

# CATALOG OF CHAOS

Included here is a list of new Shadow Amps, qualities, and other options that can be used in games of *Shadowrun: Anarchy*. It is a list of sample items to pick from and gain inspiration from, not an exhaustive grouping. Use these to help you design your own Amps or qualities, or just grab them and go!

## METATYPES AND METAVARIANTS

Metavariants are not new metatypes, but rather variations on existing metatype themes. Dwarfs may also express as gnomes, hanuman, koborokuru, or me-nehune. Elves may also express as dryads, nocturna, wakyambi, or xapiri thëpë. Orks may also express as hobgoblins, ogres, oni, or satyrs. Trolls may also express as cyclopes, fomorians, giants, or minotaurs. Humans may also express as nartaki. Rules and descriptions are only presented here for a limited number of metavariants, but players should feel encouraged to adapt other metavariants into their games with gamemaster approval. Changelings are random expressions of mana, and no two are alike. They vary wildly in appearance, ability, and powers but can be from any existing metatype. Physical descriptions and characteristics of these metavariants can be found in *Run Faster*, a *Shadowrun*, *Fifth Edition* sourcebook. Mechanical differences are covered in the Metavariant Chart below. Use the modifiers given instead of modifiers for the base metatype, not in addition to them. Unless otherwise noted, metavariants have the same racial Attribute Maximum as their non-variant metatype.

## METAVARIANT CHART

**Human:** +1 Edge, +1 Skill point

**Nartaki:** +1 Agility, gain Extra Arms changeling Amp free (does not count as changeling)

Nartaki are the only known human metavariant. First seen in 2061 in India, Nartaki possess additional arms and skin hues of blue, red, or gold.

**Elf:** +1 Agility, +1 Charisma

**Dryad:** +2 Charisma, Maximum Charisma of 9.

The dryad is an uncommon elven metavariant. They are not native to any one region but have been encountered on all continents, with their appearance varying depending on their habitat. Shorter in stature than normal elves, dryads are deeply connected with nature and have been reported to possess preternatural charm.

**Dwarf:** +1 Strength, +1 Willpower

**Gnome:** +1 Willpower, gain Magic Resistance Critter Amp (+2 dice to defending against magical attacks or effects) free

A dwarf metavariant, gnomes are often found in Turkey and Central Europe. Shorter than regular dwarfs, gnomes also have very little body hair and are often confused for human children. Gnomes possess an unusual resistance to magic, although some have still been reported to be Awakened.

**Ork:** +2 Strength

**Oni:** +1 Strength, +1 Charisma, Maximum Charisma of 6.

Onis are an ork metavariant. Native to Japan, they resemble demons of Japanese folklore. Oni have blue, red, or orange skin and large horns.



**Troll:** +2 Strength, +3 Armor circles, -1 Skill point

**Fomorian:** +1 Strength, +1 Charisma. Maximum Charisma of 5.

Fomorians are a Celtic subspecies of troll. Slightly weaker than normal trolls, they also possess no dermal armor. Their form is considered by many to be more aesthetically pleasing than most orks or trolls.

### ANY METATYPE:

**Changeling:** Choose metatype. Has access to changeling Amps (including negative changeling Amps that provide additional Amp points to spend). May create purely cosmetic changeling Amps (catlike features, feathers, dumb ears) for no cost.

Changelings are metahumans that have random, unusual metagenetic traits due to exposure to a surge of mana. Changelings are neither a race nor a metavariant and can be born to any metatype. Each changeling is unique, and most people consider them to be freaks.

## ALL-NEW AMPS

In the characters and NPCs in this book, you will find Shadow Amps that are identical to existing Amps but with a different name. For example: **Finder's Fee, and I'll Introduce You** is identical to **I Know Everybody** from *Shadowrun: Anarchy*, with both giving the benefit "Gain (Cha rating) contacts." In the same fashion, **Scratch-Built Cyberdeck** is identical to **Cyberdeck 1** from *Shadowrun: Anarchy*. This is intentional, as we encourage you to let your creativity soar when creating your runner. If you like an Amp but the name doesn't seem to fit, keep the Amp and change the name!

