



INCOMING FEED.....

a dice pool of 8 and Gremlins Rating 2 (10 BP) would trigger a glitch if two or more 1s result from the test. The gamemaster may also require the character to make a test for operations that would otherwise succeed automatically, simply to see whether or not a glitch occurs.

When describing the effects of a Gremlin-induced glitch, gamemasters should play up the notion of a particularly weird mechanical or electronic malfunction. For example, if a Gremlin-plagued character glitches while shooting a pistol, the clip might inexplicably fall out of the gun, or the slide might jump off the rails and go flying into the distance. Similarly, if the character was using a commlink to access a restricted node, the language interface might suddenly convert into Lithuanian for no apparent reason.

Note that Gremlins is a Negative quality—its effects should be hindering to the character (and entertaining to others). Gremlins should not be used as an “offensive ability,” where a character causes his opponent’s high-tech toys to fall apart merely by touching them. Consider Gremlins to be a curse on the character—if he wants the technology to fail, then it should be more likely not to.

This effect only applies to external equipment and does not affect cyberware, bioware, or other implants.

Incompetent

Bonus: 5 BP

A character who is Incompetent possesses a total lack of knowledge or ability with a certain Active skill. If this quality is taken, the player must specify an Active skill in which the character is Incompetent. Incompetent may not be applied to Language or Knowledge skills.

The character is treated as having a skill level of “unaware” for that particular skill (see the *Skill Ratings Table*, beginning on p. 108 for more information). In some cases, a Success Test may be required to perform certain tasks that most people take for granted. Characters may not possess that skill, nor may they default on it.

Incompetent may be purchased more than once, choosing a separate skill each time.

Infirm

Bonus: 20 BP

The Infirm quality represents a character with substandard physical fitness. Infirm characters could be old or simply quite ill, or they may be individuals in poor health who neglect their physical well-being, such as “couch potato” hackers or magicians.

The cost for learning or improving Physical skills is twice normal (including at character creation) for Infirm characters, and they may never learn any Physical skill groups. Additionally, Infirm characters are treated as “unaware” in any Physical skills that they do not possess at Rating 1 or higher (see *Skill Ratings*, p. 106), and they may not default on skill tests for that skill. The quality does not affect performance in Physical skills the character possesses.

Low Pain Tolerance

Bonus: 10 BP

Characters with Low Pain Tolerance are particularly sensitive to pain; they incur a –1 wound modifier for every 2 boxes of cumulative damage, instead of the normal 3 boxes.