ALLERGY TABLE

Condition	Value	Description
Uncommon	2	The substance or condition is rare for the local environment. Examples: silver, gold, seawater in a landlocked campaign setting (such as like Denver).
Common	7	The substance or condition is common for the local environment. Examples: sunlight, plastic, pollutants, seawater in a coastal setting (like Seattle).
Mild	3	Symptoms are discomfiting and distracting. Apply a –2 dice pool modifier to all tests made while a character experiences the symptoms.
Moderate	8	Contact with the allergen produces intense pain. Apply a –4 dice pool modifier to all tests made while a character experiences the symptoms. Increase the Damage Value of weapons made from this substance by +2 when used against the character.
Severe	13	Contact with the allergen results in actual physical damage. The character receives 1 box of damage for every minute he touches or remains exposed to the allergen. Apply a –4 dice pool modifier to all tests made while a character experiences the symptoms. Increase the Damage Value of weapons made from this substance by +4 when used against the character.

For example, the value of an Uncommon Moderate Allergy is 10 (2 + 8) points.

The Allergy Table gives descriptions of conditions and severity.

Astral Beacon
Bonus: 5 BP

The astral signature of a character with the Astral Beacon quality sticks out like a sore thumb on the astral plane. All signatures left by the character last twice as long, and others assensing the signature receive a +2 dice pool modifier. Only characters with the Adept, Magician, or Mystic Adept qualities may take this quality.

Bad Luck
Bonus: 20 BP

This character is cursed—his own luck often turns against him. Whenever this character uses Edge, roll 1D6. On a result of 1, the Edge is spent, but it has the exact opposite effect intended. For example, if a character hopes to gain additional dice, instead he loses that many dice from his dice pool. If a character spends Edge to go first in an Initiative Pass, he ends up going last. If a character spent Edge to negate a glitch, Bad Luck turns it into a critical glitch.

Codeblock
Bonus: 5 BP

A character with the Codeblock quality always has trouble with a particular Matrix action. He receives a –2 dice pool modifier any time he attempts that type of Matrix action. Codeblock only applies to Matrix actions with an associated test; it does not apply to actions that do not require a test (jacking out, for example). Gamemasters should not allow non-hackers to apply Codeblock towards hacking actions that they are never likely to take.

Combat Paralysis
Bonus: 20 BP

A character with Combat Paralysis freezes in combat situations. On the character's first Initiative Test in combat, the character only rolls half his Initiative attribute. On the second and subsequent Initiative Tests, however, the character rolls his normal Initiative. The character also receives a –3 dice pool modifier on Surprise Tests. Finally, the gamemaster should apply a +1 threshold modifier to any composure tests (see *Composure,* p. 130) the character must make in combat situations.

Elf Poser
Bonus: 5 BP

Elf Posers are human characters who want to be elves. This desire prompts them to associate with elves as much as possible, talk like elves, and alter their appearances so that they resemble elves. Real elves consider them an embarrassment, many humans think of them as sellouts, and even the other metatypes generally consider posers to be pathetic.

Characters with this quality who have undergone cosmetic surgery to get "elf ears" and "elf eyes" may successfully pass as elves and avoid any negative Social skill modifiers associated with being a non-elf. If an elf discovers the character's secret, however, the elf is likely to treat him with contempt and hostility (see the Social Modifiers Table, p. 122). An outed elf poser may also face stigma from other humans as "race traitors," if those humans harbor any prejudice against elves.

Only human characters may take the Elf Poser quality.

Gremlins
Bonus: 5 BP per rating (max rating 4)

Characters with the Gremlins quality never seem to get along with technology. Devices malfunction inexplicably in the character's hands, software constantly crashes whenever he uses it, components become unusually fragile at his touch, and wireless links suffer faltering connections and odd interference.

For every 5 BP gained in this quality, reduce the number of rolled 1s necessary to get a glitch (p. 55) by 1 whenever the character is attempting to use a moderately sophisticated device (late 20th century technology or later). For example, a character with