

SR6 POSITIVE QUALITIES

You may not have more than 6 Qualities (Positive and Negative together) at character creation
(The free qualities for the various metatypes do not count towards this total)

In Step 3 of character creation Positive Qualities have a Karma Cost while Negative qualities come with a Karma Bonus that offsets the cost of Positive Qualities. The total Karma value (positive and negative added together) of your qualities carries over to Step 4 of character creation. Subtract a negative value from the 50 Customization Karma gained in step 4 or add a positive value to the 50 Customization Karma. You may not carry over more than a +20 Karma bonus from Step 3 to Step 4.

AMBIDEXTROUS

No Penalty for off-hand weapon use

Cost: 4 Karma

ANALYTICAL MIND

You gain a bonus Edge when you make any Logic-based test.

Cost: 3 Karma

APTITUDE (SKILL)

Your maximum starting rank is 7 instead of 6, final max is 10

Cost: 12 Karma

ASTRAL CHAMELEON

-2 Dice on tests to recognize your aura / signature, fades in ½ time

Cost: 9 Karma

BLANDNESS

-2 Penalty on Memory tests to remember you

Cost: 8 Karma

BUILT TOUGH (1 to 4)

Additional boxes on your Physical Condition Monitor equal to the rank

Cost: 4 Karma per level

CATLIKE

Gain bonus Edge on all tests for balance, falling, and landing safely

Cost: 12 Karma

DERMAL DEPOSITS

Gain 1 level of natural armor. Unarmed Melee attacks cause Physical damage

Cost: 7 Karma

DOUBLE-JOINTED

Gain a bonus Edge when grappling, escaping bonds, flexibility.

Cost: 12 Karma

(ELEMENTAL) RESISTANCE

Gain a point of Edge before making your Defense test vs chosen element

Cost: 12 Karma

EXCEPTIONAL (ATTRIBUTE)

Chosen attribute's maximum (but not current) rank increases by 1.

Cost: 12 Karma

FIRST IMPRESSION

You gain 2 Edge (and ignore Heat / Rep) for Social Tests in first meetings

Cost: 12 Karma

FOCUSED CONCENTRATION (1 TO 3)

Sustain one addition spells or complex forms without penalty per rank

Cost: 12 Karma per level

GEARHEAD

Gain an Edge on vehicle Repair tests, including downtime extended tests

Cost: 10 Karma

GUTS

Gain an Edge when resisting Intimidation tests or the Frightened status

Cost: 12 Karma

HARDENING

Gain an Edge to resist Matrix damage. See page 72 for more information

Cost: 10 Karma

HIGH PAIN TOLERANCE

When wounded, reduce your wound penalty by one

Cost: 7 Karma

HOME GROUND

Chose Location, gain an Edge on Outdoors and Perception tests there

Cost: 10 Karma

HUMAN-LOOKING

+2 dice on Disguise tests to hide your metatype and hide metatype

Cost: 8 Karma

INDOMITABLE

Edge Boost costs are reduced by 1 on tests involving Willpower

Cost: 12 Karma

JURYRIGGER

gain a point of Edge on Juryrigging tests

Cost: 12 Karma

LONG REACH

Close range is of melee weapons extended to 5 meters instead of 3

Cost: 12 Karma

LOW-LIGHT VISION

You can see clearly in any light level that is not total darkness

Cost: 6 Karma

MAGIC RESISTANCE

Gain a bonus Edge for use on any Magic Resistance test

Cost: 8 Karma

MENTOR SPIRIT

Gain a mentor spirit (see SR6 p. 162).

Cost: 10 Karma

PHOTOGRAPHIC MEMORY

Gain a bonus Edge on a Memory tests

Cost: 12 Karma

QUICK HEALER

Cut the interval for any natural healing test in half

Cost: 8 Karma

RESISTANCE TO PATHOGENS

Gain a bonus point of Edge when you make a Pathogen Resistance test.

Cost: 12 Karma

SPIRIT/SPRITE AFFINITY

Choose a type, gain an Edge when making a Conjuring or Tasking test

Cost: 14 Karma

THERMOGRAPHIC VISION

See the heat of objects in total darkness

Cost: 8 Karma

TOUGHNESS

gain a bonus point of Edge on Damage Resistance tests

Cost: 12 Karma

TOXIN RESISTANCE

Gain a bonus point of Edge when you make a Toxin Resistance test.

