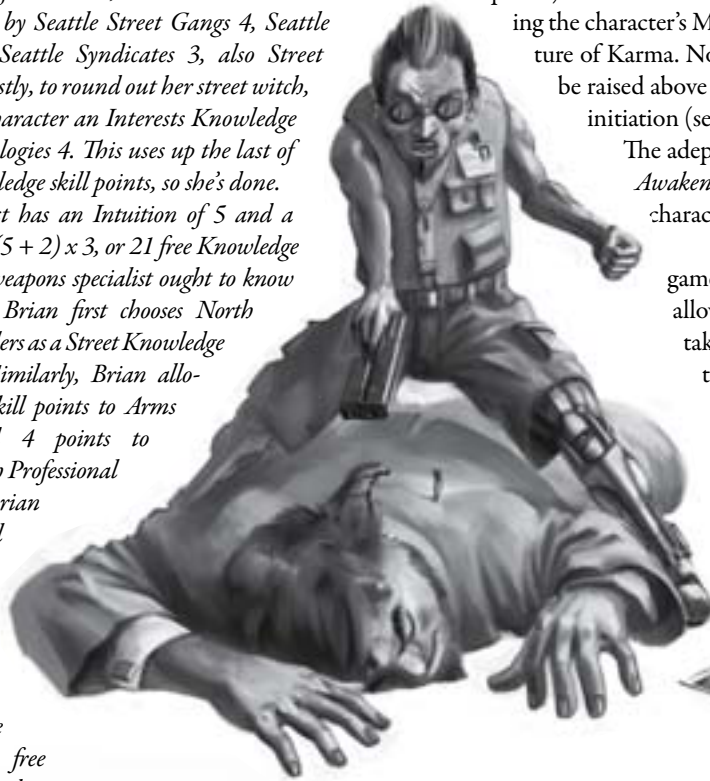


have always fascinated Michelle, so she takes “Ancient Egyptian Magic” as an Academic Knowledge skill at Rating 5. She figures her character is familiar with many talismongers around Seattle, so she takes “Seattle Talismongers” as a Rating 4 Street Knowledge skill.

As a survivor of the streets, Michelle knows who’s top dog, as reflected by Seattle Street Gangs 4, Seattle Safehouses 4, and Seattle Syndicates 3, also Street Knowledge skills. Lastly, to round out her street witch, Michelle gives her character an Interests Knowledge skill: Ancient Mythologies 4. This uses up the last of Michelle’s free Knowledge skill points, so she’s done.

Brian’s specialist has an Intuition of 5 and a Logic of 2, so he gets $(5 + 2) \times 3$, or 21 free Knowledge skill points. Since a weapons specialist ought to know where to get guns, Brian first chooses North American Arms Dealers as a Street Knowledge skill at Rating 4. Similarly, Brian allocates 4 Knowledge skill points to Arms Manufacturers and 4 points to UCAS Military, both Professional Knowledge skills. Brian also takes Global Conflicts 3 as an Interests Knowledge skill, as well as Military History 3 as an Academic Knowledge skill. With only 3 free points left, Brian decides to invest them into German, a Language skill.



QUALITIES

Qualities are special advantages and disadvantages that may help or hinder your character. They aren’t special gear or magical powers, but rather innate characteristics that often come to the forefront during the stressful situations shadowrunners often find themselves in. Qualities can either be positive or negative. Players purchase qualities during character creation.

POSITIVE QUALITIES

Positive qualities have a BP cost, like everything else. Characters may not spend more than 35 BP on Positive Qualities.

Adept

Cost: 5 BP

Adept characters use their magic in a radically different way than other Awakened characters, by channeling magic through their bodies and minds; they do not cast spells or conjure spirits, nor do they typically have access to astral space (see the Astral Perception adept power, p. 187). Instead, adepts develop powers that improve their physical and mental abilities.

A character with this quality is an adept and starts with a Magic attribute of 1, which can 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 Magician, Mystic Adept, or Technomancer qualities.

Characters with the Adept quality get a number of Power points during character creation equal to their Magic attribute.

These Power points are used to buy specific adept powers (see p. 187). Additional Power points can be gained by increasing the character’s Magic attribute through the expenditure of Karma. Note that the Magic attribute cannot be raised above the natural maximum of 6 without initiation (see *Initiation*, p. 189).

The adept is fully described on p. 186 of the *Awakened World* section; a sample adept character appears on p. 95.

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 adepts.

Ambidextrous

Cost: 5 BP

The character can use and handle objects equally well with both hands. The character does not suffer any modifiers for using an off-hand weapon (see p. 142). When using two weapons at once, however, the character must still split his dice pool.

Animal Empathy

Cost: 10 BP

A character with Animal Empathy has an instinctive feel for handling animals of all kinds. The character receives a +2 dice pool modifier for all tests involving the influence or control of an animal (including riding). Characters with this quality become more sensitive to the animal’s point of view, and are typically reluctant to harm or show cruelty to an animal. This quality does not affect a character’s interaction with sentient critters, such as sasquatches, naga, or dragons.

Aptitude

Cost: 10 BP

A character with the Aptitude quality is a prodigy in one particular skill. Characters with this quality may improve one Active skill one point above its natural maximum to a 7. Note that this doesn’t actually increase a skill that’s currently at Rating 6; it just opens the door for further advancement. Increasing a skill level beyond 6 costs double the normal Karma Cost (see *Character Improvement*, p. 263).

The Aptitude quality may be taken during character creation to allow a beginning character to start with a skill of 7. If a character takes advantage of this quality, the cost for raising the skill from 6 to 7 is also twice normal, or 8 BP.

Characters may only take the Aptitude quality once.