## MAGICAL AMPS

### SPELLS

**Reminder:** Players may increase Amp Levels by 1 to add "Damages multiple targets" to combat spells, or "Affects multiple targets" to effect spells. Alternatively, reducing the Amp Level by 1 makes spells single-target. As this is the case, spells like Ball Lightning, Flamethrower, Manaball, Stunball, and Mass Confusion are Amps taken by *Chicago Chaos* characters, they are not presented below, as they are variants to existing spells.

**Clout (Spell) (Amp Level 2):** Combat. Damage of 6S. Defense = S + W. Target knocked prone.

**Combat Sense 1, 2, 3 (Spell) (Amp Level 2, 3, 4):** Effect. Target rerolls 1/2/3 failed dice on defense tests while sustained.

**Detect Enemies (Spell) (Amp Level 1):** Effect. Hostile beings glow in a way the caster can perceive.

**Detect Life (Spell) (Amp Level 1):** Effect. Living beings glow in a way the caster can perceive.

**Detox (Spell) (Amp Level 2):** Effect. Removes any kind of drug or poison from the target. Does not heal any damage already done but ends ongoing effects.

**Fashion (Spell) (Amp Level 1):** Effect. Instantly change style of clothing and cosmetics.

**Flaming Spear (Spell) (Amp Level 3):** Combat. Damage of 8P/AA. Defense = A + L. +2 damage to Armor.

**Ice Spear (Spell) (Amp Level 2):** Combat. Damage of 6S/AA. Defense = S + W. +2 damage to Armor.

**Illusion (Spell) (Amp Level 2):** Effect. Target character sees and hears things that aren't there; target is distracted and suffers a -1 die penalty to all tests while the spell is sustained.

**Influence (Spell) (Amp Level 2, 3, 4):** Effect. +1/2/3 dice to Con and Negotiation Tests against target.

**Opium Den (Spell) (Amp Level 3):** Effect. Mass euphoria; targets are distracted and suffer a -1 die penalty to all tests while the spell is sustained.

**Pollutant Stream (Spell) (Amp Level 4):** Combat. Damage of 6P/AA, +2 damage to Armor. Defense = S + W. Ongoing damage of 1P unresisted damage per narration (max 3).

**Soundwave (Spell) (Amp Level 3):** Combat. Damage of 6S. Defense = A + L. Damages multiple targets.

**Toxic Wave (Spell) (Amp Level 4):** Combat. Damage of 6P/AA, +2 damage to Armor. Defense = S + W. Damages multiple targets.

**Trid Phantasm (Spell) (Amp Level 2):** Effect. Create a realistic illusion over an area. Living and non-living things affected; viewers also suffer a -2 die penalty to Perception tests while the spell is sustained.

**Vines (Spell) (Amp Level 2):** Combat. Damage of 4P. Defense = A + L. Target cannot move.

### OTHER

**Ally Spirit (Amp Level 4):** (Choose spirit type) You have a friendly spirit that cannot be dismissed nor counts against your limit of conjured spirits.

**Banishing Focus (Amp Level 2):** Focus. Usable once per day, may reroll all misses when banishing a spirit.

**Mageblade Weapon Focus (Amp Level 2):** Focus. Magical weapon. May reroll one die on Close Combat attacks.

**Spellcasting Focus (Amp Level 2):** Focus. Usable once per day; may reroll all misses when casting a spell.



## ADEPT AMPS

### COMBAT POWERS

**Blind Fighting (Amp Level 2):** Adept power. Ignore vision modifiers in Close Combat.

**Combat Sense 1, 2, 3 (Amp Level 2, 3, 4):** Adept power. Reroll 1/2/3 dice on defense tests.

**Inertia Strike (Amp Level 2):** Adept power. Knock a target down or back by one range after a successful Close Combat test.

**Missile Mastery (Amp Level 2):** Adept power. +2 dice or +2 damage for using throwing weapons or Archery.

**Nerve Strike (Amp Level 2):** Adept power. Paralyze a target after a successful Close Combat test.

**Penetrating Strike (Amp Level 2):** Adept power. You may add AA (Armor Avoidance) to your Unarmed attacks.

### NON-COMBAT POWERS

**Animal Empathy (Amp Level 2):** Adept power. +2 dice on any test involving influence or control of an animal.

**Cool Resolve 1, 2, 3 (Amp Level 2, 3, 4):** Adept power. Reroll 1/2/3 dice on Social rolls.

**Empathic Healing (Amp Level 2):** Adept power. May heal some or all of a target's Physical Condition Monitor by taking the damage yourself.

