

Photographic Memory**Cost:** 10 BP

A character with Photographic Memory rarely forgets anything he has experienced. The character can instantly recall faces, dates, numbers, or anything else he has seen or heard. When making Memory Tests (see *Attribute-Only Tests*, p. 130), the character gains a -1 threshold modifier to the test.

Quick Healer**Cost:** 10 BP

A Quick Healer recovers from damage more quickly than other characters do. The character receives a +2 dice pool modifier to all Healing Tests made on/for/by him, including magical healing.

Resistance to Pathogens/Toxins**Cost:** 5 or 10 BP

A character with Resistance to Pathogens/Toxins can fight off toxins and drugs more easily than other characters and receives a +1 dice pool modifier to Resistance Tests. This quality comes at two levels; at 5 BP the character is resistant to either pathogens or toxins, not both. If the character purchases this quality at 10 BP, he is resistant to both.

Spirit Affinity**Cost:** 10 BP

Characters with Spirit Affinity are naturally attuned to one type of spirit (see *Spirits*, p. 294). These spirits find the character interesting, will be drawn to him, and are more inclined to assist the character. In certain situations, they may be reluctant to attack the character, using a nonlethal power if forced to attack regardless.

This quality may be taken by any character, not just magicians; magicians may possess this quality for a type of spirit that is not part of their magical tradition.

Technomancer**Cost:** 5 BP

Technomancers can access and manipulate the Matrix through their own sheer force of will (see *Technomancers*, p. 232). Known as otaku prior to the Crash of 2064, technomancers have emerged among all walks of life since the advent of augmented reality.

A character must purchase this quality in order to be a technomancer and will start with a Resonance attribute of 1. This may be increased like any other attribute, up to a maximum of 6 (see *Purchase Attributes*, p. 73). A character with this quality cannot take the Adept, Magician, or Mystic Adept qualities.

Technomancers have a living persona—their Matrix alter ego—with its own separate set of attributes that govern virtual actions in the Matrix. The Resonance attribute, combined with certain other attributes, determines how strong (or weak) the persona is.

Toughness**Cost:** 10 BP

Characters with the Toughness quality shrug off damage more easily than others. Such characters gain a +1 dice pool modifier to their Body when making Damage Resistance Tests.

Will to Live**Cost:** 5 per rating (max rating 3)

For each rating point in Will to Live, the character gains 1 additional Damage Overflow Box (see p. 244). These additional boxes only allow the character to sustain additional damage before dying; they do not raise the threshold at which the character becomes unconscious or incapacitated. They also don't affect wound modifiers from damage the character has taken.

NEGATIVE QUALITIES

Negative qualities provide bonus BP that can be used toward the cost of attributes, skills, qualities, and other resources and abilities. Characters may not earn more than 35 BP from purchasing Negative Qualities.

Addiction**Bonus:** 5 to 30 BP

A character with the Addiction quality is addicted to alcohol, drugs, BTL chips, or a similar substance with a detrimental effect on the character's health (note that nicotine, caffeine, and sugar do not count). The value of this quality depends on how severe the addiction is: Mild, Moderate, Severe, or Burnout. Additional addiction rules, including listings of drugs and roleplaying guidelines, can be found on p. 247.

Mild (5 BP): The addiction is omnipresent but not blatant or intrusive; it may not even be recognized or acknowledged. At this stage it is easier to seek help, but very few recognize their addiction as something needing help at this stage. Addicts experience cravings at least once a week (if not every few days), but can ignore them if necessary without too much difficulty. The addict suffers a -2 dice pool modifier to Willpower and/or Body Tests to resist the craving.

Moderate (10 BP): The addiction at this stage is marked and difficult to overcome. Addicts experience cravings at least once a day (if not more), and they are more difficult to ignore. The addict suffers a -4 dice pool modifier to Willpower and/or Body Tests to resist the craving.

Severe (20 BP): The addiction is out of control. The addict experiences constant cravings (at least twice a day), suffering a -6 dice pool modifier to Willpower and/or Body Tests to keep from giving in.

Burnout (30 BP): This is the same as a Severe addiction, except the addict has been in this state for some time and is experiencing the tell-tale signs of habitual use on his body. Reduce the character's Essence by 1 to reflect a loss of health from abusing his body. If the character does not kick the habit soon, he will continue to lose Essence at a rate determined by the gamemaster until he dies.

Allergy**Bonus:** 5 to 20 BP

A character with the Allergy quality is allergic to a substance or condition. The value of this quality depends on two factors. First, determine whether the substance or condition is Uncommon (2 BP) or Common (7 BP). Then determine the severity of the symptoms: Mild (3 BP), Moderate (8 BP), or Severe (13 BP). Add the appropriate point values to find the final value.