

increase) and 30 BP to increase Logic from 1 to 4 (a +3 increase). Michelle also determines that Intuition and Agility are important to her street-smart magician, so she increases both from 1 to 4, for a total of 60 BP. Michelle doesn't see her street witch as a brawler, so Strength isn't that important; she only spends 10 BP to raise it to 2. So far she's spent 140 BP on Physical and Mental attributes, which leaves her with 60 BP; Michelle uses these to boost Charisma, Body, and Reaction from 1 to 3 each.

Attribute	Value	BP Cost
Body	3	20
Agility	4	30
Reaction	3	20
Strength	2	10
Charisma	3	20
Intuition	4	30
Logic	4	30
Willpower	5	40
TOTAL		200

With her Physical and Mental attributes now addressed, Michelle looks at her Special attributes. Since Michelle wants her character to be a magician, she has to purchase the Magician quality for 15 BP. This gives her a Magic attribute of 1. Michelle wants her magician to start at least average in power, so she decides to increase her Magic from 1 to 3 for 20 BP. She thinks Edge will be important, so she spends 10 BP to increase it from 2 to 3. Essence starts at 6 (for now), and Initiative is automatically derived from adding Reaction and Intuition together, resulting in 7.

Altogether, Michelle has spent 255 BP. Michelle's street witch ends with the following attributes:

Body	3	Essence	6
Agility	4	Magic	3
Reaction	3	Initiative	7
Strength	2	Edge	3
Charisma	3		
Intuition	4		
Logic	4		
Willpower	5		

Now let's take a look at Brian's weapons specialist. Since all firearm-related skills are linked to Agility, Brian decides he wants to max out that attribute. The maximum Agility for a dwarf is 6. For Brian to max out Agility, he has to spend 40 BP to raise it from 1 to 5, then another 25 BP to raise it from 5 to 6.

Next to Agility, the most important attributes for a weapons specialist are Reaction and Intuition. Since Brian has already maxed out his Agility, though, he can't take either to their maximum values. Instead, Brian raises both attributes to just below their maximum: Reaction at 4 (30 BP) and Intuition at 5 (40 BP).

Body is also fairly important for Brian's character as it helps resist damage, so Brian increases it from 2 to 4 (20 BP). Brian sees his specialist as strong-willed, like most dwarves, so he raises Willpower from 2 to 4. This leaves Strength, Charisma, and Logic to consider and only 25 BP remaining. Brian doesn't think his character is either antisocial or stupid, so he puts in the minimal 10 BP each to raise them both to 2. With only 5 points left over, Brian doesn't have enough to increase Strength further. He leaves it alone, content to keep it at 3.

Attribute	Value	BP Cost
Body	4	20
Agility	6	65
Reaction	4	30
Strength	3	0
Charisma	2	10
Intuition	5	40
Logic	2	10
Willpower	4	20
TOTAL		195

Brian now looks at Special attributes. He decides his dwarf specialist has average luck, so he increases his Edge from 1 to 3 (20 BP). Since Brian isn't playing a magician or technomancer, he doesn't have to worry about Magic or Resonance. His Essence starts at 6, like everyone else, though that may decrease if Brian acquires any cyberware or bioware (more on that later). Finally, he adds Reaction and Intuition together to get an Initiative of 9.

At this point, Brian has spent 215 BP on attributes, and 240 BP altogether. The weapons specialist's attributes are as follows:

Body	4	Essence	6
Agility	6	Initiative	9
Reaction	4	Edge	3
Strength	3		
Charisma	2		
Intuition	5		
Logic	2		
Willpower	4		

ACQUIRE SKILLS

Skills represent what your character knows and how well he or she can perform certain actions. In the shadows, what you can do is often more important than what you may know.

TYPES OF SKILLS

There are three types of skills in *Shadowrun*—Active skills, Knowledge skills and Language skills. Characters can learn new skills and improve existing ones throughout the game.

Characters use Active skills to perform actions. Athletics, Pistols, Spellcasting, Negotiation, Etiquette or any other skill that represents something your character does are Active skills. A list of the basic Active skills in *Shadowrun* appears on page 111 of the *Skills* section.