heroes, being treated as Prejudiced in any Etiquette Test.

DOUBLE-JOINTED

Cost: 6 Karma

A Double-Jointed character has unusually flexible joints and can bend and contort his body into extreme positions. The character receives a +2 dice pool modifier for Escape Artist tests. The character may also be able to squeeze into small, cramped spaces where less limber characters cannot. They're also great at parties and bars.

DRUG TOLERANT

Cost: 6 Karma

The character has a higher-than-average tolerance for drugs (sometimes called Ozzy Osborne Syndrome). This could be due to a hardy constitution, or a natural genetic mutation that allows for better absorption and filtering of foreign chemicals from their system. The character in question receives +2 dice to all Addiction Tests (p. 414, SR5) to resist addiction. They gain no bonus, however, for attempting to dry out after being addicted.

ELEMENTAL FOCUS

Cost: 10 Karma

Your magic manifests more easily with one element than the rest. Choose an elemental type when taking this quality. When casting spells of that type, you get a +2 dice pool modifier. Drain you may take from casting spells of that type is of the same type. You also suffer the secondary effects of that type.

EMPATHIC LISTENER

Cost: 10 Karma

Charming people always seem to know what to say. You might not be well-spoken, but you weren't born yesterday, either. A gut feeling, some honest empathy— you've got a little insight to make up for lack of social graces. It might not be pretty, but you can win people over by playing to exactly what they want to hear. Substitute Intuition for Charisma on Etiquette tests.

ERASED

Cost: 8 Karma

There are characters who lack a SIN because they never had one, and then there are those who had a SIN but had it actively and thoroughly erased, to the point where legwork can only be done via word-of-mouth contacts, and Matrix searches turn up nothing. Also, the quality prevents Public Awareness for the character from ever going above 1. This is a double-edged sword. The character can never maintain a Lifestyle higher than Middle, and can never use a fake SIN or any attached licenses for more than three months. Living under the radar is expensive. If a character chooses to have a High Lifestyle for a month, she'll need to bail on it and lay low for a bit with a Low or lower Lifestyle for at least a month. If they fail to do so, the systems in place start to slip, making the character locatable via the Matrix and possibly building a Public Awareness – which means that whatever they were hiding from might have a chance to find them.

EXCEPTIONAL ATTRIBUTE

Cost: 14 Karma

The Exceptional Attribute quality is how you get to be the charismatic troll, or the agile dwarf. It allows you to possess one attribute at a level one point above the metatype maximum limit. For example, an ork character with the Exceptional Attribute quality for Strength could take his Strength attribute up to 10 before augmentations are applied, instead of the normal limit of 9. Exceptional Attribute also applies toward Special Attributes such as Magic and Resonance. Edge cannot be affected by the Exceptional Attribute (Edge is raised by another quality called Lucky). A character may only take Exceptional Attribute once, and only with the gamemaster's approval.

FADE TO BLACK

Cost: 7 Karma

When the opposition starts getting marks on you, you know the hurt isn't far behind. That feeling of the noose tightening around your neck, the race to get them before they get you ... well, you hate that drek. So much so that you have developed your vanishing act technique. When making a Complex Action to perform the Erase Mark action, if you succeed in erasing all marks on you, you may then immediately perform a Hide action as part of the same Complex Action you just took.

FAME

Cost: 4 to 16 Karma

Now if you can just get fortune and money you'll have the trifecta. The problem is you've got the element that is not particularly cherished in the shadows. Whether you're a former trid star, a local politician, a retired or injured sports star, or the latest up-and-coming rocker, your face is well known. It may be just the local community, a single nation or corp, or possibly the world that knows your ugly mug. No matter who they are or how many folks know your profile, being so recognizable has its pros and cons.

First, on the pro side, Fame offers benefits within certain social circles and additional income if the character also chooses the Day Job quality. That may sound nice, but being well known is not a great way to get work in the shadows, and therefore causes problems on the darker side of life. Characters with this quality are more likely to be recognized by passers-by or others who see them during a run, which can be a problem. And remember that Fame often involves strings; one of the biggest is having a SIN. Characters who choose this quality must have the SINner quality or a Rating 3 fake SIN.

Local Fame (4 Karma)

City politics, hometown sports teams, and local news stations are some of the most common sources of local fame. Select a single sprawl at character creation to be the base of the character's fame. In the public eye of that sprawl, the character gains a 1-point increase to their Social Limit and a +1 dice pool modifier on all Social Skill tests to positively influence someone who knows of their fame.

The downside is that anyone from the chosen sprawl can identify famous characters with an Intuition + Logic (2) Test, so characters need to be careful about who sees them when they are on the job. The character's Public Awareness is increased by 2.

If the character has the Day Job quality, they multiply their income by 2.

National Fame (8 Karma)

National politics, championship sports teams, and the entertainment industry supply the bulk of nationally famous folks. At character creation, select a nation to be famous within and a sprawl of origin within that nation (it needs to be a place related to the character's story and the languages they speak - characters need at least four ranks in the native language of the country in which they are famous). In the selected sprawl, characters gain a 1-point increase to their Social Limit and a +2 dice pool modifier on all Social Skill tests to positively influence someone who knows of their fame. In the chosen nation, the character has a 2-point Social Limit increase and a +1 dice pool modifier as above.

Anyone from the character's home sprawl can identify the character with an Intuition + Logic (1) Test; people from the nation need to make an Intuition + Logic (2) Test. The character's Public Awareness is increased by 3.

If the character has the Day Job quality, they multiply their income by 4 and also increase their required workload by 10 percent.

Megacorporate Fame (12 Karma)

Megacorporate sports teams, the international entertainment industry, and megacorporate politics bring corporate citizens into the spotlight. At character creation, choose a home megacorporation, home sprawl, and home nation where the character's fame originated and grew. In the character's megacorporation, they gain a 2-point Social Limit bonus and a +2 dice pool modifier on all Social Skills tests to positively influence someone who knows of their fame. In the nation and sprawl they came from, the Social Limit increase is 1 and the dice pool modifier is +1.

Citizens of their megacorporation and their home sprawl need only succeed at an Intuition + Logic (1) test to identify the character. Citizens of other megacorporations and their home nation can identify them with an Intuition + Logic (2) Test. The character's Public Awareness is increased by 5.

If the character has the Day Job quality, they multiply their income by 6 and also require a 10 percent increase in workload.

Global Fame (16 Karma)

This kind of fame is not easy to avoid. International blockbuster simstars, multi-platinum-selling music artists, megacorporate executives, and international political figures fit this kind of bill. Characters with this level of fame gain a 3-point increase to their Social Limit and a +3 dice pool modifier to all Social Skills tests to positively influence anyone who knows their identity. Identifying the character requires an Intuition + Logic (2) Test or any rank in an appropriate Knowledge Skill.

If the character has the Day Job quality, they multiply their income by 10 and also require a 25 percent increase in workload. The character's Public Awareness is increased by 8.

Characters can create their own runner persona to try and hide their true identity, but it will involve a disguise or mask of some sort. Identifying the star becomes an Opposed Test with the initial Disguise + Intuition [Mental] Test, setting the threshold to identify the character with a Perception + Intuition [Mental] Test.

FIRST IMPRESSION

Cost: 11 Karma

The First Impression quality enables a character to slide easily into new environments, situations, groups, and jobs. Whether infiltrating a gang, making contacts in a new city, or wrangling an invite to a private meet, the character gains a temporary +2 dice pool modifier for relevant Social Tests such as Negotiation and Manipulation during the first meeting. This modifier does not apply to second and subsequent encounters.

FOCUSED CONCENTRATION

Cost: 4 per Karma

Rating: Max 6

A technomancer or magic user with the Focused Concentration quality has the discipline to manipulate mana or Resonance more precisely than otherwise possible. This precision reduces stress to the magic user's or technomancer's body. She is able to sustain one spell/complex form with a force/level equal to her Focused Concentration rating without suffering any penalties. For example, a magic user with Focused Concentration rating 3 may sustain a Force 3 Armor spell without taking the negative dice pool modifier for sustaining a spell. Sustaining any additional spells or complex forms incurs the standard -2 dice pool modifier per spell or complex form sustained. This quality may only be taken by magic user characters that are able to cast spells and technomancers.

GEARHEAD

Cost: 11 Karma

The Gearhead is who you look for when it's time to stomp on the gas and move. She's a natural-born driver or pilot. When she's at the wheel/stick/controls of a vehicle or drone, she has an intuitive understanding of its limitations and its capabilities and is able to coax whatever machine she's controlling to perform at its best. During vehicle or chase combat, a Gearhead can increase the Speed of her vehicle or drone by 20 percent or increase the Handling modifier by +1 (player's choice). She also receives a +2 dice pool modifier when attempting difficult maneuvers or stunts in the vehicle. This bonus lasts for 106 minutes. The player can choose to make this bonus last up to an additional 106 minutes if she wants. Doing so pushes the vehicle or drone well beyond its design limits and risks catastrophic damage. For each minute the character pushes the vehicle past its initial bonus period, the vehicle automatically takes one point of stress damage (unresisted)

GIFTED HEALER

Restriction: May only be taken once.

Cost: 2 Karma

A character with the Gifted Healer quality is particularly adept at one of the three tests detailed in the Care Under Fire optional rules (Stabilization, Diagnosis, or Treatment),(B&B-14) (choose one). They receive a +1 dice pool bonus whenever performing the selected test, whether by magical or mundane means.

GO BIG OR GO HOME

Cost: 6 Karma

You don't have time to mess around. When you strike, you strike to kill. Whenever you attempt to place three marks on a target using a single Brute Force or Hack on the Fly action, you suffer a penalty of -6 instead of the usual -10. Now, go get 'em, Tiger.

GOLDEN SCREWDRIVER

Cost: 8 Karma

It happens to everyone: You meet more hacking opposition than you expected, and your shit gets bricked. Maybe it's your deck. Maybe it's your cybereyes. They just love to brick cybereyes, don't they? Well, null persp, chummer, 'cause been there, done that. You are so used to fixing Matrix damage that you hardly think about it anymore. Every hit you get on your Hardware + Logic test reduces 1 box of Matrix Damage and

reduces the time to do so by half – you do not have to allocate your hits to one or the other.

GOOD LOOKING AND KNOWS IT

Cost: 10 Karma

If you've got it, flaunt it! Good genes, good fashion sense, or a good plastic surgeon have blessed you with looks that turn heads. The good news? You can often get what you want just by virtue of that pretty face. The bad news? They won't forget that face any time soon. Players with this quality receive +1 Notoriety, and Memory tests to remember them gain a +2 dice modifier. On the bright side, you can ignore 2 points of negative modifiers on any Social test.

GREASE MONKEY

Cost: 8 Karma

When you were young, you would much rather make a trip to the junkyard than the toy store (possibly because kids in the barracks never have enough money to buy anything at the toy store). As you got older, the allure or discarded vehicle and machine parts on the heaps in junkyards was far stronger than the promise of some new toy. You not only loved monkeying around with these items, but you could often get the devices to work. Gain +1 dice on any skill test using skills from the Engineering skill group.

