

Ork Poser

Bonus: 5 BP

Influenced by Goblin Rock or over-hyped orxploitation trends, an Ork Poser is an elf or human character who alters his appearance to appear as an ork. Various cosmetic biomods—tusk implants, steroids, larynx alterations, etc.—allow the character to successfully pass as an ork. Ork posers are an embarrassment to many orks, and an ork who discovers the secret may treat the character with hostility. Other orks, however, might be willing to let the character join the “family”—provided he passes an appropriate hazing ritual to prove his “orkness,” of course. An outed ork poser may also face stigma from other humans or elves as “race traitors,” if those humans/elves harbor any prejudice against orks.

Only humans and elves may take the Ork Poser quality.

Scorched

Bonus: 5 BP (10 BP for hackers/technomancers)

A Scorched character had a nasty experience (or experiences) with Black IC or BTLs in the past, suffering near-permanent effects. The character receives a –2 dice pool modifier to any Willpower-related tests made when facing Black IC or BTLs. This does not include Damage Resistance Tests, but does apply to tests to jack out, log off, resist the effects of Psychotropic IC, or resist addiction.

Sensitive Neural Structure

Bonus: 5 BP (10 BP for hackers/technomancers)

A character with a Sensitive Neural Structure has a particularly delicate nervous system, making him more vulnerable to neural damage from BTLs, Black IC, dumpshock, and other damaging forms of simsense. When resisting damage from Simsense, the character receives a –2 dice pool modifier.

Sensitive System

Bonus: 15 BP

A character with the Sensitive System quality has immunosuppressive problems with implants. Double all Essence losses caused by cyberware implants. This quality does not affect Essence losses for bioware.

Simsense Vertigo

Bonus: 10 BP (15 BP for hackers/technomancers)

Characters who suffer from Simsense Vertigo experience feelings of disorientation whenever they work with augmented reality, virtual reality, and simsense (including smartlinks, simrigs, and image links). Such characters receive an extra –2 dice pool modifier to all tests when interacting with AR, VR, or simsense.

SINner

Bonus: 5 or 10 BP

The character was born with or somehow acquired a legal System Identification Number, or SIN (see *Identification, Please*, p. 258). This means the character’s real identity, personal history, biometric data, credit records, medical history, travel history, etc. are stored and accessible in numerous databanks. This does not

mean the character is required to use that SIN, merely that a legal record of him does exist (and may serve as a detriment some day).

At 5 BP, the character has a standard SIN and is a bona fide citizen of the nation or extraterritorial megacorp of his choice. At 10 BP, the character has a criminal SIN, meaning that the character also has a verifiable criminal record on file, and likely served prison time in the past. As many law enforcement agencies share their data, this means that character is more likely to be identified if linked to a crime.

Spirit Bane

Bonus: 10 BP

A character with the Spirit Bane quality really torques off a certain type of spirit (see *Spirits*, p. 294). These affected spirits are likely to harass the character when he is in their presence and they may be reluctant to obey or perform favors for the character or his friends. If ordered to attack a party that includes the character, these spirits will single the character out first in an attempt to destroy him.

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

Uncouth

Bonus: 20 BP

Uncouth characters are antisocial or sociopathic and have a difficult time interacting with others. The cost for learning or improving Social skills is twice normal for Uncouth characters (including at character creation), and they may never learn any Social skill groups. Additionally, Uncouth characters are treated as “unaware” in any Social skills that they do not possess at Rating 1 or higher (see *Skill Ratings*, p. 106). The gamemaster may require the character to make Success Tests for social situations that normal people would have no problems with.

Uneducated

Bonus: 20 BP

An Uneducated character has grown up far away from the modern sprawl and is thus ignorant of modern society in general, possessing only a rudimentary knowledge of reading, writing, and arithmetic. This quality is fitting for characters who grew up in primitive societies or back-to-the-land anti-technological communes (for example, Amazonian primitives, Luddite collectives, or NAN pinkskins). This quality also applies to certain sentient paracritters that have developed their own primitive society (such as shapeshifters, naga, and merrow).

Characters with the Uneducated quality are considered “unaware” in Technical, Academic Knowledge, and Professional Knowledge skills they do not possess (see *Skill Ratings*, p. 106), and they may not default on skill tests for those skills. The gamemaster may also require the character to make Success Tests for ordinary tasks that the typical sprawl-dweller takes for granted. Additionally, the Karma cost for learning new skills or improving existing ones in these categories is twice normal (including at character creation), and the character may never learn skill groups belonging to these categories.

