

Edges And Flaws #3

Branson Hagerty (Blackjack's Shadowrun Page <http://shadowrun.html.com/users/blackjack/>) Posted October 13, 1997

Short Attention Span

Category: Mental Flaw

Value: -1

Those who possess this flaw have trouble keeping their mind on the task at hand. They quickly become bored with whatever they're doing and often waste time moving back and forth between various activities.

If a PC with this flaw wishes to continue working on the same activity for more than 30 minutes, they must roll an unopposed Willpower test against a target of 4. If the test succeeds, they may continue. If the test fails, they must stop their current activity and find something else to do for at least ten minutes before they can go back to work. The target number to resist the temptation to stop working increases by 1 for every thirty minutes that pass.

It is not recommended that magicians pick up this flaw. It would make learning a spell a living hell.

Sterility/Infertility

Category: Either A Physical Flaw or Edge, depending on the way you feel about kids.

Value: - or + 1

Sterile/Infertile PCs do not possess the ability to impregnate/become pregnant. This Flaw/Edge cannot be reversed with any known drugs.

Impotence

Category: Physical Flaw

Value: -1

Any PC possessing this flaw can not - to put it in strict scientific terms - "get it up". I think that about covers it.