GROUPTHINK

Cost: 5 Karma

Spend enough time around others and you'll start to finish one another's sentences. Yeah, it's cute, but with practice, you can anticipate your partner's next move and compensate. These are pack tactics for social wolves. When making a teamwork test using a social skill, each assistant with this quality receives a +1 dice pool modifier and +1 Social limit to the test to determine the bonus they give to the leader's roll. If the leader of the group has this quality, they can take a -2 to their roll to reduce an assistant's critical glitch to a glitch or negate a glitch (but not both).

GUTS

Cost: 10 Karma

When a bug spirit with dripping mandibles comes calling, the character with Guts is the one most likely to stand and fight instead of freaking the hell out. Guts gives a character a +2 dice pool modifier on tests to resist fear and intimidation, including magically induced fear from spells or critter powers.

HIGH PAIN TOLERANCE

Cost: 7 per Karma

Rating: Max 3

High Pain Tolerance lets a character keep delivering the pain even if she's had plenty piled on her own head. A character with High Pain Tolerance can ignore one box of damage per rating point of this quality when calculating wound modifiers (see Wound Modifiers, p. 169). So a character with this quality at Rating 2 can take 4 boxes of damage but carry on without wound modifiers as if she only had 2 boxes of damage. The -1 wound modifier would then kick in when the character takes her fifth box in damage. This quality may not be used with the Pain

Resistance adept power, pain editor bioware, or damage compensator bioware.

HOME GROUND

Cost: 10 Karma

If a character knows her neighborhood better than anyone – the shortcuts, the hiding places, and the people she can trust – then she probably has the Home Ground quality. She knows the families who live there, their stories, and what the kids who moved out are doing; she knows the streets better than GridGuide, knows things that aren't on GridGuide, and knows when GridGuide is wrong. She knows the politics of the gangs, who's running for whom and who's running from whom. But it's not just the physical streets. Depending on the character, her Home Ground quality can manifest in ways specific to who and what she is. When choosing this quality, select one of the bonuses below:

Astral Acclimation

The character has become acclimated to the background count of her Home Ground. Through a lifetime of familiarity she's learned to work around it, enabling her to ignore up to two points of background count. Example: For example, if the background count on her Home Ground is 3, she sees only a reduction of 1 to her Magic tests; if the background count is 5, for her it is only a 3, and so on. This quality works only on her Home Ground and has no benefit anywhere else.

You Know a Guy

The character has built up long-lasting relationships with people from her neighborhood. These people are not contacts, but they know her as one of their own and are more likely to do favors for or talk to her. NPCs from the character's Home Ground neighborhood are considered friendly toward her wherever she encounters them (unless she has done something to change that). The character receives +2 Street Cred for any Negotiation with people from her Home Ground.

Digital Turf

This is for a decker or technomancer who has a specific host that she calls her own. She may actually own the spot, or it can be a place she frequents enough to consider home. The character receives a +2 bonus to Matrix Tests while in her Home Ground host. Bonuses from other Qualities may stack with Home Ground. If the character has not frequented this host for more than six months, she loses the Home Ground quality because she is no longer as familiar as she should be.

The Transporter

This character knows the layout of streets, back alleys, service tunnels, etc., like the back of her hand. She knows when GridGuide is wrong and when GridGuide is out of date. When the transporter is on her Home Ground, she has a +2 dice pool modifier for Evasion Tests.

On the Lam

Hiding out and lying low are part of a shadowrunner's daily life. On the Lam means a character has an encyclopedic knowledge of safehouses, bolt holes, abandoned buildings, just about any out-of-the-way place not claimed by gangs or squatters. When she needs to find a safe location in a hurry, this character receives a +2 dice pool bonus to her Intuition

+ appropriate street knowledge skill to find a suitable place to hole up fast.

Street Politics

This character knows the street gangs, the criminal operations, and the beneath-the-surface affiliations that are the social and political fabric of her Home Ground. She receives a +2 dice pool modifier for Knowledge Tests relating to gangs or their operations.

This quality can be taken multiple times, selecting one of the categories above each time.

HONEST FACE

Cost: 5 Karma

Who, me? Whether you sold bad cars to old ladies or spent a whole lot of time looking in the mirror getting ready for Friday night poker, you sure don't look like a liar, particularly when you are lying. This doesn't make you look innocent—just without guile. Good for selling lunar real estate. Better for convincing the interrogator you really don't know anything else.

Whenever someone makes a Judge Intentions test against you, you receive a +2 dice pool modifier to the opposing Charisma + Willpower test.

I C U

Cost: 6 Karma

In the shadows, everyone always runs silent, right? To you, what gives them away is the obviousness of the lack of activity. You're so used to this, you know exactly what to look for. So long as you have visual sight on a target that is running silent, or carrying silent-running devices, you get +2 to your Matrix Perception to spot their hidden icon(s).

IMPENETRABLE LOGIC

Cost: 3 Karma

Some would call it precognition—this hacker calls it quick thinking. When things in the Matrix start going sideways, they keep their cool, maintain their focus, and think their way around the problem. Which may well be some brutal IC bearing down on them.

This quality allows the character to use their Logic in place of their Willpower attribute while using Matrix Full Defense.

INDOMITABLE

Cost: 8 per Karma

Rating: Max 3

Bodies and minds have limits, but some people have the will to push right through those boundaries. For each level of Indomitable, a character receives a +1 increase to an Inherent limit of his choice (Mental, Physical, or Social). He can take up to three levels and can apply them in any way he chooses (+3 to one Inherent Limit, for example; or +2 to one Inherent and +1 to another; or +1 to all three).

INSPIRED

Cost: 4 Karma

Slapping paint on a canvas or words on a page is easy and requires only a medium and a mouth to tout one's own amazing talents and insights. But to make something worthwhile, something that deserves to be

called art, pieces that speak for themselves and stand the test of time, requires true talent. An Inspired character is touched by a muse (figuratively we hope, though gamemasters can see Street Grimoire for the literal) and is considered an artistic genius by his peers for his remarkable raw talent. The quality grants the character an additional Street Cred of 2 (p. 372, SR5) among fellow artists familiar with his reputation. Inspired characters also gain a +1 dice pool modifier for all Artisan skills or Performance skills they possess; the player must choose which category the quality applies to when it is chosen, and the quality can only be selected once.

INNOCUOUS

Cost: 5 Karma

Sure, a guy can be bland and unmemorable, but it's something else altogether to disappear into a crowd. You know how to dress mundane, slouch your shoulders, pull your hat low, and turn the right corner. You can vanish into the masses, hiding in plain sight, or approach your prey with the herd. You gain a +2 to Sneaking tests to hide in a crowd.

JURYRIGGER

Cost: 10 Karma

Juryrigger gives a character an intuitive grasp of the inner workings and underlying principles of mechanical and electronic devices. She knows how to repair the broken, rejuvenate the worn, improve a device's efficiency, or coax it into doing things it's designers hadn't intended. Characters with the Juryrigger quality receive a +2 dice pool modifier for Mechanical Tests when juryrigging gear. If the gamemaster decides what the character wants to accomplish is in fact possible, he determines the threshold for her success using the Build/Repair Table (p. 146) as a guideline, then reduces the threshold for the test by 1. While a successful Mechanics Skill Test enables the Juryrigger to perform amazing technical feats, everything she devises is temporary. Examples of what a character may be able to do with Juryrigger include:

Juryrig a destroyed device so that it will operate just one more time (for 106 minutes).

Tweak an electronic device to function at a rating one higher than normal for 106 Combat Turns.

Temporarily coax extra performance from a vehicle's or drone's components, increasing its Sensor or Handling by +1 (if combined with bonuses from Gearhead, the vehicle's or drone's critical components completely burn out at the end of the duration from being pushed well beyond their limits; at that point, the vehicle or drone becomes a big paperweight).

Improvise a one-shot device or weapon from disparate components (the gamemaster has final say on whether suitable parts are available).

Devise an impromptu means to bypass a security measure, such as a trip beam or pressure plate.

LIGHTNING REFLEXES

Cost: 20 Karma

Some people are just born fast. This quality provides an unaugmented character the ability to react with astonishing speed. The character gains +1 to their Initiative rating and a bonus initiative die. This quality is not cumulative with any other Initiative enhancement, be it

technological, chemical, or magical. They also receive a +1 dice pool modifier for all Defense Tests.

LOCATION ATTUNEMENT

Cost: 5/7/9 Karma

Sometimes, one becomes so used to a specific place or location that they simply know when something is wrong or out of place, even if they don't yet know what exactly what it is. This awareness does not come from a specific source and can be visual, audible, tactile, intuitive, or a combination of other factors, or all the above. To gain the benefits of this quality, the individual must specify where and what the location is and the nature of the connection. For example, a rigger may become attuned to their shop, a security guard may become attuned to the building or facility they routinely patrol, or a beat cop may become attuned to a block they're frequently called to. A person with this quality will notice when things are out of place or amiss more often than others and will receive a +2 on all Perception tests related to the area, which also includes Surprise tests. For five Karma, the location will be relatively small, the equivalent to a shop or small house. At seven Karma, the location will be the equivalent of a large house or small complex. At nine Karma, the location can be up to a half-kilometer square area such as a security complex and everything within it. The specific location must be one that the individual is at on a regular basis. If the individual is away from their designated location for longer than two weeks, the bonus drops to +1. If away for longer than a month, the bonus is lost completely and the individual must spend up to a month in the location to regain the full bonus. This quality can be taken multiple times for multiple locations.

LUCKY

Cost: 12 Karma

The dice roll and the coin flips this character's way more often than not, giving her the chance to drop jaws in amazement at her good fortune. Lucky allows a character to possess an Edge attribute one point higher than his metatype maximum (for example, a human character could raise her Edge to 8). Note that taking this quality does not actually increase the character's current Edge rating, it just allows her the opportunity to do so; the Karma cost for gaining the extra point must still be paid. This quality may only be taken once and must be approved by the gamemaster. The Lucky quality cannot be combined with Exceptional Attribute.

MADE MAN

Cost: 5 Karma

As a minor member of an organized crime syndicate, the character can occasionally call on its resources. At the time of purchase, select a crime syndicate as a free Group Contact (see Group or Organization Contact Options, p. 176). As the character is an actual member of the syndicate, Loyalty is increased to 3 instead of starting at 1. This status also allows him to use the syndicate as a reliable fence for stolen goods (they get thirty percent of the items' value) or as a source for stolen and restricted goods (ten percent price reduction and a +1 dice pool modifier for the Availability Test). Everything comes with a price, though. The character is expected to participate in syndicate work, taking at least twenty hours of his time every week in a standard

campaign, and costing the character one out of every four weeks in Missions play.

MAGIC RESISTANCE

Cost: 6 Karma per rating

Rating: Max 4

This is the wonderful ability to potentially make a Fireball bounce away. For every 6 Karma spent on Magic Resistance, a character receives 1 additional die for Spell Resistance Tests. The Magical Resistance quality, however, is always "on" – the character cannot lower it to receive beneficial spells such as Heal. A character with Magic Resistance cannot take part in spells that require a voluntary subject; such spells automatically fail when used on magic-resistant characters.

