

Agility may be someone with an inner-ear problem, one leg that is shorter than the other, or a simple klutz. Higher Agility ratings may belong to characters that are “natural” athletes.

The **Body** attribute determines a character’s resistance to outside forces. It represents the character’s cardiovascular fitness and endurance, immune system, how well she heals, her tolerance for drugs and alcohol, and, to some extent, her muscle and bone structure and weight. Low Body could mean a character is skinny and frail-boned or has bad eating and health habits. High Body means a character is better fed, tough as nails, has strong bones with some spring to them, and an immune system that won’t quit. Body does not *necessarily* correlate with physical size—a fat, out of shape character likely has a low Body, but a small character who is wiry and athletic may have a high Body.

A character’s **Reaction** is, quite simply, her physical reflexes—how quickly she can react to a changing situation, and how well she can dodge the physical slings and arrows that shadow-running brings. A character with a high Reaction is more likely to be on top of a situation and will be in a better position to react to danger, while low-Reaction characters will lag behind.

Strength denotes what a character’s muscles can do, including things such as raw lifting power and running speed. Strength is somewhat dependent on a character’s size and metatype. If your character is a 5-foot-tall, 115-pound human girl, she’s unlikely to possess an unaugmented Strength attribute of 6. On the other hand, dwarfs have a muscle density that rivals that of reptiles. Characters with low Strength may be small, skinny, or slight, or simply too busy to work out. A high-Strength character may be tough and wiry, know how to use her body to her best advantage, work out every day, or simply be fraggin’ BIG.

Mental

Charisma is a nebulous attribute. More than just looks, Charisma represents a character’s personal aura, self-image, ego, willingness to find out what people want and give it to them, and ability to recognize what she can and can’t get out of people. A whiny demeanor, a me-first attitude, or an inability to read body language or subtle hints are just a few traits that can give a character low Charisma. A character with high Charisma might simply enjoy entertaining others, may excel at making friends and/or manipulating people, or may be all flash and fun with whomever it is today. A high-Charisma character might deliver jokes at the right moment, have a sexy way of carrying herself, or command respect because her timing is always impeccable.

Intuition covers “mental alertness”—the ability to take in and process information, to read a crowd, to assess a situation for danger or opportunity. A character with little Intuition may be unobservant, may rarely think things fully through, or could simply be “slow.” A character with a high Intuition is adept at making the best of a bad situation, knowing when to leave before an encounter escalates, noticing small clues, and working from instinct.

Logic represents a character’s memorizing ability and raw brainpower. It denotes how fast a character learns, how much she can remember, and how well she can execute pre-planned

sequences. A Logic-lacking character might get overwhelmed when confronted with a lot of details and may have a poor memory—especially for facts and figures. Characters with a high Logic rating will likely be excellent book-learners, able to deal with computer and magic theory with ease, and capable of building (and tearing down!) machinery and electronics.

Willpower keeps a character going when she wants to give up, or enables her to control her habits and emotions. Willpower determines whether or not a character is going to take charge of her life. A character with low Willpower might defer to other people when big decisions are being made, for example. A high-Willpower character is more assured and possesses a never-say-die streak. Such characters go down to the monowire because that’s exactly the fragging *point*. Willpower also represents a character’s cool under fire, her ability to resist intimidation and manipulation, and her resolve to stick to her guns when the pressure is on.

Special

A character’s **Edge** represents that special *something* that can turn the tide and save the day—a successful gut check, a moment of brilliant inspiration or creativity, or a once-in-a-lifetime physical feat. Edge is a combination of luck, timing, and the favor of the gods. Characters with low Edge are unlikely to get unexpected breaks in life, much less win the lottery. A high-Edge character, however, is graced with good fortune and has an uncanny ability to succeed despite the odds. Edge can be spent at certain points in the game to help tip the odds in your character’s favor. Unlike other attributes, Edge provides Edge points that may be spent in certain ways—once used, these points are not be regained until certain in-game events occur, at the discretion of the gamemaster (see *Edge*, p. 67).

Essence is a measure of life force, of a body’s wholeness. It represents the body’s cohesiveness and holistic strength. Things that are invasive to the body, such as cyberware and bioware, reduce Essence. If a character abuses her body repeatedly with chemicals, toxins, or even just negligence over a long period of time, she may lose Essence as well. Long-time drug addicts and chipheads who have done permanent damage to their systems have lost Essence. Lost Essence can never be regained (short of the Essence Drain critter power). When Essence declines, Magic and Resonance decline by the same amount. All characters start off the game with an Essence of 6.

A derived attribute, **Initiative** is the sum of Reaction and Intuition, plus any additional dice from implanted or magical **reflex enhancers**. As it sounds, Initiative is used to make Initiative Tests (see p. 132), which determines the character’s **Initiative Score** for a Combat Turn. Any enhancements to Reaction and Intuition also affect Initiative.

Some implants and magic may give a character extra actions to take in each Combat Turn. These are noted as extra **Initiative Passes** on the character’s record sheet. The maximum number of Initiative Passes a character can have is 4.

Magic is a measure of the ability to use magic and of the body’s attunement to the mana that flows through our plane. Those with strong Magic ratings are able to handle powerful