

BUILD POINT COST SUMMARY TABLE

Property	BP Cost	Property	BP Cost
Metatype		Mystic Adept	10
Dwarf	25	Natural Hardening	10
Elf	30	Natural Immunity	5 or 15
Human	0	Photographic Memory	10
Ork	20	Quick Healer	10
Troll	40	Resistance to Pathogens/Toxins	5 or 10
Attributes		Spirit Affinity	10
Physical and Mental	10 per Attribute Point (except the max point)	Technomancer	5
Edge	10 per Attribute Point (except the max point)	Toughness	10
Magic	10 per Attribute Point (except the max point; must possess Adept, Magician, or Mystic Adept Quality)	Will to Live	5 to 15
Resonance	10 per Attribute Point (except the max point; must possess Technomancer Quality)	Negative Qualities	
Maximum Attribute value	25 for final Attribute Point	Addiction	+5 to +30
		Allergy	+5 to +20
		Astral Beacon	+5
		Bad Luck	+20
		Codeblock	+5
		Combat Paralysis	+20
		Elf Poser	+5
		Gremlins	+5 to +20
		Incompetent	+5
		Infirm	+20
		Low Pain Tolerance	+10
		Ork Poser	+5
		Scorched	+5 (+10 for hackers/technomancers)
		Sensitive Neural Structure	+5 (+10 for hackers/technomancers)
		Sensitive System	+15
		Simsense Vertigo	+10 (+15 for hackers/technomancers)
		SINner	+5 or +10
		Spirit Bane	+10
		Uncouth	+20
		Uneducated	+20
		Weak Immune System	+5
		Resources	
		Gear	1 per 5,000¥ (max 50 BP)
		Spells	3 per spell (max 2 x Spellcasting/Ritual Spellcasting)
		Spirits	1 BP per service owed (max = Charisma)
		Bonding Foci	1 per Force Point (max 5 x Magic)
		Complex Forms	1 per rating point (max forms = Logic x 2)
		Sprites	1 BP per task owed (max = Charisma)
		Contacts	Connection rating + Loyalty rating
Skills			
Active Skills	4 per Skill Point		
Knowledge Skills	2 per Skill Point (start with [Intuition + Logic] x 3 for free)		
Skill Groups	10 per Group Point		
Specializations	2 per Active specialization; 1 per Knowledge specialization		
Positive Qualities			
Adept	5		
Ambidextrous	5		
Animal Empathy	10		
Aptitude	10		
Astral Chameleon	5		
Blandness	10		
Codeslinger	10		
Double Jointed	5		
Exceptional Attribute	20		
First Impression	5		
Focused Concentration	10 or 20		
Guts	5		
High Pain Tolerance	5 to 15		
Home Ground	10		
Human Looking	5		
Lucky	20		
Magician	15		
Magic Resistance	5 to 20		
Mentor Spirit	5		
Murky Link	10		