



METATYPE ATTRIBUTE TABLE

BP	Metatype	BOD	AGI	REA	STR	CHA	INT	LOG	WIL	INI	Metatype Abilities
0	Human	1/6 (9)	1/6 (9)	1/6 (9)	1/6 (9)	1/6 (9)	1/6 (9)	1/6 (9)	1/6 (9)	2/12 (18)	+1 Edge
20	Ork	4/9 (13)	1/6 (9)	1/6 (9)	3/8 (12)	1/5 (7)	1/6 (9)	1/5 (7)	1/6 (9)	2/12 (18)	Low-Light Vision
25	Dwarf	2/7 (10)	1/6 (9)	1/5 (7)	3/8 (12)	1/6 (9)	1/6 (9)	1/6 (9)	2/7 (10)	2/11 (16)	Thermographic Vision, +2 dice for Body Tests to resist pathogens and toxins
30	Elf	1/6 (9)	2/7 (10)	1/6 (9)	1/6 (9)	3/8 (12)	1/6 (9)	1/6 (9)	1/6 (9)	2/12 (18)	Low-Light Vision
40	Troll	5/10 (15)	1/5 (7)	1/6 (9)	5/10 (15)	1/4 (6)	1/5 (7)	1/5 (7)	1/6 (9)	2/11 (16)	Thermographic Vision, +1 Reach, +1 natural armor (cumulative with worn armor)



Since Brian and Michelle are using the BP system, the first step is to select a metatype. Michelle decides she wants to stick with the norm and play a human, for a cost of 0 BP. All her character's Physical and Mental Attributes start at 1, with a natural maximum of 6. Furthermore, her character gains an extra point of Edge, so her street witch automatically starts with an Edge of 2.

Brian wants his weapons specialist to be a dwarf. A dwarf has a cost of 25 BP, reducing his total from 400 to 375. All his character's attributes start at 1 except for Body, Strength, and Willpower, which start at 2, 3, and 2 respectively. His natural maximums for Body and Willpower increase to 7, while the maximum for Strength increases to 8. His natural Reaction, however, is limited to 5 instead of the normal 6. Brian's specialist also gains thermographic vision, as well as an extra 2 Body dice when resisting pathogens and toxins.

PURCHASE ATTRIBUTES

As mentioned in *Game Concepts*, normal attributes range between 1 and 6. A character's metatype may adjust the maximums higher or lower. Augmentation (either through technology or magic) can allow a character to exceed their metatype maximum to a certain point.

All characters start with the minimum attributes as noted for their metatype on the Metatype Attribute Table. Characters also start with a value of 6 in Essence, 1 in Edge (2 for humans), and a value of 0 in Magic and Resonance. Initiative is a derived value and is not calculated until after attribute values have been finalized.

Physical/Mental Attributes

Improving a character's Physical or Mental attributes costs 10 Build Points to increase an attribute by +1. The final increase spent to raise an attribute to its natural maximum (known as "maxing out") costs 25 BP instead of the normal 10.

Players may not spend more than half their total BP on Physical and Mental attributes (for a standard 400 BP character, this means a cap of 200 BP). Also, characters cannot have more than one attribute at their natural maximum. This measure prevents overspending in attributes and ensures that characters are well rounded.

Edge

Improving a character's Edge costs 10 BP per +1 increase (25 BP for raising it to its natural maximum). The metatype maximum for Edge is 6 (7 for humans).

Essence

All characters start with an Essence of 6. This may be decreased by implants such as cyberware or bioware, but it can never be increased.

Magic/Resonance

In order to possess either Magic or Resonance, a character has to first purchase either the Adept, Magician, Mystic Adept, or Technomancer qualities (see *Qualities*, p. 77). Purchasing Adept, Magician, or Mystic Adept gives the character a Magic attribute of 1. Purchasing the Technomancer quality gives the character a Resonance attribute of 1. A character can only possess either Magic or Resonance—never both.

Once a character possesses a Magic or Resonance attribute, it may be raised normally at a rate of 10 BP per +1 increase, with the sixth point costing 25 BP. Magic and Resonance can both be raised to a natural maximum of 6 (+ initiation grade) regardless of metatype.

Initiative

Initiative is a derived attribute, calculated by adding your character's Reaction and Intuition together. Initiative cannot be directly increased by spending BP during the character creation process. (Certain spells, adept powers, and cyberware may augment Initiative; see *Assigning Resources*, p. 84).

Now that Brian and Michelle have selected their characters' metatypes, it's time to establish their attributes. Steve informs them that they can only spend up to half their total BP (200 BP) on Physical and Mental attributes.

Michelle wants her character to be well-rounded, with no glaring strengths or weaknesses, so she chooses not to "max out" any attributes. She decides her street witch is a hermetic mage. Because the most important attributes for a mage are Logic and Willpower, Michelle spends 40 BP to increase Willpower from 1 to 5 (a +4