Characters with a Magic rating cannot take this quality.

MASTER DEBATER

Cost: 10 Karma

Some people try to win others over to their side. You win by crushing their logic with your own. Against you, they either admit you are right or look like an idiot. This won't win you any friends, but it will get the unassailable fact of your point across, and sometimes that's enough. Use Logic in place of Charisma for Diplomacy tests.

MEMORY PALACE

Cost: 6 Karma

Photographic memory is one of those things some people are born with. For everyone else, there's building a memory palace. Months, often years of work go into building a psychoscape where you are at peace, and where any memory is there for your appraisal. While not as thorough as similar adept powers, the time you have spent building the place has given you somewhere to run in your own head when the outer world becomes too much to bear. You receive +1 dice pool modifier to Memory Tests and to resist Intimidation (Interrogation) tests.

METHOD ACTOR

Cost: 7 Karma

Strasberg, Adler, Meisner—you've studied them all, and you put the system to work for you. You can talk like you've walked a mile in those shoes, because you have. With sufficient time to research, observe, and suitably immerse yourself in the role, you effectively become the part. You can fool others, because you've already fooled yourself. For every full day that you immerse yourself in a role, you gain a +1 dice pool bonus and +1 Social limit to Impersonation tests for the role you have adopted. The maximum bonus you can gain is equal to your Willpower.

MNEMONIC VAULT

Prerequisites: Memory Palace

Cost: 8 Karma

Once the Memory Palace is built, it is possible to sort through memories for faster analysis and recall. But those who fear their minds being probed or the tender mercies of an interrogator can use the ability to lock memories away in a vault, hidden in their Palace. These memories are forgotten until the vault is visited again, meaning that a mind probe cannot find them, and truth serums and scanners don't register a lie when the character denies knowledge. Naturally, these memories are

non-existent until the character returns to the vault to see what is locked up there. You receive +2 dice to resist Intimidation (Interrogation) tests and any magical or other effect that would compel you to give up information involuntarily. If you succeed in resisting such a test, the interrogator believes what you have told them is all you know.

NATURAL ATHLETE

Cost: 7 Karma

A character with this quality has an innate combination of physical fitness, spatial awareness, and natural athletic or gymnastic talent. While the character may not be a world-class athlete and may require training to achieve peak performance, he is in prime physical shape for his size and weight class. The Natural Athlete adds a +2 dice pool modifier for Running and Gymnastics skill tests.

NATURAL HARDENING

Cost: 10 Karma

This quality makes the character's neural structure resistant to feedback. This gives her 1 point of natural biofeedback filtering, which is cumulative with a Biofeedback Filter program or a technomancer's firewall (p. 251).

NATURAL LEADER

Cost: 5 Karma

Whether because of your skill, charisma, determination, or just dumb luck, people to look to you for leadership when things need to get done or when operations go sideways. And the thing is, you actually have the chops to pull it off. Individuals with this quality gain +1 to all Leadership and Teamwork tests connected to Combat Maneuver tests.

NATURAL IMMUNITY

Cost: 4 or 10 Karma

The ability to casually sip poison can never be overrated. A character with Natural Immunity has an innate or developed immunity to one single disease or toxin. This quality is available at two levels. If purchased at the 4 Karma level, the character is immune to a single natural disease or toxin. If Natural Immunity is purchased at the full 10 Karma level, the character is immune to a single, synthetic (artificially created) disease or toxin. Natural Immunity does not affect diseases or toxins that are magically based, such as HMMVV.

The player and gamemaster must agree on the disease, drug, or poison to which the character is immune. The character can take one dose of the drug or poison and experience one exposure to the disease every six hours with no ill effects. Any subsequent dosing or exposure during the next six hours causes normal damage, but the character's recovery time is halved. Note that characters with Natural Immunity to a disease can be a carrier, infecting other characters while suffering no ill effects.

NIGHT VISION

Cost: 2 Karma

The name says it all. This quality provides characters with the advantages of low-light vision (see Environmental Compensation Table, p. 175, SR5). There is a downside. Thanks to the extremely light-sensitive nature of the eye, the character suffers severely from the

glare of the sun (Blinding Glare on a clear day, Moderate Glare on an overcast day, etc.) but can mitigate this with sunglasses per the Environmental Compensation Table. The quality is not compatible with cyber- or bioware augmentation or replacement (meaning if you get any such replacement, this quality goes away, and the character receives no Karma in return).

NINJA VANISH

Cost: 5 Karma

Even the best sometimes get clipped. Maybe you're in a host, holding off some IC, but there are just too damn many of them. Maybe you're in the middle of a firefight and the enemy hacker is getting the best of you, and you're moments away from having your deck reformatted, when suddenly, the Matrix glitches. A little localized reset saves your bacon. Just like that. What are the odds, neh? Maybe GOD is on your side? That can't be you must just be that good. As a Free Action, the character can spend 1 point of Edge to remove all marks a single opponent has on him. Note that in cases where other targets were sharing marks with your target, such as IC in a host, the others also lose their marks.

OBSERVANT

Cost: 5 Karma

You have a keen eye for detail, and your mind picks up on these details quicker than most, which allows you to notice things that others might miss. This may be the result of training or natural talent, or you've played way too many puzzle games on your commlink. The Observe In Detail action becomes a Free Action.

ONE TRICK PONY

Cost: 7 Karma

You've watched the same action trid or chipped your way through the same simsense so many times you actually know how to do that really cool move the star always uses. This quality allows the character to choose one Martial Arts technique they can do without first learning the associated Martial Arts style.

ONLINE FAME

Cost: 4 Karma

Congratulations, you're famous! Well, sort of. You are only famous as a Matrix persona. Maybe you're a famous blogger, an online gaming hero, or a cyberpunk roleplaying-game freelance author (be still your beating heart). People know your icon and your signature, but even your most ardent fan wouldn't recognize you if they passed you in the street on a brightly lit day. Further, none would actually believe you if you tried to tell them (quite the opposite, in fact). You gain +2 dice to your Social tests and +2 dice to your Social Limit when interacting with someone who knows you, but only when you interact with them via the Matrix. Characters who see your icon are able to identify you with a successful Intuition + Logic (2) Test.

Any character who is able to see both your icon and your physical self is thrown into a conflict. Either they will believe you are truly him, or they will refuse to believe and think you are trying to impersonate, erm, yourself. If they believe you, your bonus becomes +3 on Social Tests and Social Limit toward your ecstatic fan, which now applies to all interactions, not just Matrix ones. However, if they do not believe you, you suffer -4 to all Social interactions. In addition, the character may

outright attack you or call the police to report you. To determine a character's reaction, the gamemaster may roll a single D6. On a roll of 5 or 6, the character believes you. On any other roll, the character does not.

OUTDOORSMAN

Cost: 3 Karma

A character with this quality is often described as woodsy. They are far more comfortable in wilderness and rural environments than in the urban blight of the modern city. They are naturals at tracking and hunting, with a sense of direction even a compass could rely on. This quality provides a +2 dice pool modifier for all skills in the Outdoors skill group when in a rural or wild environment. The downside is the character suffers a -1 dice pool modifier to Perception and Survival Tests when in an urban environment.

OVERCLOCKER

Cost: 5 Karma

The character is able to coax more juice out of his gear. The character may add 1 point of Rating to one of his cyberdeck's ASDF attributes. This point can be reallocated as desired any time the cyberdeck is reconfigured.

PAIN IS GAIN

Cost: 5 Karma

Virtual reality – especially hot sim – can be addictive. But what people don't understand is how exhilarating slicing through the Matrix really is. Not just the simsense feedback. No. To you, it's the thrill of the fight. You never feel more alive than that moment when searing white-hot pain hits you between the eyes as the IC tries to fry you. It's the knowledge that your life is on the line as you redline it, all at the speed of thought, that gets you juiced up.

The character gains +2 to their current Initiative Score on any turn she suffers Biofeedback damage (Stun or Physical). This extra score comes into effect at the same time damage is incurred and lasts only for the current Combat Turn. The character may only gain 2 points of Initiative per Combat Turn in this way, no matter how many times they get slapped around.

PERCEPTIVE

Cost: 5 or 10 Karma

The devil is in the details, and you see those horns regularly. This quality is available at two levels. For 5 Karma, characters receive a +1 dice pool modifier on all Perception Tests, including Astral and Matrix Perception. For 10 Karma, the modifier increases to +2.

PERCEPTIVE DEFENDER

Cost: 4 Karma

Sometimes keeping yourself alive is about staying alert and keeping an eye out for incoming trouble, about knowing what's coming before it's time to duck or dive for cover. This quality allows the character to use their Perception skill in place of their Willpower attribute while using Full Defense. Including this skill in the Defense Test means that their Mental limit also applies.

PERFECT TIME

Cost: 5 Karma

Who needs a watch when you're around? The character with this quality always knows the time, down to the minute, and has a perfect sense of rhythm and timing. This perfect sense can only be obstructed through prolonged isolation, unconsciousness, or distortion of temporal perception through drugs, chips, or an extended period in the Matrix. This quality provides two game benefits: a +1 dice pool modifier for Performance Tests involving timing and rhythm, along with an additional Free Action during every Action Phase.

PHOTOGRAPHIC MEMORY

Cost: 6 Karma

A character with Photographic Memory can instantly recall facts, dates, numbers, or anything else he has seen or heard. The character gains a +2 dice pool modifier to all Memory Tests.

POISONER

Cost: 5 Karma

Your experience with using poison has taught you a few tricks to make it more effective. Increase the Power of any Toxins you use by 1.

POOR LINK

Cost: 8 Karma

There's a haze to the character's aura that makes connecting over a distance difficult. All ritual sorcery, including friendly efforts, directed at the character receives a -2 dice pool modifier for the Ritual Spellcasting Test during Step 7: Seal the Ritual. The character also has a +2 dice pool modifier for any Resistance Tests she might have to make against the ritual, including against friendly rituals.

PRACTICE, PRACTICE, PRACTICE

Cost: 2 Karma

Constantly striving to perfect a certain ability has paid off. Increase your limit by 1 in a single non-combat skill.

PRIME DATAHAVEN MEMBERSHIP

Cost: 7 Karma

JackPoint, the Nexus, the Helix – legendary sites of information sharing among the shadowrunner elite. Access to these sites is invitation-only, and guess what you've been invited! You'll be a probationary member for a while, but that's still not bad. You pretty much gain access to most of the information you might ever want, you're just not necessarily privy to the administrative secrets of the haven and some of the more sensitive posts. These sites all operate on a give-to-be-given, information-should-be-free mentality. You will be expected to feed the dataHaven with regular posts sharing your expertise and detailing some of the things you encounter, though it is accepted as a mark of professionalism to censor your information so as to not include names or details that might lead to identification of the specific players involved.

