

Weak Immune System

Bonus: 5 BP

A character with the Weak Immune System quality is more susceptible to infection by disease than normal. The character gains a -2 dice pool modifier to any tests for resisting diseases. Weak Immune System often results from immuno-suppression treatments used in cybersurgery and bio-genetic procedures, so it's reasonable to believe that characters that have undergone extensive body modification are more likely to acquire this quality.

Michelle decides that she doesn't need to buy any qualities for her character aside from the Magician quality, which she needs to be a mage. Brian needs a few extra build points though, so he takes the Scorched negative quality which gives him 5 extra build points. He decides that this reflects a former BTL addiction his character had that he cleaned up from. This means that his character has trouble dealing with black IC and BTLs and has more trouble resisting their effects. This brings his BP total back down to 365.

ASSIGNING RESOURCES

All the attributes, skills, and qualities your character has can be worthless if he doesn't have the resources to get the job done. Resources covers all the tools of your character's trade, including gear, cyberware, magic spells, and technomancer complex forms. Each type of resource has its own separate BP cost. (Intangibles such as contacts and spells are priced in BP, not Resource nuyen.)

GEAR

Gear provides your character with the starting cash to gear up for street-level warfare. For every BP invested in Gear, the character gets 5,000 nuyen to purchase weapons, armor, cyberware, and other equipment, up to a maximum of 50 BP or 250,000¥.

Players can use this money to purchase their characters' starting gear, including cyberware, weapons, ammunition, foci and magical items, commlinks, vehicles, and plenty of other toys, described in the *Street Gear* section, p. 298. You can purchase gear in any order you wish. Starting characters must have the money to cover the full cost of an item.

All gear is subject to gamemaster approval—just because you can purchase something doesn't mean you should be allowed to get it at the start of the game. Finally, no piece of gear purchased at character creation can have a rating higher than 6 or an Availability higher than 12 (for more information, see *Availability & Buying Gear*, p. 301).

Players need not spend starting resources down to the last nuyen. For suggestions on what to do with leftover money, see *Finishing Touches*, p. 86.

Cyberware and Bioware

In addition to the nuyen cost, each item of cyberware or bioware also has a secondary cost in Essence. This Essence Cost is the amount by which the character's Essence is reduced when the cyberware or bioware is installed. Starting characters cannot have an

Essence of 0, but any fraction above zero is fine. Some cyberware can be "packaged" with other cyberware for lower cost, or may allow a certain number of Essence-free attachments (cybereyes, for example). See individual cyberware descriptions in *Street Gear*, beginning on p. 330.

Essence losses from cyberware and bioware are tracked separately. Only the higher of the two totals deducts from Essence in full, with the other deducting at half. For example, if a character has an Essence loss of 1.5 from cyberware and 2.5 from bioware, then the character's Essence is $6 - 2.5$ (full bioware) $- 0.75$ (half cyberware), or 2.75. Players should keep track of both, as it's possible one can outpace the other as the character implants more cyber or bio into his body.

Players should consider the grade of cyberware or bioware when choosing it. Two grades are available to starting characters: Basic and Alpha.

Basic cyberware is cheap, but not very Essence-friendly. Most people don't care what brand of cyberware they get, as long as it works—datajacks, cybereyes and other common mods are low enough in cost and Essence loss that neither matters to the general public.

Alpha cyberware appeals more to the guys and gals who count on cyberware to survive. Alphaware costs more, but is easier on the body (and Essence). If you purchase alpha grade cyberware, multiply the listed nuyen cost of the item in question by 2. The Essence Cost of alphaware equals the original Essence Cost $\times 0.8$. See *Cyber- and Bioware Grades*, p. 303.

Note that any attribute boosts gained from implants do not affect other aspects of character creation—a boost to Logic, for example, does not increase the Knowledge skills you start with.

Any reductions to a character's Essence will also affect his Magic or Resonance (see p. 62).

Lifestyle

Lifestyle is a catch-all category that covers ordinary expenses, such as rent or housing, food, Matrix access, and so on. Everyone needs to live someplace, even if it's the third sewer grate on the left. A character's lifestyle, purchased in one-month increments, represents this requirement. Lifestyle encompasses your living conditions and possessions. The higher the lifestyle, the less you have to worry about and the more benefits you get.

Thumbnail definitions of each lifestyle appear below. For more information on what each lifestyle represents, see p. 261 of *Running the Shadows*.

Street: Literally living on the street; few or no expenses; eating out of the trash.

Squatter: One step up from the street; a jury-rigged shelter, abandoned building or the like.

Low: An apartment, but nothing to brag about. Just you and the masses.

Middle: Nice house or condo, maybe even real food.

High: A high-rise luxury flat, building security and good food on demand.

Luxury: Imagine it, friend, just imagine it.

Characters can only purchase one lifestyle at a time, though they may pre-purchase it for months in advance if they like. Lifestyles only account for the character's regular daily living ex-