**Freefall (Amp Level 1):** Adept power. Reduce damage from falling by half.

**Hangtime (Amp Level 1):** Adept power. Can climb vertical surfaces or hang from surfaces.

**Nimble Fingers (Amp Level 2):** Adept power. +2 dice for sleight of hand tests.

**Three Dimensional Memory (Amp Level 2):** Adept power. +2 dice for Memory tests.

### OTHER

**Qi Focus (Amp Level 2):** Focus. Usable once per day, may reroll all misses when using an Adept Power.

**Tattoo Focus (choose Adept Amp) (Amp Level x):** Same effect and cost as Adept Amp.

## BIOWARE AMPS

**Adrenaline Pump (Amp Level 2):** Bioware. Ignore the effects of Staggered until damaged again. -0.5 Essence.

**Bone Density Augmentation 1, 2, 3 (Amp Level 3, 4, 5):** Bioware. Reduce damage taken by 1/2/3. -0.5 Essence.

**Mnemonic Enhancer 1, 2, 3 (Amp Level 3, 4, 5):** Bioware. May reroll 1/2/3 dice on Memory rolls. Gain 1/2/3 Knowledge Skills. -0.5 Essence.

**Pain Editor (Amp Level 4):** Bioware. Ignore all wound modifiers. -0.5 Essence.

**Reflex Recorder (choose Agility-based Skill) (Amp Level 4):** Bioware. +2 dice for (chosen Agility skill). -0.5 Essence.

**Symbiotes 1, 2, 3 (Amp Level 3, 4, 5):** Bioware. Increase all healing to you by 1/2/3 boxes. -0.5 Essence.

**Synaptic Booster 1, 2, 3 (Amp Level 3, 4, 5):** Bioware. 1 = +1 action. 2 = +1 action, +1 Plot Point per Scene. 3 = +1 action, +2 Plot Points per Scene. -0.5 Essence.

## CYBERWARE AMPS

**Attention Co-Processor (Amp Level 3):** Cyberware. +2 dice to Perception rolls. -1 Essence.

**Cybears (Amp Level 2):** Cyberware. Ignore hearing modifiers; may use enhanced and/or selective hearing. -1 Essence.

**Cyber-Implant Weapon (Select Weapon & Body Part) (Amp Level 2):** Cyberware. Install an additional weapon in your body. Weapon. -1 Essence.

**Gyroscopic Mount 1, 2, 3 (Amp Level 2, 3, 4):** Cyberware. 1 = May reroll 1 die on Heavy Weapons rolls. 2 = May reroll 2 die on Heavy Weapons rolls. 3 = May reroll 3 dice on Heavy Weapons rolls. -1 Essence.

**Hydraulic Jacks (Amp Level 2):** Cyberware. +2 dice for jumping tests. -1 Essence.

**Internal Air Tank (Amp Level 2):** Cyberware. Ignore breathing damage. -1 Essence.

**Math SPU (Amp Level 2):** Cyberware. +2 dice on mathematical Logic-related rolls. -1 Essence.

**Muscle Replacement 1, 2, 3 (Amp Level 2, 3, 4):** Cyberware. 1 = May reroll 1 die on Strength-related rolls. 2 = May reroll 1 die on Strength-related rolls, may reroll 1 die in Close Combat. 3 = May reroll 2 dice on Strength-related rolls, may reroll 1 die in Close Combat. -1 Essence.

**Orientation System (Amp Level 2):** Cyberware. +2 dice on navigation rolls. -1 Essence.

## MATRIX AMPS

### ACCESSORIES

**Hardening (Amp Level 3):** Cyberdeck enhancement. +3 Matrix Condition Monitor boxes.

**Multidimensional Coprocessor (Amp Level 3):** Cyberdeck enhancement. +1 action in the Matrix, 1 Plot Point per Scene in the Matrix.