When choosing this quality, pick one of these famous datahavens. It will act as a Group Contact (p. 176, Run Faster). The Group Contact is considered to have a Loyalty of 3 and Connection of 5.

PROFILER

Cost: 3 Karma

If you know someone well, you can often guess their actions. Simple enough in theory, and something that you have mastered. Given enough information about someone, you are able to get into their head and know what buttons to push and how to manipulate them. With an appropriate dossier on a person and one hour to study it, you gain a modifier to your dice pool and your Social Limit on all Social Tests involving that person, equal to the net hits on a Matrix Search test (maximum +3).

An appropriate dossier can be gathered via a Matrix Search test. The threshold is always at least 3, but depending on the individual may be as high as 6 (gamemaster's discretion). The information required is always Obscure (-2 modifier) and may be On Another Grid (further -2 modifier, gamemaster's discretion).

The downside to the character's ability to profile others so well is an inability to react smoothly when unprepared. The character suffers -1 to their Social Limit in any and all situations where they could not prepare.

QUICK CONFIG

Cost: 5 Karma

Maybe you're just nova-hot at moving your fingers around, or maybe your mind is highly organized. Whatever the case, reconfiguring your deck is something you do with freakish rapidity. Whenever you reconfigure your deck (p. 228, SR5), you can make two changes with a single Free Action. So, you may switch two programs for two others, or you can swap two pairs of cyberdeck attributes. You can also swap one program and one attribute pair. Note that a single attribute can only be swapped once, so there is still a limit to how much the new config can achieve.

Example: Trix has the Quick Config quality and is currently running a Novatech Navigator with Attack 6, Sleaze 5, Data Processing 4, and Firewall 3 (6/5/4/3). She could use a Free Action to reconfigure her deck and swap Attack and Sleaze and then Data Processing and Firewall to end up with 5/6/3/4. What she could not do is swap Attack and Sleaze and then Sleaze with Firewall (5/3/4/6).

QUICK HEALER

Cost: 3 Karma

A character with the Quick Healer quality receives a +2 dice pool modifier to all Healing Tests made on/for/by her, including magical healing.

RADIATION SPONGE

Cost: 5 Karma

Something about the cells of characters with this quality makes them more resistant to radiation's harmful effects, but it also makes them hold onto that radiation for longer. The character always faces one less step for Fatigue from Environments in Radiation environments, and therefore never faces a Deadly environment. If a character spends time in a Deadly environment, treat it as an Extreme environment for Fatigue purposes; use the Deadly environment times and double the length of time for carrying Radiation with them.

For example, Glowboy is a Radiation Sponge who makes a two-minute jaunt into the heart of Glow City in Redmond to prove a point. He comes out a little tired but excited to tell his pals all about the trip. When his pals start falling over, Glowboy tries to help them but they only seem

to get worse. Glowboy is carrying a Deadly environment around with him for 4 minutes after he leaves, plenty of time to kill his less-radiation-friendly pals. He will also be carrying around a Harsh environment for 48 hours and a Mild environment for 48 more. Best he keeps away from other people for awhile.

RAD-TOLERANT

Cost: 3 Karma

Sometimes characters are just different. Being able to stand on the outskirts of the Cermak Blast and just stare into the nothing for days on end, or even living there with no ill effects can be a blessing in disguise. Characters with this quality double the time before they gain the Blighted quality. Characters also always face one less step for Fatigue from Environments in Radiation environments, just like the Radiation Sponge. This Quality is incompatible with the Radiation Sponge Quality.

RANK

Cost	Nco	Officer	Beat
5	[Lance] Corporal	Lieutenant	Officer
10	Sergeant	Captain	Corporal
15	Sergeant Major	Major	Sergeant
Cost	Detectives	Workers	Management
5	Detective	5 Year	Manager
10	Detective Sergeant	10 Year	Area Manager
15	Captain	20 Year	Regional Manager

Rank is the way most organizations or institutions determine leadership and responsibility among their staff or members. Although it's usually associated with the military, in fact rank exists in all facets of life, including the business world and even policlubs and hobby groups.

Rank provides a +1 to your social limits per level for those within your organization. In the case of military or law enforcement characters, the social limit modifier applies to members of the public over whom they have authority.

REDLINER

Cost: 10 Karma

Any cyberlimbs you have installed are jacked-to-themax, with safety limits disabled and performance overclocked beyond what the warranty normally covers, and that's the way you like it. You receive +1 Strength and +1 Agility for every two full cyberarms or cyberlegs installed, up to a maximum of +2 for both attributes (sorry, no super centipede-man builds). The downside to pushing your 'ware that hard, however, is that the strain is quite damaging. You lose three Physical Condition Monitor boxes per two full cyberarms and legs installed. Normally, every cyberlimb gives you one additional box, but with this quality, after two full limbs you end up with net one less box (i.e., -1 instead of +2).

RESISTANCE TO PATHOGENS/TOXINS

Cost: 4 or 8 Karma

A character with Resistance to Pathogens/Toxins can fight off diseases and drugs more easily than other characters and receives a +1 dice pool modifier to Resistance Tests. This quality comes at two levels: at

4 Karma the character is resistant to either pathogens or toxins, not both. If the character purchases this quality at 8 Karma, she receives the +1 modifier for resisting both.

RESTRICTED GEAR

Cost: 10 Karma per item

Right place, right time, right friend, or the stars aligned. No matter the reason, the character has managed to acquire or get a line on one piece of really hard-to-find gear she absolutely had to have. The character can take this quality up to three times; only one of those times can occur at character creation. Selecting it at character creation allows the character to buy a piece of gear with an Availability of up to 24 (circumventing the normal Availability limit at character creation). After character creation, taking this quality lets the character purchase one piece of gear with an Availability up to 18 during play with just a single commcall. They do, however, have to pay an extra thirty percent for the item.

REVELS IN MURDER

Cost: 8 Karma

Calling you psychotic might be going too far, but in any case it's doubtful anyone is going to debate the point to your face. Killing brings you joy. Maybe it's the thrill of the ultimate test of your skills, the ultimate redline, kill or be killed, and the triumph of victory that keep you going. Maybe you just like gore. The Sixth World is a cold place, chummer, and you get your kicks where you can.

When a character with this quality uses a point of Edge as part of an offensive combat action against a target and causes enough damage to send that target into physical overflow, the character immediately regains the spent point of Edge.

To qualify, the target must be aware of the possibility of damage and not willing to receive it, and they must be a metahuman (human, ork, troll, elf, dwarf, or any associated metavariant). Critters, spirits, and the like do not count. In case of doubt as to whether a target counts or not, the gamemaster has final say.

ROOTKIT

Cost: 8 Karma

The character knows how to find the crack in any system, even if it's a minuscule one. Getting the code just right, and hitting that chain on its weakest link take a lot of mental fortitude and accuracy. A helping of luck doesn't hurt.

As a Free Action, a character may take a -8 penalty to their dice pool when they are performing a Data Spike or Resonance Spike Action one that same turn. On a successful hit, the character may add their device rating to the DV of the attack.

SENSE OF DIRECTION

Cost: 3 Karma

Sometimes the compass asks you which way is north. This quality allows even the most citified character to always know true north. With even a single rank in the Survival skill, she can always retrace her path. She can also estimate distances traveled accurately within a few meters as long as she is alert and able to perceive her surroundings when traveling. The quality offers a +1 dice pool modifier on Navigation skill tests.

SENSEI

Cost: 5 Karma

You don't know what you don't know. This quality gives you someone who knows what you don't know and has chosen you to be the recipient of their knowledge. The character selects a skill or skill group for their Sensei to have mastered when the quality is purchased. They must have a contact of Connection Rating 3 or higher with expertise in the area they will teach the character. If they choose a single skill, the Sensei has the skill at a Rating of 13, as well as an Instruction Test dice pool of 10 and a limit of 7. If a skill group is chosen, the Sensei has it at 12 and has an Instruction Test dice pool of 12 with a limit of 8. The Sensei charges nothing for her services to the character, and she generally should be available to the character, though the specifics of the relationship are under the gamemaster's discretion.

SHARPSHOOTER

Cost: 4 Karma

Through focus and vigilance it's possible to hone a shooting skill to the point of an excess of precision. This honing means that specific techniques are trained to the point of perfection, but in that training, other, more basic maneuvers are skipped over. Characters with this quality are more skilled at making Called Shots, but at the cost of their basic shooting skills. Penalties for Called Shots are decreased by 2, while all other Ranged Attack actions suffer a -1 dice pool penalty.

SILENCE IS GOLDEN

Cost: 9 Karma

It might be anemia from all that soykaf, or perhaps there's something about the character—maybe the Matrix just likes them. Whatever the case, for some reason the ever-present noise of the Matrix is muted near this character.

The noise penalty for the character and anyone within ten meters of them is reduced by 2. Anyone outside the radius who attempts to connect to the character does not benefit from the noise reduction.

SOLID/LEGENDARY REP

Cost: 2 or 4 Karma

The character has a solid (2 Karma) or legendary (4 Karma) reputation within a certain group. He did something amazing for the group once; old members talk about it with fond memories and new recruits want to find out all about it. The character gets a Reputation bump with a certain specific group: +1 for a solid rep, +2 for a legendary rep. Even if the character goes on to do negative things to that group, his reputation is such that people want to believe it's a just a misunderstanding. The selected group should generally have around one to five thousand members. The quality can only be taken once.

SPACER

Cost: 3 Karma

Some people are just naturally comfortable in alternative-gravity environments. They perform every action with a certain additional grace and style. These characters gain a +1 dice pool bonus to all Physical actions taken in a gravity other than Earth norm.

SPEED DEMON

Cost: 3 Karma

Pushing your vehicle to its limits makes the hair on the back of your neck stand up, but in a good way. You feel alive, alert, and ready to do anything. This increased intensity gives you a +1 dice pool bonus to Pilot tests for a vehicle that is moving at a speed attribute of 3 or higher (4 for aircraft). Note that your character must either be directly in the vehicle he is piloting or jacked in; the bonus does not apply to vehicles that are simply being piloted remotely.

SPEED READING

Cost: 2 Karma

When you found out the professor was offering an open-book final that could count as one hundred percent of your grade, you covered a year's tuition by betting you could ace it without ever attending a single class. With this quality, a character can read through a full page of written text (about 800 words) in about five seconds or an 800-page textbook in about an hour. The information read is not memorized (unless the character also possesses the Photographic Memory quality, p. 76, SR5, which allows a test for anything in the book after it is read), but the reader can gain a basic understanding of the contents. If attempting to locate a specific piece of information, phrase, or subject while in the process of reading, the character can attempt a Logic + Intuition Extended Test with a threshold and interval determined by the gamemaster based on the Tests she might have to make against the ritual, including against friendly rituals.

SPIRIT AFFINITY

Cost: 7 Karma

Available only to magic users, the Spirit Affinity quality allows a character to be attuned to one type of spirit (see Spirits, p. 303). These spirits find the character interesting, are drawn to her, and are more inclined to assist her. They may be reluctant to attack the character, and if forced to do so they are likely to use nonlethal power. Watchers and minions do not count for this quality as they are constructed and are not summoned like normal spirits. Spirit Affinity provides magicians with 1 additional spirit service for each spirit of that type, and it also provides a +1 dice pool modifier for Binding Tests.

