

Social Skill Tests (see p. 120). The character may suffer increased animosity from metahuman NPCs who are prejudiced against humans and who mistake him for human (or think that he is trying too hard to “look human”). Only elves, dwarfs, and orks can take the Human-Looking quality.

Lucky

Cost: 20 BP

This quality allows a character to possess an Edge attribute one point higher than his metatype maximum. (For example, a human character could raise his Edge to 8.) Note that this does not actually increase the character’s Edge, it just allows him to do so; the Karma cost for improvement must still be paid (see *Character Improvement*, p. 263). This quality may only be taken once.

Magician

Cost: 15 BP

A character with this quality is a magician and starts with a Magic attribute of 1. This may be increased like any other attribute, up to a maximum of 6 + initiation grade (see *Purchase Attributes*, p. 73). A character with this quality cannot take the Adept, Mystic Adept, or Technomancer qualities.

Magicians can cast spells and conjure spirits (see *The Awakened World* chapter for more information, p. 163). The Combat Mage, Occult Investigator, Radical Eco-Shaman, and Street Shaman sample characters on pp. 90, 97, 98, and 102 are examples of magicians. Each magician follows a specific magical tradition that defines his worldview and how he perceives and manipulates magic. Two common traditions—hermetic and shamanic—are described in this book, but players can also devise their own (see *Traditions*, p. 169). Magicians may also have a mentor spirit (see *Mentor Spirits*, p. 192) that confers its own benefits or penalties; players should note these, especially when choosing spells.

Magicians also have astral perception and the ability to astrally project (see *The Astral World*, p. 181).

Though this quality is inexpensive, gamemasters should be careful not to allow it to be abused. It should only be taken for characters that are intended to be played as magicians.

Magic Resistance

Cost: 5 BP per rating (max rating 4)

For every 5 BP spent on Magic Resistance, a character receives 1 additional die for Spell Resistance Tests (see p. 173). The Magical Resistance quality, however, works even against beneficial spells such as Heal.

Characters with the Adept, Magician, or Mystic Adept qualities cannot take this quality. A magically resistant character cannot choose to lower his magical resistance; it affects all spells and magical effects, good or bad. A character with Magic Resistance is never a willing subject for spells that require a voluntary subject; such spells automatically fail when used on magic resistant characters.

Mentor Spirit

Cost: 5 BP

This quality is only available to characters with either the Magician or Mystic Adept quality. The character has a patron mentor spirit (see *Mentor Spirits*, p. 192) that guides him in his practice

of magic and provides certain advantages and disadvantages. A character may only ever have one mentor spirit.

Murky Link

Cost: 10 BP

Any ritual sorcery (p. 174) directed against the character receives a –3 dice pool modifier. Note that this quality may work against the character in some circumstances, such as when friendly magicians want to use ritual sorcery to locate or aid the character.

Mystic Adept

Cost: 10 BP

Mystic adepts are a hybrid between magicians and adepts. Mystic adepts choose whether to dedicate their individual Magic attribute points toward somatic adept powers (gaining 1 Power point per Magic attribute point allocated) or towards Magic skills such as spellcasting and conjuring instead.

A character must purchase this quality in order to be a mystic adept and starts with a Magic attribute of 1. This may be increased like any other attribute, up to a maximum of 6 + initiation grade (see *Purchase Attributes*, p. 73). A character with this quality cannot take the Adept, Magician, or Technomancer qualities.

Like adepts, mystic adepts do not have access to astral space unless they purchase the Astral Perception adept power. Mystic adepts may not astrally project.

Though this quality is inexpensive, gamemasters should be careful not to allow it to be abused. It should only be taken for characters that intend to explore their nature as mystic adepts.

Natural Hardening

Cost: 10 BP

Something about this character’s neural structure makes him resistant to feedback. This quality gives the character 1 point of natural biofeedback filtering, which is cumulative with a commlink’s biofeedback filter (see p. 226).

Natural Immunity

Cost: 5 or 15 BP

Characters with Natural Immunity have an innate or developed immunity to one single disease or toxin. This quality is available at two levels. If purchased at the 5 BP level, the character is immune to a single natural disease or toxin. If Natural Immunity is purchased at the full 15 BP level, the character is immune to a single synthetic (artificially created) disease or toxin. Natural Immunity does not affect diseases or toxins which are magically based, such as HMMHV.

The player and gamemaster must agree on the disease, drug, or poison to which the character is immune. It must be something the character would have a reasonable chance of coming into contact with. The character can take one dose of the agent every (12 – Body) hours with no ill effects. If the character ingests more than a single dose during that period, he takes damage as normal, but recovery time is halved.

Note that characters with Natural Immunity to a disease may still infect other characters with the disease, even though they are not suffering any ill effects from it.