**Program Carrier (choose program Amp) (Amp Level 2):** Cyberdeck enhancement. Spend a Plot Point to use a program you don't have of equal or lesser Amp Level for this narration.

**Sledgehammer Dongle (Amp Level 1):** Cyberdeck enhancement. +1 pip to a die in Cybercombat.



## PROGRAMS

**Agent (Amp Level 2, 3, 4):** Program. +1 action in the Matrix (only with Agent); All Agent dicepools are 6/8/10.

**Browse (Amp Level 2):** Program. May reroll 2 dice on Perception tests in the Matrix.

**Encryption (Amp Level 2):** Program. +1 Firewall.

**Evaluate (Amp Level 1):** Program. May reroll 2 dice on Negotiation tests involving paydata.

**Fork (Amp Level 3):** Program. May target 2 enemies at once with the same roll in the Matrix.

**Smoke and Mirrors (Amp Level 2):** Program. May reroll 2 dice on Matrix defense tests.

## TECHNOMANCER AMPS

**Arc Feedback (Amp Level 2):** Effect Complex Form. While sustained, redirect 1 Cybercombat damage you took back at the attacker (unresisted).

**Resonance Bind (Amp Level 2):** Cybercombat Complex Form. Defense = Logic + Firewall. Successful hit does no damage but target suffers -1 Attack in meat space.

**Resonance Spear (Amp Level 2):** Cybercombat Complex Form. Matrix damage = 6. Defense = Logic + Firewall. On hit, reduce target Firewall by 2 for the scene.

**Resonance Veil (Amp Level 2):** Effect Complex Form. Target sees things that aren't there in the Matrix; target is distracted and suffers a -1 die penalty to all tests while sustained.

**Static Veil (Amp Level 2):** Effect Complex Form. It takes 1 more hit for enemy Matrix Perception tests to locate you.

## RESONANT STREAMS

*Resonant streams are like traditions or world views that technomancers live by. These streams confer various boons.*

**Cyberadept (Amp Level 2):** Resonance Stream. Once per day, may reroll all misses when making an attack with cyberware.

**Machinist (Amp Level 2):** Resonance Stream. Once per day, Malfunction does not cost a Plot Point.

**Sourceror (Amp Level 2):** Resonance Stream. Once per day, may combine effects of two Complex Forms into a single Tasking roll.

**Technoshaman (Amp Level 2):** Resonance Stream. Technoshamans can have one additional Sprite compiled.

## DRONE AMPS

**AutoDoc Drone x1/2/3 (Amp Level 2/3/4):** +1/+2/+3 dice to Biotech tests. [A5, D4]

**Eco Proletarian Drone x1/2/3 (Amp Level 2/3/4):** +1/+2/+3 dice to Engineering tests. [A3, D3]

**Steel Lynx Combat Drone (Amp Level 4):** Ground. Gain +1 attack/movement (only with Steel Lynx drone). [A12, D9, Assault Rifle]

## DRONE UPGRADES

**Note:** These are not separate Amps. The Amp Level of the upgrade must be added to Drone or Vehicle Amps. GM has final say on whether it can hold the upgrade.

**Drone/Vehicle Mounted Assault Rifle (Amp Level 1):** A drone set or vehicle replaces weapon with an Assault Rifle.

**Drone/Vehicle Mounted Grenade Launcher (Amp Level 2):** A drone set or vehicle replaces weapon with a Grenade Launcher.

**Drone/Vehicle Mounted Machine Gun (Amp Level 1):** A drone set or vehicle replaces weapon with a Machine Gun.

**Drone/Vehicle Mounted Sniper Rifle (Amp Level 1):** A drone set or vehicle replaces weapon with a Sniper Rifle.

## GEAR AMPS

**Ares Roadmaster Armored Van (Amp Level 3):** Ground. Reduce damage taken to vehicle and occupants by 3. [A18, D18]

**Ares Venture VTOL (Amp Level 4):** Aircraft. Reroll 3 dice on Stealth tests with this vehicle. [A14, D16]

**Chameleon Suit (Amp Level 2):** 9 armor. May reroll 1 die on Stealth tests.

**Designer Fashionwear (Amp Level 1):** +1 pip to a die on Social tests.

**Grey Mana Integration (Amp Level 4):** Lined Coat. Reduce damage taken by magic by 3.

**Mitsubishi Nightsky Limousine (Amp Level 4):** Ground. Reroll 3 dice on Social tests this scene after arriving in this vehicle. [A15, D15]

**Top-End B&E Kit (Amp Level 2, 3, 4):** Reroll 1/2/3 failed dice on lockpicking tests, safecracking tests, etc.

**Shock Frills (Amp Level 2):** May deal 7S damage to everything touching your armor (except yourself) at the start of your narration.