Magic users may possess this quality for a type of spirit that is not part of their magical tradition.

SPIRIT CHAMPION

Cost: 14 Karma

Prerequisites: Able to Summon

Something you did had a lasting, positive effect on the astral plane, and the whole spirit world is talking about it. Characters with this quality may spend (Force×5) drams of reagents when performing a Summoning Test to receive a +1 dice pool modifier, in addition to any reagents spent to set the limit for the test. Also, Binding Tests require only (Force×20) drams of reagents, and the summoner receives a +1 dice pool modifier.

STEELY EYED WHEELMAN

Cost: 2 Karma

No turn too tight. When making Vehicle tests, Terrain Modifiers are reduced by 1 to a minimum of 0.

STUNT DRIVER

Cost: 4 Karma

Whether it's because you spent some time working for a trip studio in LA or because you taught yourself some fancy moves while passing time in the barrens driving some junker car, you developed particular skill behind the wheel/helm/control stick of a vehicle and can pull off stunts with a grace and ease that others envy. When making any vehicle Stunt test (see p. 204, SR5), you receive a +2 dice pool bonus.

SUBTLE (VEHICLE) PILOT

Cost: 4 Karma

Other riggers can be flashy or showy, but you know the value of getting your work done while appearing like part of the normal traffic – or like part of the background you're passing. When you are piloting a craft on the ground, in the water, or in the air, anyone trying to spot you gets a –2 dice pool penalty to their Perception Test to find you. This includes drones, as long as you are directly controlling them instead of letting your software for the work. This quality can be selected once for each particular Pilot skill, including the various Pilot Exotic Craft skills. The type of craft it applies to must be selected when it is purchased.

TOO PRETTY TO HIT

Cost: 3 Karma

It's more about force of personality than actually being pretty – sometimes a character just has a presence about them that keeps people from shooting straight. The character can use their Charisma attribute instead of their Willpower attribute while using Full Defense.

TOUGHNESS

Cost: 9 Karma

Characters with the Toughness quality shrug off damage more easily than others. Such characters gain a +1 dice pool modifier to their Body when making Damage Resistance tests.

TRUSTWORTHY

Cost: 15 Karma

There's just something about your baby face, good manners, or personality that makes others want to trust you. This quality provides a +1 dice pool modifier to all Skill Tests for skills in the Influence skill group and increases the character's Social Limit by 2 for situations involving trusting the character.

UNCANNY HEALER

Cost: 12 Karma

The character has always been a fast healer, recovering from injuries with almost supernatural speed. Characters who embrace augmentation soon discover that it interferes with their unnatural healing ability, however. The character adds their current Essence attribute as a dice pool modifier to all Natural Recovery Healing Tests for both Stun and Physical damage (p. 207, SR5). This does not affect magical healing or First Aid tests performed by others. This quality cannot be combined with Quick Healer (p. 77, SR5).

VEHICLE EMPATHY

Cost: 7 Karma

Sometimes you feel like your heart pumps 108 octane instead of simple blood. Characters with this quality have an inexplicable understanding of and connection with anything they drive. Whenever the character is in physical control of a vehicle, either through manual controls or jacked into the vehicle via cable (but not Jumped In), they gain a +1 dice pool modifier for all appropriate Pilot Skill tests and increase the Handling Rating by 1.

WATER SPRITE

Cost: 6 Karma

You sure you're not part merrow? This quality provides a +2 dice pool modifier to all Diving and Swimming tests, as well as tests related to holding your breath and treading water.

WATCH THE SUIT

Cost: 3 Karma

You paid good nuyen for a Starlight gown. There's no way you're going to let this clown bleed all over it. You've got the presence of mind and the little dextrous tricks to get in a tousele and still come out looking good. This prevents any Stun damage from marring your appearance. Physical damage will still draw blood and leave cuts, burns, or worse that you can't avoid. You never receive negative dice pool modifiers to Etiquette tests for looking roughed up after a fight in which you did not take Physical damage, and your appearance won't rouse suspicion that you were recently involved in an altercation.

WILL TO LIVE

Cost: 3 Karma per rating

Rating: Max 3

For each rating point in Will to Live, the character gains 1 additional Damage Overflow Box (p. 101). These additional boxes only allow the character to sustain additional damage before dying; they do not raise the threshold at which the character becomes unconscious or incapacitated, nor do they affect modifiers from the damage the character has taken.

WITNESS MY HATE

Cost: 7 Karma

Prerequisites: Magicians Only

All of a spellcasting character's single-target Direct Damage spells are resolved at +2 DV. However, such reckless channeling of destructive forces wreaks havoc on the character's system. The Drain code for any affected Direct Damage spells is increased by +2.

SPECIAL

These qualities have prerequisites the character must fulfill. These are no normal qualities the cost is as written, no need to double up.

ADEPT HEALER

Prerequisites: Empathic Healing adept power

Cost: 10 Karma

An adept with this quality heals significantly more damage per hit when transferring damage from another person with the Empathic Healing power. Additionally, they suffer a slightly lower cost to their own health. When using the Empathic Healing power, each net hit removes 3 boxes

of damage from the wounded character and inflicts 2 boxes of damage on the adept.

ALCHEMICAL ARMORER

Prerequisites: Alchemy 4, Armorer 4, Advanced Alchemy metamagic

Cost: 15 Karma

This quality gives the character a spell that allows her to alter the ballistic properties of bullets by making them target and lynchpin of preparations. The cost of the Alter Ballistics spell (see p. 51) is factored into the cost of this quality, and the character does not need to spend any extra Karma to learn the spell.

ALCHEMICAL BOMB MAKER

Prerequisites: Alchemy 4 (Combat Spell), Advanced Alchemy metamagic

Cost: 10 Karma

A character with this quality can increase the radius or base DV of alchemical preparations that have their range listed as LOS(A). For every 2DV increase in damage or 10m increase in radius (rounded up), the Drain Value is increased by 1. A character with this quality may also reduce the drain from one type trigger of her choice by one, down to a minimum of zero.

ANIMAL FAMILIAR

Prerequisites: Animal Handling 5

Cost: 5 Karma

Using this quality can make a non-Awakened animal follow the same rules as an animal bonded via Attune Animal, though this bond cannot be broken except by death (type and cost of animal allowed is up to the gamemaster). If a familiar dies, the quality must be purchased again if the character wants a familiar. Characters may only have one familiar at a time. The character and animal share a limited Sense Link (p.198, Street Grimoire). They are connected emotionally and the character can issue commands mentally to the animal, but no other senses are shared. If the familiar is within (character's Magic × 50) meters of the character, the character knows where the familiar is. Adepts with a familiar can reduce the Karma cost of the Way of the Beast by 3.

APT PUPIL

Prerequisites: Arcana 6, Knowledge: Magical Theory 4

Cost: 5 Karma

All that studying has finally paid off. All of the magical training times for a character with this quality are reduced by 25 percent.

ARCANE BODYGUARD

Prerequisites: Counterspelling 4

Cost: 20 Karma

A character with this quality has double the amount of spell defense dice, but they may never use more than (spell defense dice / 3) dice on herself, even when they have no one around to protect. The quality also doubles the number of people a character can protect with their spell defense dice at any one time.

ARCANE IMPROVISER

Tradition: Chaos

Prerequisites: Spellcasting 6, Counterspelling 6, Arcana 7 (Spell Design), 4 spells from each category

Cost: 5 Karma

A character with this quality can spend a point of Edge to cast any spell they have not previously paid Karma to learn. Characters may only cast this spell once per week with a Complex Action, but it is always considered Reckless Spellcasting (p. 281, SR5) when calculating drain DV.

ARCHIVIST

Prerequisites: Arcana 5, two Academic Knowledge skills related to magical studies at rank 4 or higher

Cost: 10 Karma

Studying is no substitute for practice when it comes to learning many of the finer points of most magical skills, but there is something to be said for the value of dedication to one's studies. The archivist has spent many hours in dusty libraries and hidden collections of scrolls and tomes, studying knowledge few have ever seen. Their mind has become a living catalog of arcane knowledge, and their skills benefit from this knowledge. Knowledge is power. A character with this quality has extensively studied the inner workings of magic, which grants them the ability to manipulate mana at a higher level than they'd normally be able to. For every two Academic knowledge skills related to magical studies that the character possesses at rank 4 or higher, their Magic attribute is considered to be one level higher for the purposes of determining whether the Drain Value from a magical action will be Physical or Stun.

ASTRAL BOUNCER

Prerequisites: Assensing 4 (Aura Reading)

Cost: 10 Karma

A character with this quality has astral sight that is so keen that they've developed new ways of sizing up everyone they meet. Along with the normal results, every two net hits on an Assensing skill test can also be used to reveal one of the following about a living being: all positive qualities, all negative qualities, physical attribute ratings, mental attribute ratings, initiate grade, an initiate power, an adept power, or Edge rating.

ASTRAL INFILTRATOR

Prerequisites: Astral Combat 5 (Astral Barriers), Initiate Grade 1

Cost: 15 Karma

Any astral barrier that a character with this quality successfully passes through has its Force lowered by their Initiate Grade. If passing through the barrier lowers the Force to zero, the barrier is disrupted, and the mage who set it up is alerted. A character with this quality can instead choose to leave a barrier at Force 1 if they would normally disrupt the barrier by passing through it. A single character can only reduce the Force of a barrier once, but multiple characters with this quality can combine their efforts to weaken or remove an astral barrier.

BAREHANDED ADEPT

Tradition

Buddhism

Prerequisites: Must be an Adept, Unarmed Combat 6

Cost: 10 Karma

This quality allows an adept to cast a number of touch spells equal to their (Magic attribute / 2); a new touch spell is granted as the character's Magic attribute rises high enough after acquiring this quality. An adept with this quality does not actually have to use their hands to cast a spell, but their bare skin must make contact with the target of the spell (or the target's clothing). A barehanded adept uses their Unarmed Combat skill in place of the Spellcasting skill and must still make the normal unarmed attack required to target a touch spell. Drain is double what it normally would be and is resisted with Body + Willpower. The maximum Force of any spell cast with this ability is (Magic / 3), rounded up.

BLOOD NECROMANCER

Prerequisites: Blood Magic, Spellcasting 6 (Health)

Cost: 15 Karma

When a creature dies, it takes a short period of time for their essence to fade as their individual organs and cells begin to fail and die. Characters with this quality can use these minuscule traces of life to revive and stabilize characters who have filled their overflow damage within a number of minutes equal to their (Essence - 1, rounded up). For every minute that the character was dead before being revived, they lose one point of Essence. If the loss would reduce the character's Essence to zero, that character cannot be revived. Metahumans who have returned from the dead and the mage who revived them must immediately make a Composure (4) test to avoid acquiring long-term mental, physical, or spiritual ailments. Critters with the Sapience power make a Composure (2) test, while critters without the Sapience power only make a Composure (1) test to resist permanent adverse effects. If a metahuman or critter fails to beat the Composure threshold, they must take a number of negative qualities equal to (threshold - hits) from the table listed below. These negative qualities can be purposefully chosen, or they can be rolled for randomly at the discretion of the gamemaster.