Cost: 12 Karma

WILL TO LIVE (1-3)

gain two additional Damage Overflow boxes per rank

Cost: 8 Karma per level

SR6 NEGATIVE QUALITIES

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Note that many Negative Qualities have rules too complex to summarize in a single sentence, Always check the rulebook to make sure you understand the rules of a Quality before taking it.

ADDICTION (SUBSTANCE, 1 TO 6) Bonus: 2 Karma per level

See SR6, p. 74 for the Addiction withdrawal rules and Addiction chart

ALLERGY (SUBSTANCE, SEVERITY) Bonus: 2 to 20 Karma (see SR6 p. 74)

See SR6, p. 74-75 for the Allergy rules and Severity chart

AR VERTIGO Bonus: 10 Karma
You cannot gain or spend Edge while using AR, also gain Nauseated

BAD LUCK Bonus: 10 Karma
Count dice showing both 1 and 2 for determining a glitch

COMBAT PARALYSIS Bonus: 8 Karma
Initiative Score is divided in half at the start of combat + more

DISTINCTIVE STYLE Bonus: 6 Karma
Cannot gain or spend Edge without distinctive look, +2 to remember you

GLASS JAW Bonus: 4 Karma per level
You have 1 less Stun Box for each level of this Quality, min of 2

HONORBOUND Bonus: 10 Karma
cannot spend or earn Edge for 24 hours after you break your code

INCOMPETENT (SKILL) Bonus: 10 Karma
You are unable to gain ranks in the selected skill

INSOMNIA Bonus: 4 Karma
make a Body + Willpower (3) test to get a enough sleep to regain edge

LOW PAIN TOLERANCE Bonus: 10 Karma
All wound modifiers are doubled

PREJUDICED (GROUP) Bonus: 8 Karma
Unable to gain or use Edge while the object of your prejudice is present

SENSITIVE SYSTEM Bonus: 8 Karma
Essence costs are doubled for all cyberware and bioware

SINNER Bonus: 8 Karma
Lifestyle attached to SIN pays and extra 10% tax + Edge to track you

SPIRIT/SPRITE BANE Bonus: 12 Karma
Spirits/sprites gain a bonus point of Edge vs Conjuring or Tasking tests

UNEDUCATED Bonus: 6 Karma
You cannot spend Edge on any test using Logic

WEAK IMMUNE SYSTEM Bonus: 8 Karma
You cannot spend Edge to resist the effects of an infection

ASTRAL BEACON Bonus: 10 Karma
See SR6, p. 75 for the Astral Beacon rules

BAD REP Bonus: 8 Karma
You cannot spend Edge on Social tests + additional teamwork penalties

DEPENDENTS (1 TO 3) Bonus: 4 Karma per level
Dependents cost 5%, 10%, or 25% of all income from runs

ELF POSER Bonus: 6 Karma
Elves, orks, and trolls gain a point of Edge against you on Influence tests

GREMLINS Bonus: 6 Karma
When using any device, roll 2D6, a 1 on either die makes the device glitch

IMPAIRED (ATTRIBUTE) Bonus: 8 Karma per level
For each level, decreases an attributes maximum by 1, to a minimum of 2

IN DEBT Bonus: None
See SR6, p. 77 for the rules regarding In Debt

LOSS OF CONFIDENCE Bonus: 6 Karma
Must make a Willpower (2) test to earn or spend Edge

ORK POSER Bonus: 6 Karma
Elves, orks, and trolls gain a point of Edge against you on Influence tests\

SCORCHED Bonus: 6 Karma
You cannot spend Edge while accessing the Matrix

SIMSENSE VERTIGO Bonus: 6 Karma
Cannot gain or spend Edge while accessing the Matrix via VR + Nauseated

SOCIAL STRESS Bonus: 8 Karma
Must make a Charisma (2) test to earn or spend Edge in social situations

UNCOUTH Bonus: 6 Karma
You cannot spend Edge on any test using Charisma

UNSTEADY HANDS Bonus: 4 Karma
You cannot spend Edge on Agility test directly involving your hands