## SOCIAL/OTHER AMPS

**A Certain Je Ne Sais Quoi (Amp Level 2):** You may substitute CHA for the usual attribute when making teamwork tests outside of combat.



## CHANGELING AMPS

**Note:** These are only available if the character is a Changeling, and they can be positive or negative. Negative Changeling Amps cost negative Amp points, reflecting their non-usefulness. Base cost for creating Changeling Amps is 0.

**360-Degree Eyesight (Amp Level 1):** +2 to visual Perception tests.

**Arcane Arrester (Amp Level 2):** +2 to resist spells, even when voluntary.

**Bark Skin / Dermal Deposits / Rhino Hide (Amp Level 3):** +3 Armor.

**Biosonar (Amp Level 2):** +2 to Tracking tests.

**Broadened Auditory Spectrum (Amp Level 2):** +2 to hearing-based Perception tests; may use enhanced and/or selective hearing.

**Camouflage Skin/Fur (Amp Level 2):** +2 to Stealth tests.

**Dragon Skin (Amp Level 1):** Reduce Fire damage by 2.

**Electroreception (Amp Level 1):** Can sense all nearby electronic devices on a successful Perception test.

**Elongated Limbs (Amp Level 2):** +2 to Close Combat tests, may use Close Combat at Near Range (-2).

**Extra Arms (Amp Level 1):** Additional arms can hold more items/weapons.

**Frog Tongue (Amp Level 1):** Can snatch light objects at Close and Near distance.

**Gecko Hands (Amp Level 1):** Can climb vertical surfaces or hang from surfaces.

**Gills (Amp Level 1):** Can breathe underwater.

**Greasy Skin (Amp Level 2):** +2 to Escape Artist tests.

**Insulating Pelt (Amp Level 1):** +2 to Survival in cold environments, reduce Cold damage by 2. -2 to Survival in heat environments.

**Low-Light Vision (Amp Level 1):** Ignore vision modifiers in darkness.

**Marsupial Pouch (Amp Level 1):** -2 dice to Perception tests to notice items in pouch.

**Natural Weapon: (Choose) (Amp Level 1):** May inflict Physical or Stun damage with Unarmed attack.

**Paddle Tail / Webbed Digits (Amp Level 2):** +1 Movement when swimming, +2 dice to swimming-related rolls.

**Prehensile Tail (Amp Level 2):** Can hold self or grab with tail.

**Quills / Thorns (Amp Level 1):** +1 damage to Unarmed attacks.

**Satyr Legs (Amp Level 2):** +1 Movement. Close Combat weapon. (STR/2) + 1S.

**Tail 1, 2 (Amp Level 1, 2):** Character has a tail. 1 = +1 to Athletics checks. 2 = +1 to Athletics checks, +1 attack (does not stack with other extra attacks).