Roll	Negative Quality
2	Amnesia (Neural Deletion)
3	Astral Beacon
4	Deaf
5	Insomnia (15 Karma)
6	Allergy (Sunlight, Moderate)
7	Compulsive (12 Karma)
8	Loss of Confidence
9	Weak Immune System
10	Infirm (15 Karma)
11	Infirm (10 Karma)
12	Compulsive (8 Karma)

CHAIN BREAKER

Tradition: Shaman

Prerequisites: See description

Cost: 10 Karma (Aspected Mage: 5 Karma)

A character with this quality refuses to bind spirits and takes umbrage with any magician who does. A chain breaker is known to the astral world as an ally, which means that spirits are more willing to forgive them at first, but less forgiving if they develop a bad Astral Reputation. Characters with this quality double the amount of Spirit Index required

to reach their first point of Astral Reputation, but require only 10 Spirit Index to gain subsequent points of Astral Reputation. As a reward for their devotion, a character with this quality may choose two additional spirit types to summon in addition to the spirit types allowed by their tradition. The character must forfeit the use of the Binding skill as an active skill, but they may still use any previously acquired ranks as a Knowledge skill. Additionally, the character must succeed in a Composure (2) test to avoid verbally or physically lashing out at any nearby mage currently binding a spirit, including teammates. If the Astral Reputation of a chain breaker ever reaches 3 or higher, the character loses the ability to summon the extra two spirit types, and this quality is considered a negative quality until it is paid off with Karma (at twice the listed price) or the character can adequately atone for their transgressions by performing the Atonement ritual (p. 123, Street Grimoire).

CHAKRA INTERRUPTER

Prerequisites: Assensing 4 (Aura Reading) and Nerve Strike adept power

Dr: Assensing 4 (Aura Reading) and Unarmed Combat 6 (Martial Art) with Dim Mak technique

Cost: 10 Karma

When striking nerves, arteries, and pressure points, the character doesn't just disable limbs; they block the ability to control and channel mana. The attacker must have previously assensed the target and gotten at least 2 net hits to use this ability. Along with the normal effects of Nerve Strike or called shots to an arm or leg, a character with this quality may temporarily reduce the Magic attribute of a target by 1 for every two net hits on her melee attack. The defending character's Magic attribute is reduced for a number of Combat Turns equal to the melee skill rank of the attacking character. Using this ability without the Nerve Strike power requires a Called Shot (Specific Location) targeting either an arm or a leg.

CHARLATAN

Prerequisites: Assensing 5 and Palming 3 (Prestidigitation)

Dr: Assensing 5 and Performance 3 (Magic)

Cost: 10 Karma

Charlatans are able to use prestidigitation and stage magic to hinder any attempts to notice or identify their magic or magical items for what they really are. When a character with this quality is performing a mundane illusion, they add their Performance (Magic) or Palming (Prestidigitation) skill rank to their Spellcasting rank for the purposes of determining the Perception test threshold to notice them casting a spell (see Perceiving Magic, p.280, SR5). Anyone watching their performance suffers a dice pool penalty to Assensing tests targeting the performer, their spells, or their magical equipment. The dice pool penalty to Assensing tests is equal to the Performance or Palming skill of the performer. This dice pool penalty applies for the entire duration of the performance and an additional number of minutes equal to the performing character's Charisma. This quality is not a true replacement for the Masking and Extended Masking metamagics and will not hinder attempts to assense the character outside of when they are performing mundane illusions, but the negative dice pool modifier to Assensing Tests can be combined with the use of those metamagics.

CHOSEN FOLLOWER

Prerequisites: Mentor Spirit

Cost: 10 Karma

Characters with this quality have earned the right to receive magical instruction from their mentor spirits by showing ceaseless devotion to their ideals. The wisdom bestowed by a mentor spirit is granted instantaneously as a potent vision delivered via the shared connection between the character and their mentor. This instruction can only be received once every three months during an equinox or a solstice event, and each type of instruction can only be received once per year. A character with this quality may ask their mentor spirit to aid them in one of the following ways:

- Learn two spells or rituals.
- Improve a magical active skill from rank 1 to rank 3.
- Reduce the training time for improving a magical active skill, skill group, or specialization by fifty percent.
- Reduce the training time for improving their Magic attribute by fifty percent.
- Improve an Academic knowledge skill related to Magic from rank 1 to rank 4.
- Ignore glitches or reduce critical glitches during Step 5 (Craft the Focus, p.307, SR5) when crafting a single focus.
- Ignore glitches or reduce critical glitches during Step 7 (Seal the Ritual, p.296, SR5) when performing a single ritual.
- Reduce the threshold for the Arcana + Logic Extended Test to create an ally spirit formula to (Force × 3); see p.201, Street Grimoire.

CLOSE COMBAT MAGE

Prerequisites: Spellcasting 4 (per level of quality), Spell Shaping metamagic

Cost: 5 Karma per Level

When this mastery quality is purchased, the character may choose one benefit per level from the list below. Each benefit may only be chosen once.

The total dice pool penalty for using the Spell Shaping metamagic is reduced by 2, down to a minimum of zero.

Spell radius can be increased or decreased by two meters per -1 dice pool penalty to the Spellcasting test instead of 1 meter.

Spherical areas unaffected by the spell can be up to three meters in radius.

DARK ALLY (SPECIFIC SPIRIT)

Prerequisites: Binding 7, Ritual Spellcasting 9

Cost: 10 Karma

Magicians are capable of binding a specific spirit after using a Calling ritual (p.126, Street Grimoire). This spirit is limited to a specific kind of spirit (for example, a boggle) rather than a spirit type (for example, fae). A bound spirit is subject to the limit on the number of bound spirits, and it can provide services related to manipulation spells. Spirit gains the Restless quality when binding is attempted. Force of the spirit cannot exceed the Magic rating of the magician.

DEATH DEALER

Prerequisites: Spellcasting 4 (Combat Spells) Or Critical Strike adept power

Cost: 15 Karma per Level (Max 3)

All Combat spells cast by a character with this quality have their DV increased by 1 per level of this quality. However, channeling even more destructive forces wreaks havoc on the character's system. The drain code for any affected Combat spells is increased by +1 per level. Adepts with this quality add an additional +1 DV to any attacks made with active skills affected by the Critical Strike power, but they may only purchase the first level of this quality.

DEDICATED CONJURER

Prerequisites: See description

Cost: 10 Karma (Aspected Mage: 5 Karma)

Characters must completely forfeit use of the Spellcasting skill as an active skill and the ability to cast spells, but they may still use any previously acquired ranks in the Spellcasting skill as a Knowledge skill. In exchange, the dedicated conjurer can choose a new type of spirit to summon and bind for every two full ranks they have in their Summoning skill. These spirit types can be summoned in addition to the spirit types normally allowed by their tradition, and they do not replace any of the other types of spirits a character with this quality can summon. When using the Conjuring skill group, characters with this quality add 1 to their Magic rating when determining whether drain they must resist is Physical or Stun damage. Aspected mages who are able to learn skills in the Conjuring skill group automatically meet the requirements for this quality.

DEDICATED SPELLSLINGER

Prerequisites: See description

Cost: 10 Karma (Aspected Mage: 5 Karma)

Characters with this quality completely forfeit use of the Summoning and Binding skills as active skills, but they may still use any previously acquired ranks in those skills as Knowledge skills. In exchange, characters gain a new spell for free every time they raise their Spellcasting skill, and the Karma cost of learning new spells is reduced by 1. The character also receives a free spell for every rank they possess in the Spellcasting skill at the time of purchasing this quality, including character generation. Specializations count as one rank in a skill for the purposes of the free spells offered by this quality, but the selected spell must be compatible with the specialization. Aspected mages who are able to learn skills in the Sorcery skill group automatically meet the requirements for this quality.

DUAL-NATURED DEFENDER

Prerequisites: Dual Natured, Astral Combat 3

Cost: 5 Karma

Characters with this quality have learned that the Sixth World is not the kindest place to dual-natured creatures, and it's forced them to learn how to defend themselves against a variety of astral threats. A character with this quality may stop astrally perceiving with a Free Action to avoid astral barriers or threats. The amount of concentration required to disconnect from the astral causes a -2 dice pool penalty to all actions the critter makes when they are not astrally perceiving. A dual-natured critter cannot use any of its critter powers (except Sapience) while in this state, and shapeshifters are stuck in whatever

physical form they are currently in. A dual-natured critter cannot stop astrally perceiving for more minutes than its Magic attribute in a twenty-four-hour period before it must reconnect with the astral. For every minute past the allotted time that a critter does not perceive the astral, it permanently loses one point of Magic. If a character with this quality is knocked unconscious, they automatically reconnect with the astral. This quality does not hide the fact that a critter is Awakened when the critter is assensed, but it inflicts a -2 penalty on any attempts to astrally perceive the critter.

DURABLE PREPARATIONS

Prerequisites: Alchemy 6

Cost: 5 Karma

The character's intimate knowledge of the materials and skills used in alchemy gives them insight to reinforce the magical bonds of the preparation. Increase the time before the preparation starts to lose potency to (potency × 3) hours, instead of potency × 2.

ELEMENTAL MASTER

Tradition: Wuxing

Prerequisites: 5 spells related to a specific natural element (air, earth, fire, or water)

Dr: Conjuring 4 (with specialization in conjuring spirits of air, earth, fire, or water)

Cost: 20 Karma

The elemental master has chosen a natural element (air, earth, fire, or water) on which to focus, and developed an intense connection to that element. A character with this quality reduces all incoming damage from their chosen element by half, and they are immune to any secondary effects it might normally cause (see Elemental Damage, p. 170, SR5). Because incoming damage is halved before rolling for damage resistance, this quality protects both the character and their worn equipment from elemental damage.

FLESH SCULPTER

Prerequisites: Spellcasting 4 (Manipulation Spells), Zoology 5, Spell: Shapechange or (Critter) Form

Cost: 10 Karma per Level (Max 3)

A character with this quality is able to turn themselves and others into a larger range of animal forms with the Shapechange or (Critter) Form spells. For each level of this quality, a Flesh Sculpter can transform a voluntary subject into an animal form with a base body that is two points greater or lower than normally allowed by these spells.

HEALER

Prerequisites: Spellcasting 4 (Health), First Aid 3

Cost: 10 Karma

You decided a long time ago that no one dies on your watch. Characters with this quality become so in tune with the auras of the sick and injured during their training that they establish a much stronger empathic link when healing them magically, even if their patient has lowered Essence. The character can use net hits from Spellcasting skill tests to reduce the time it takes for a health spell to become permanent by 2 Combat Turns per net hit instead of 1. Additionally, dice pool penalties to casting health spells on characters with lowered Essence are halved (round down).

