

Astral Chameleon

Cost: 5 BP

With the Astral Chameleon quality, the character's astral signature blends into the background of astral space more quickly. All signatures left by the character last only half as long, and others sensing the signature receive a -2 dice pool modifier. Only characters with the Adept, Magician, or Mystic Adept qualities may take this quality.

Blandness

Cost: 10 BP

This character blends into any crowd. He is average in height, weight, and appearance, and has a distinct lack of distinguishing physical characteristics or mannerisms. Anyone attempting to describe the character cannot come up with anything more precise than "he was kinda average."

Individuals attempting to shadow or physically locate the character through social means or in even slightly crowded settings receive a -2 dice pool modifier on all tests made during such attempts. The modifier does not apply to magical or Matrix searches.

Codeslinger

Cost: 10 BP

A codeslinger is particularly adept at performing a particular Matrix action and receives a +2 dice pool modifier to that Matrix action. Only Matrix actions with an associated success test apply; Codeslinger does not apply to actions that do not require a success test, such as Jack Out. Codeslinger may only be taken once.

Double Jointed

Cost: 5 BP

A Double Jointed character has unusually flexible joints and can bend and contort his body into extreme positions. The character receives a +2 dice pool modifier for Escape Artist Tests (p. 115). At the gamemaster's discretion, the character may be able to squeeze into small, cramped spaces where less limber characters couldn't fit.

Exceptional Attribute

Cost: 20 BP

The Exceptional Attribute quality allows a character to possess a natural Physical or Mental attribute at a level above the metatype maximum. A character with this quality has one attribute with a natural maximum one point higher than his metatype would normally allow (for example, a human character would have one attribute with a natural maximum of 7). This also increases the augmented maximum for that attribute as appropriate. This quality may only be taken once.

First Impression

Cost: 5 BP

A character with the First Impression quality slides easily into new situations, groups, cities, and jobs. Whenever attempting to fit into a new environment—such as infiltrating a group or trying to meet contacts in a new city—the character gains a +2 dice pool modifier on any Social Tests during the first meeting. This modifier does not apply to second and subsequent encounters.

Focused Concentration

Cost: 10 BP per rating (max rating 2)

A magician character with Focused Concentration has a naturally strong ability to concentrate. This allows him to channel mana more efficiently, making him less susceptible to Drain. A character with this quality gains a +1 dice pool modifier per rating point for all Drain Tests. Only characters with the Magician or Mystic Adept qualities may take Focused Concentration.

Guts

Cost: 5 BP

A character with Guts is not easily frightened. He receives a +2 dice pool modifier on tests made to resist fear and intimidation, including magically induced fear from spells or critter powers.

High Pain Tolerance

Cost: 5 BP per rating (max rating 3)

High Pain Tolerance enables a character to better shrug off the distraction of pain from his concentration. A character who possesses this quality can ignore one box of damage per rating point when calculating wound modifiers (see *Wound Modifiers*, p. 153). So a character with this quality at Rating 2 can take 4 boxes of damage without suffering a wound modifier. This quality may not be used with the Pain Resistance adept power, pain editor cyberware, or damage compensator bioware.

Home Ground

Cost: 10 BP

Home Ground provides a character with a +2 dice pool modifier for all Active Skill Tests made within the character's home turf. Any Knowledge skills relevant to the people, places, or things within this area receive a +4 dice pool modifier.

The character's home turf is a particular location with which the character is intimately familiar. The location must either be a small area—no larger than a large building or small neighborhood—or an environment encountered infrequently during the campaign. For example, in a Seattle-based campaign, the desert would be an infrequently encountered region and could be considered home ground. The desert would not be a suitable home ground for a campaign set in the magic-soaked Mojave. Gamemasters must approve all home grounds in their campaigns.

For hackers and technomancers, a home ground might be a particular computer network the character knows extremely well. In this case, the character receives a +2 dice pool modifier for all tests made while accessing that network. Favorite data havens like the Denver Nexus make suitable home grounds for hacker characters. Many corporate hackers have the Home Ground quality for their corporate systems.

All home grounds must be fixed locations—characters cannot move them around. If a character's home ground is destroyed, the quality is lost.

Human-Looking

Cost: 5 BP

A metahuman character with the Human-Looking quality can "pass" for human in most circumstances. Human NPCs respond with neutral attitudes toward such characters when making