**Thermographic Vision/Sense (Amp Level 1):** Can see thermal signatures.

**Vomeran Organ (Amp Level 2):** +2 dice to scent-based Perception tests; can use in place of Judge Intentions.

## NEGATIVE CHANGELING AMPS

**Adiposis (Amp Level -1):** Clinically obese; can only do either 1 movement or 1 attack per narration.

**Astral Hazing (Amp Level -1):** Everything has -2 dice when using magic in your presence.

**Berserker (Amp Level -1):** At times, the GM may spend a Plot Point to send character into a rampage.

**Bioluminescence (Amp Level -1):** Character can be seen in darkness.

**Cephalopod Skull (Amp Level -1):** Damage to head is increased by +2.

**Cold-Blooded (Amp Level -1):** Cold temperatures induce slowdown or coma.

**Cyclopean Eye (Amp Level -1):** -1 die on Combat tests.

**Impaired Attribute (choose Attribute) (Amp Level -1):** Decrease your (Chosen Attribute) cap by -1.

**Mood Hair (Amp Level -1):** Opposition is at +2 dice to Judge Intentions tests against you.

**Neoteny (Amp Level -1):** Development halted at child. Physical Condition Monitor reduced to 6 + (STR/2).

**Progeria (Amp Level -1):** Development sped up to old age. Physical Condition Monitor reduced to 6 + (STR/2).

**Scent Glands (Amp Level -1):** Opposition is at +2 dice to scent-based Perception tests against you.

**Slow Healer (Amp Level -1):** -2 dice to any test to heal this character.

**Stubby Arms (Amp Level -1):** -2 dice to Close Combat tests.

**Vestigial Tail (Amp Level -1):** -2 dice to Athletics rolls.

## QUALITIES

### POSITIVE QUALITIES

**(Anti)-Social Hacking:** +2 dice to Con tests.

**Athlete's Way:** Adept only. At character creation, get 2 free points of athletic-related Adept Power Shadow Amps.

**Analytical Mind:** +2 dice to find or analyze clues.

**Born Rich:** Improve an existing Shadow Amp by a single level for free.

**Closer:** +2 dice for Negotiation tests.

**Data Anomaly:** Opposition is at -2 dice on Perception tests to spot you in the Matrix.

**Focused Concentration:** May sustain two spells/complex forms instead of just one.



**Friends in High Places:** +2 dice to Charisma-based tests with important people (GM discretion).

**Golden Screwdriver:** +2 dice to repair tests.

**Honest Face:** +2 dice to Con tests.

**I C U:** +2 dice to Perception tests in the Matrix.

**Invisible Way:** Adept only. At character creation, get 2 free points of stealth-related Adept Power Shadow Amps.

**Juryrigger:** +2 dice to Engineering tests.

**Lightning Reflexes:** +1 attack. Does not stack.

**Magic Resistance:** +2 dice to defending against magical attacks or effects.

**Mentor Spirit (Adversary):** Awakened Only. +1 die when using grenades and explosives; using Take the Hit does not cost a Plot Point.

**Mentor Spirit (Alligator):** Awakened Only. +1 die for Intimidation tests, may reroll 1 die on Close Combat tests.

**Mentor Spirit (Dolphin):** Awakened Only. +1 die for swimming and pilot watercraft tests, using First Aid does not cost a Plot Point (once per turn).

**Mentor Spirit (Dragonslayer, Alt):** Awakened Only. +1 die when using combat spells or adept powers in combat. You may reroll 1 die on Intimidation tests.

**Mentor Spirit (Horse):** Awakened Only. +1 die for running and Pilot Ground tests, using Double Time It does not cost a Plot Point (once per turn).

**Mentor Spirit (Lion):** Awakened Only. +1 die for Athletics tests, may reroll 1 die when using combat spells or adept powers in combat.

**Mentor Spirit (Monkey):** Awakened Only. +1 die for Athletics tests, using Live Dangerously does not cost a Plot Point (once per turn).

**Mentor Spirit (Oracle):** Awakened Only. +1 die for Judge Intentions tests, may reroll 1 die on Perception tests.

**Mentor Spirit (Peacemaker):** Awakened Only. +1 die for Negotiation tests, may reroll 1 die on defense tests.

**Mentor Spirit (Raccoon):** Awakened Only. +1 die for Stealth tests, using Live Dangerously does not cost a Plot Point (once per turn).

**Mentor Spirit (Seducer):** Awakened Only. +1 die for Con tests, may reroll 1 die on Con tests.

**Mentor Spirit (Snake):** Awakened Only. +1 die for Tracking tests, may reroll 1 die when casting effect spells.

**Natural Swordsman:** +2 dice for Close Combat tests.

**Natural Gunner:** +2 dice to Vehicle Weapons tests.

**Ninja Vanish:** You may use a narration to automatically escape one Matrix threat.

**Overclocker:** +2 Firewall.

**Pain is Gain:** When hit by biofeedback damage, using A Dish Best Served Cold does not cost a Plot Point (once per Turn).