ILLUSIONIST

Prerequisites: Spellcasting 4 (Illusion)

Cost: 10 Karma per Level (Max 3)

Each level of this quality allows a character to sustain a single Illusion spell without taking a penalty. The character must choose which type of spell they can sustain (Physical or Mana) when purchasing a level of this quality. The character cannot benefit from this quality if they sustain spells with a Force that exceeds their Magic rating.

ITEMS OF POWER

Prerequisites: Artificing 6

Cost: 25 Karma

The Magic attribute of a character with this quality is increased by 3 for the purposes of determining the total rating of foci the character can have before risking focus addiction.

MAGE HUNTER

Prerequisites: Spellcasting 4 (Combat Spells); see description

Cost: 15 Karma

Each level of this quality allows a character to reduce a Counterspelling dice pool aimed against them by 2 in exchange for adding 1 to the drain of a Combat spell they are casting. Prerequisites increase if characters want additional levels – for level 2, Spellcasting rank must be 7; for level 3, must be 9.

MENTOR SPIRIT

Cost: 10 Karma

Prerequisites: Must have Magic Attribute Rating

Everyone needs some help in life, even if it comes from someone relatively filmy and insubstantial. Mentor Spirit means the character follows a patron spirit (see Mentor Spirits, p. 320) that guides him in his practice of magic and provides certain advantages and disadvantages to his natural abilities. A character may change mentor spirits, but he may have only one mentor spirit at a time. To change mentor spirits, the character must first buy off the current mentor spirit as if it were a Negative quality. He can then purchase the quality again to follow a different mentor spirit. This cost represents the toll of divorcing from one mentor spirit and bonding with a new one.

Each tradition has a different name for a mentor spirit. Hermetic mages prefer the term "mentor spirit," while shamans use the word "totem" for the spirit that they follow. While the names may vary, the way the mentor works is consistent. This quality is only available to characters that possess a Magic attribute rating.

MISSILE DEFLECTOR

Prerequisites: Missile Parry (I) adept power, Counterstrikes adept power

Cost: 10 Karma

Adepts with this quality may use the Counterstrike adept power as an interrupt action to immediately throw an object that they have successfully caught using the Missile Parry power. The adept can target anyone or any area within their normal throwing range.

MYSTIC FOREMAN

Prerequisites: Spellcasting 4 (Manipulation Spells), Industrial Engineering 4, Chemistry 4

Cost: 10 Karma

Shape [Material] spells cast by a character with this quality apply the Force of their spell as a negative dice pool modifier to the target material during the Object Resistance test. Additionally, their Shape [Material] spells now reduce the Structure ratings of reinforced materials by (Force × 2) points per combat turn instead of (Force) points per combat turn.

MYSTIC PITCHER

Prerequisites: Fling spell, Spellcasting 4 (Manipulation Spells)

Cost: 10 Karma

A character with this quality can use the Fling spell to hurl objects more accurately at selected targets or over long distances. This quality allows you to shift the range modifiers for attacks with the Fling spell down by one category cumulative with any qualities or vision enhancements that also reduce range modifiers. Alternatively, you may choose to use aerodynamic grenade ranges instead of reducing a range modifier. Additionally, this quality reduces the dice pool penalty for all called shots using the Fling spell by 1; this is compatible with any other qualities that reduce the dice pool penalties for called shots.

PACIFIST ADEPT

Prerequisites: Pacifist quality (10 or 15 Karma), Cool Resolve adept power, Notoriety less than 2

Cost: 5 Karma

Adepts with this quality have dedicated years of training to using the powers granted by their qi to further their pursuit of peaceful conflict resolution. This quality offers special benefits for each level of the Pacifist quality that the adept possesses, but also requires a deeper dedication to their vow of non-violence.

Pacifist (10 Karma)

Any attacks that would cause Physical damage made by anyone, or at anyone, within a number of meters equal the adept's Magic Rating has its associated limit reduced by 2. This includes attacks made by anything that lacks an Essence attribute, but not attacks against them. After all, you can't really kill something if it's not (debatably) alive. The character also receives an additional +1 to their dice pool and limit for any opposed social skill checks or Knowledge skill checks they make to avoid using violence. Any attacks against the Pacifist Adept or made by the Pacifist reduce the number of Is needed to glitch by one.

Pacifist (15 Karma)

Any attempts to cause harm (Physical or Stun damage) performed by anyone, or at any living being, within a number of meters equal the adept's (Magic Rating × 2) have their limit reduced by 4. This includes attacks made by anything that lacks an Essence attribute, but not attacks against them. The character also receives an additional +3 to their dice pool and limit for any opposed social skill checks or Knowledge skill checks they make to avoid using violence. Any attacks against the Pacifist Adept or made by the Pacifist reduce the number of Is needed to glitch by three.

POTION MAKER

Prerequisites: Alchemy 4, Chemistry 4

Cost: 15 Karma

The Potion Maker doesn't take any extra drain from the basic lynchpin triggers when creating alchemical preparations if the lynchpin is a liquid. The lynchpin must have some component in it that pertains to the nature of the spell (a Fireball spell could use gasoline, a Manipulate Earth spell could use a handful of dirt, a Heal spell could have ground aspirin tablets, etc.). If a spell contains more than one elemental component, both elements must be represented in the lynchpin. The entire volume of the liquid must either be consumed by or poured over the target before the preparation can be triggered in any way other than with a timer trigger. Advanced lynchpin triggers still add drain as normal.

PRACTICED ALCHEMIST

Tradition: Islamic

Prerequisites: Alchemy 6

Cost: 5 Karma

Each alchemical preparation created by a character with this quality lasts twice as long before the potency begins to diminish and receives a dice pool bonus equal to (1 + Initiate grade) whenever it is triggered.

PUPPET MASTER

Tradition: Black Magic

Prerequisites: Psychology 5, Spellcasting 4 (Manipulation spells)

Cost: 10 Karma per Level (Max 3)

This quality allows a character to sustain one Mental Manipulation spell per level of the quality without taking a penalty. The character cannot benefit from this quality if they sustain spells with a Force that exceeds their Magic rating.

RECKLESS SPELL MASTER

Prerequisites: Spellcasting 6

Cost: 10 Karma per Level (Max 6)

Once per day per level of this quality, a character may choose not to increase the drain value for casting a spell as a Simple Action (see Reckless Spellcasting). (SR5-281) The caster must get a full eight hours of uninterrupted rest before they may cast spells without increasing the drain value again.

RENAISSANCE RITUALIST

Tradition: Chaos

Prerequisites: Arcana 4, Knowledge: Magical Traditions 5, and Ritual Spellcasting 4

Cost: 8 Karma

When characters with this quality are leading a ritual, a number of participants equal to their Magic + Initiate Grade may observe different traditions without penalty.

REVENANT ADEPT

Prerequisites: Rapid Healing adept power

Cost: 5 Karma

An adept with this quality may use the Regeneration power up to four times a year. When activated, the power functions until all injuries are healed. The adept must then wait until the next equinox/solstice event

(or thirty days, whichever is longer) before they may use the Regeneration power again.

SHOCK MAGE

Prerequisites: Spellcasting 6, at least one electricity-based skill

Cost: 15 Karma

When a character with this quality successfully inflicts damage with a Combat spell, after rolling their Damage Resistance test, the initiative scores of their targets are reduced by an amount equal to the caster's (net hits / 2), rounded up. Any Combat spells with secondary effects that reduce initiative are compatible with this quality, and the effects stack.

SKINWALKER

Tradition: Sioux

Prerequisites: Spellcasting 4 (Manipulation Spells), Zoology 2, (Critter) Form spell

Cost: 5 Karma per Level (Max 3)

A character with this quality is able to take on a larger range of animal forms with the (Critter) Form spell. For each level of this quality, a Skinwalker can assume an animal form with a base Body Rating that is 6 points greater or lower than her own, as long as they possess the pelt or skin of that animal. This only applies when the Skinwalker casts the spell on themselves, not on others.

SPECTRAL WARDEN

Tradition: Hermetic

Prerequisites: See description

Cost: 15 Karma

A character with this quality always chooses to summon a spirit as part of a binding, which allows them to summon a more potent spirit than would previously be possible. Spirits the character summons during a binding ritual have one optional power for every 2 full points of Force instead of every 3. The character must forfeit the use of the Summoning skill as an Active Skill, but they may still use any previously acquired ranks as a Knowledge skill. The character may also use their Binding skill in place of the Ritual Spellcasting skill to perform rituals with the Minion keyword; the Binding skill is used in place of the Summoning skill when the character tries to pacify a bound spirit (see Bad Feelings with Bound Spirits).(SR5-301)

Characters with this quality are often known in the spirit world as slavers or, at the very least, incredibly ill-mannered. Because the character's tendency to bind is already known, their Spirit Index does not accrue any faster, but the spirits are more demanding of them when they try to atone. The amount of karma they must spend to buy off their Astral Reputation when performing the Atonement ritual (p.123, Street Grimoire) is doubled.

SPELL JAMMER

Prerequisites: Counterspelling 6

Cost: 20 Karma

Characters with this quality may spend a Complex Action to make a Counterspelling + Magic [Astral] v. Spellcasting + Magic [Astral] Opposed Test against a number of characters, within line of sight, equal to their Magic / 2. Any net hits on this test are inflicted as a negative

dice pool modifier to any Spellcasting Tests made by the afflicted targets for (net hits) Combat Turns.

SPIRIT HUNTER

Prerequisites: Banishing 4 Or Astral Combat 4 (Spirits) Or Killing Hands adept power; see description

Cost: 20 Karma per Level (Max 3)

A character with this quality has the ability to prevent spirits from using their powers for a short period of time. Any time a character with this quality successfully uses the Banishing skill to remove a favor that a spirit owes, damages a spirit in astral combat, or damages a spirit with the Killing Hands power, that spirit cannot use any of its powers for two Combat Turns per level of the quality. Characters may purchase another level of this quality at skill rank 8 and skill rank 12. Adepts with the Killing Hands power may receive the higher levels of this quality if they raise their Astral Combat skill to skill rank 6 and then skill rank 8.

SPIRITUAL LODGE

Prerequisites: Ritual Spellcasting 6, Artisan 3

Cost: 5 Karma

The magician can create a magical lodge through meditation without the need for materials. For every hour that the magician meditates, the lodge increases by 1 in Force, with a radius of Force in meters. A group of magicians of the same tradition with this quality can quickly build a foundation for ritual magic, as they can increase the Force of the lodge by 1 per hour per magician. Maximum Force of the Lodge is two times the highest magician's Magic Rating. The lodge activates when the magician stops meditating. This lodge lasts until the next sunset or sunrise. This lodge has no physical presence, save for a sense of calmness within.

SPIRITUAL PILGRIM

Tradition: Buddhism

Prerequisites: Assensing 4, Academic Knowledge: Magical Theory 3

Cost: 5 Karma

A character with this quality has learned to take on the energy of new places rather than fight it instinctively. They acclimate to one point of background count every three days instead of every ten days.