**Paragon (01 – The World Tree):** Emerged Only. +1 die

to non-cybercombat Hacking/Tasking tests, may reroll a Glitch Die when accessing a device on the Matrix.

**Paragon (Architect – The Builder):** Emerged Only. +1 die to non-cybercombat Hacking/Tasking tests, may reroll a Glitch Die when coding or editing on the Matrix.

**Paragon (Archivist – The Secret Keeper):** Emerged Only. +1 die to non-cybercombat Hacking/Tasking tests, may reroll a Glitch Die when searching for information on the Matrix.

**Paragon (Black Hat – The Cracker):** Emerged Only. +1 die to cybercombat Hacking/Tasking tests, may reroll a Glitch Die when stealing information on the Matrix.

**Paragon (Daedalus – The Inventor):** Emerged Only. +1 die to Engineering tests, may reroll a Glitch Die when controlling a vehicle in VR.

**Paragon (Delphi – The Oracle):** Emerged Only. +1 die to Tasking complex forms, may reroll a Glitch Die when dealing with a new threat in the Matrix.

**Paragon (Intrusion Countermeasure – The Guardian):** Emerged Only. +1 die to cybercombat Hacking/Tasking tests, may reroll a Glitch Die when defending in the Matrix.

**Paragon (Probe – The Scout):** Emerged Only. +1 die to non-cybercombat Hacking/Tasking tests, may reroll a Glitch Die when jacked in to the target device.

**Paragon (Shooter – The Soldier):** Emerged Only. +1 die to cybercombat Hacking/Tasking tests, may reroll a Glitch Die when attacking in the Matrix.

**Photographic Memory:** +2 dice to Memory tests.

**Prototype Transhuman:** You get a Bioware Shadow Amp of Amp Level 2 or less for free without Essence loss.

**Quick Config:** When in VR, you may reroll the Glitch die but must keep the second result.

**School of Hard Knocks:** May choose 2 additional street-related Knowledge skills.

**Single Minded:** Gain a free skill specialization.

**Speaker's Way:** Adept only. At character creation, get 2 free points of social-related Adept Power Shadow Amps.

**Spellslinger:** +2 dice on Spellcasting tests.

**Trust Fund:** +1 Karma per run.

**Warrior's Way:** Adept only. At character creation, get 2 free points of combat-related Adept Power Shadow Amps.

## NEGATIVE QUALITIES

**Accident Prone:** -2 dice to Pilot (Ground) tests.

**Antipathy:** -2 dice to all Charisma-based tests.

**Attention-Seeker:** Must spend a Plot Point to avoid prioritizing being the center of attention above anything else.

**Bad Luck:** Results of 1 and 2 are glitches on all of your Glitch Die rolls.



**Blind:** Fail all visual Perception tests.

**Deaf:** Fail all audio Perception tests.

**Dependent (Specify):** -1 Karma per run.

**Did You Just Call Me Dumb?:** When making social tests, always add a Glitch die that cannot roll an Exploit.

**Dimmer Bulb:** Must reroll hits (max 2) when making mental tests.

**Flashbacks:** At times, you must spend a Plot Point to avoid freezing in place.

**Incompetent (Selected Skill):** When making a (chosen skill) test, you always only roll a Glitch die that may roll an exploit.

**Infirm:** Must reroll hits (max 2) when making physical tests.

**Insomnia:** You start every game with 0 Plot Points.

**Malware Infection:** -2 to all Perception tests using the Matrix.

**Matrix Troll:** At times, must spend a Plot Point to avoid pulling a Matrix prank.

**Motion Sickness:** When in a moving vehicle, -4 to all dice rolls.

**Oblivious:** -2 to all Perception tests.

**Scorched:** Take 2 Stun damage when entering VR.

**Sensitive System:** Double Shadow Amp Essence costs.

**Shifty:** -2 to all Con tests.

**Social Appearance Anxiety:** Whenever you've taken any damage to Armor or your Physical Condition Monitor, -2 to all social rolls.

**Social Stress:** Must reroll hits (max 2) when making social tests.

**Spirit Bane (Choose Spirit Type):** -2 dice with/against (Chosen Spirit Type). (Awakened Magicians Only)

**Sucker:** -2 dice to Judge Intentions tests.