SPRAWL TAMER

Prerequisites: Animal Handling 6

Cost: 10 Karma

The Sprawl Tamer is a magical beast master of the urban jungle. The number of tricks,(HS-184) a critter is capable of learning is increased to twice the critter's Logic. Domesticated critters,(HS-186) that a Sprawl Tamer trains have the number of tricks they can learn increased to triple their Logic. Additionally, the Sprawl Tamer is always opposed by the critter's Willpower × 2 when asserting dominance, regardless of the type of critter. Lastly, the threshold for training any type of critter is reduced by 1.

STALWART ALLY

Prerequisites: Ally spirit, Binding 4

Cost: 15 Karma

A character with this quality has an ally spirit that has been with them for a long time. Their connection with this spirit is particularly deep and

has extra benefits. Once per day, a character with this quality or their ally spirit may give a point of Edge to the other member of the pair; this can only be done by one of them per day, not both of them. This point of Edge lasts until sunrise or sunset, whichever comes first. Additionally, either the spirit or the conjurer may spend a Complex Action to add their Force or Magic attribute as a dice pool bonus to a single Drain Resistance test that the other member of the pair will make within the same Combat Turn.

TABOO TRANSFORMER

Tradition: Wicca

Prerequisites: Spellcasting 4 (Manipulation Spells), Zoology 5, Shapechange or (Critter) Form spell

Cost: 15 Karma

A character with this quality can use the Shapechange or (Critter) Form spells on involuntary targets. The spellcaster must succeed in a Spellcasting + Magic [Force] vs. Body (+ Counterspelling) Opposed Test. The spell's Force must also equal or exceed the subject's Body attribute. Subtract 1 from the resulting critter's base attribute ratings for every hit the caster generates, down to a minimum of 1. The mental attributes of the target remain unchanged.

THE ARTISAN'S WAY

Cost: 20 Karma

Prerequisites: Adept

In keeping with their affinity for all things technological, adepts of the Artisan's Way are able to alter the standard Adept Centering metamagic ability (p. 325, SR5) to grant bonuses for either Active Vehicle skills or Active Technical skills. Bonding a qi focus (p. 319, SR5) that enhances the adept's Improved Ability (any Technical and Vehicle skill) power costs two Karma less than normal.

Artisans may choose to use their Way discount bonus on the following skills: Analytics, Enhanced Perception, Heightened Concentration, Improved Ability (any Technical or Vehicle skill), Improved Potential (Mental only), Metabolic Control, Three-Dimensional Memory.

THE ARTIST'S WAY

Cost: 20 Karma

Prerequisites: Adept

Master creators or entertainers, those who follow the Artist's Way channel their energies into inspiring people and showing them the beauty of the Sixth World. As such, they're able to use standard Adept Centering to negate any negative modifiers during a Performance Test for an artistic performance or an Artisan Test for the creation of an artwork. They can also bond a foci that enhances their Improved Ability (Artisan) power for two Karma less than normal.

Artists may choose to use their Way discount bonus on the following skills: Astral Perception, Cool Resolve, Enhanced Perception, Improved Ability (Artisan), Kinesics Mastery, Metabolic Control, Nimble Fingers, Voice Control.

THE ATHLETE'S WAY

Cost: 20 Karma

Prerequisites: Adept

These adepts focus their energy on only one thing: honing their bodies for maximum performance to become the absolute best at whatever

sport, game, or competition they've chosen. As such they receive a +1 effective initiate grade while using the Adept Centering technique for any skill from the Athletics skill group. Athletes may choose from the following skills for their Way discount bonus: Great Leap, Improved Ability, Improved Physical Attribute, Improved Potential, Pain Resistance, Skate, Spirit Ram, Rapid Healing, Wall Running.

THE BEAST'S WAY

Cost: 20 Karma

Prerequisites: Adept

Adepts who follow this path are under the guidance of an animal mentor spirit, which they refer to as their totem, similar to some shamans. Through the emulation of their totem, these adepts seek to improve themselves, and like followers of the Spiritual Way, they're considered to be more spiritual than the average adept. As such, they receive all the bonuses and drawbacks associated with their personal totem.

Because of their unique outlook, followers of the Beast's Way have an above-average rapport with nature and gain a +1 situational bonus to all Animal Handling Tests; however, if the adept's totem is a predatory one, this bonus does not apply against animals that totem would normally consider prey. When dealing with the same animal as their totem, the adept gains an automatic +4 for any Animal Handling Tests involving them.

Followers of the Beast's Way may choose from the following skills for their discount bonus: Animal Empathy, Astral Perception, Berserk, Combat Sense, Elemental Strike, Enhanced Perception, Killing Hands, Magic Sense, Mystic Armor, Motion Sense, and Traceless Walk. In addition, Beast's Way adepts are able to choose one power other power for the discount.

THE BURNOUT'S WAY

Cost: 15 Karma

Prerequisites: Adept

Those who have embraced technology in all the wrong ways or felt the need to take shortcuts to achieve power and performance find themselves on this "Way." Often they become mere shells of themselves. Most do not start as a Burnout; it's usually something that happens to them. To start this path after character creation, the adept must have lost or sacrificed at least 2 points from their Magic rating to any kind of augmentation that lowers essence.

If the Burnout previously had a true Way, then they must pay back any discounted powers by rearranging or sacrificing current powers until the values match the adept's new Magic Rating. They are, however, allowed to keep whatever metamagics they may have previously earned through initiation. To compensate for this loss, Burnouts are considered to be more compatible with augmentations: treat any standard augmentations the adept acquires after burning out as being alphas aware grade for purposes of Essence loss, though not for purchase costs. (All other grades function as normal). Note that lost Essence due to new augmentations will reduce Magic as normal (p. 54, SR5).

As long as the adept still has a Magic Rating, he can still continue to initiate and gain more Magic and adept powers. Once he gains two Magic Rating points after taking the Burnout quality, he loses the quality, though he keeps the benefits gained up until that point (meaning the Essence cost of his augmentations do not change).

THE INVISIBLE WAY

Cost: 20 Karma

Prerequisites: Adept

Master spies, infiltrators, and assassins – all are common followers of the Invisible Way. What more can be said? Because a follower of this way generally prefers stealth to direct, open combat, bonding a focus that enhances a physical non-combat skill costs two less Karma than normal.

Followers of the Invisible Way may choose from the following skills for their discount bonus: Blind Fighting, Combat Sense, Critical Strike, Enhanced Perception, Great Leap, Hands, Motion Sense, Nerve Strike, Skate, Three-Dimensional Memory, Traceless Walk, Wall Running.

THE SPIRITUAL WAY

Cost: 20 Karma

Prerequisites: Adept

Those who follow this path are under the guidance of a mentor spirit, similar to shamans. Through the emulation of their mentor spirit, these adepts seek to improve themselves and are considered to be more spiritual than the average adept. As such, they receive all the bonuses and drawbacks associated with their particular mentor spirit.

Because of their more spiritual outlook, adepts of the Spiritual Way have an above-average rapport with spirits, which conveys a +1 situational bonus to all Conjuring Tests. And when dealing with other magicians who follow the same mentor spirit, the adept gains an automatic +2 dice pool bonus for any social tests involving them. Followers of the Spiritual Way may choose from the following skills for their discount bonus: Astral Perception, Elemental Strike, Elemental Weapon, Enhanced Perception, Killing Hands, Magic Sense, Mystic Armor. In addition, Spiritual Way adepts may choose one power from another Way's list for the discount.

THE WARRIOR'S WAY

Cost: 20 Karma

Prerequisites: Adept

The Warrior is the type that most mundanes associate with the word adept. These elite combatants dedicate their lives to forging their bodies into lethal weapons or engines of war. Combat is their calling, and they excel at it, accomplishing through skill and magic what others use augmentations to accomplish.

Bonding a weapon focus costs two less Karma than normal for those following the Warrior's Way. Warriors can choose from the following list of powers for their discount: Blind Fighting, Combat Sense, Counterstrike, Critical Strike, Improved Ability, Improved Potential (Physical), Killing Hands, Missile Mastery, Motion Sense, Rapid Draw.

THE MAGICIAN'S WAY

Cost: 20 Karma

Prerequisites: Adept

One of the most popular Ways for mystic adepts, the Magician's Way seeks to find balance between physical and magical abilities – or at least find what works best for the adept. Because of the time the adept spends on her sorcery and spellcasting abilities, many feel that she is not truly embracing either aspect. Adepts who practice this Way feel they are simply trying to either make the best of what they have or find the best of both worlds.

Unlike their physical counterparts, mystic adepts following this Way have access to all non-adept metamagic abilities for which they meet the prerequisites. And because they do not specialize as much as other adepts (and do not receive a bonus besides the discount on Power Point cost), followers of this Way are able to choose any power they want for the discount, with the exception of Improved Reflexes.

THE SPEAKER'S WAY

Cost: 20 Karma

Prerequisites: Adept

Often called social adepts, Speakers are some of the best faces in the biz. Adepts of the Speaker's Way are highly talented negotiators, fixers, and motivators. They use words the way a samurai uses his sword, talking themselves in and out of situations that would kill others. When it comes to changing people's minds or getting them to do something, accept no substitutes. Speakers receive a +1 to their dice pool when using flexible signature and masking metamagical techniques. In addition, the Karma cost for bonding foci that increase their Improved Ability (Social skill) power is two less than normal.

Speakers can apply their Way discount bonuses to the following powers: Analytics, Cool Resolve, Enhanced Perception, Improved Ability (Social skill), Improved Potential (Mental or Social), Kinesics Mastery, Three-Dimensional Memory, Voice Control.

VEXCRAFT

Prerequisites: Suppress Focus: Disenchanting 6. Grounding Focus: Disenchanting 10

Cost: 7 Karma

Suppress Focus (LOS)

A more powerful version of Deactivate Focus that disrupts the focus for a number of Combat Turns, depending on the outcome (and net hits) of the Disenchanting + Magic [Astral] v. target's Force + owner's Magic Test. Suppression lasts for (net hits) Combat Turns.

Grounding Focus (LOS)

The magician uses the interface with a construct to overheat the focus with magic so that it damages its owner with jolts of arcane energy. The test is a Disenchanting + Magic [Astral] v. target's Force + owner's Magic Opposed Test.

If the arcane hacker succeeds, the focus' owner receives Stun damage equal to the focus Force + any net hits that were achieved by the attacker.

The target does not resist the damage. This can also be applied to fetishes (treat the Force of a fetish as being zero). If successful, the fetish is destroyed. In either test, spending a point of Edge by the magician can turn the damage from Stun to Physical.

WORSHIP LEADER

Prerequisites: Leadership 4, Ritual Spellcasting 5

Cost: 5 Karma

The worship leader is able to make use of mundane participants in Ritual Spellcasting tests as long as they believe in her tradition. For every (60/ Charisma) mundane participants who are willing to participate in the ritual, the leader receives a +1 bonus to their dice pool and to the limit of the ritual. The maximum bonus that a leader can receive from mundane participants is equal to their Ritual Spellcasting skill rank.