

Edges And Flaws #7

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Impaired Sense Of Direction

Category: Mental Flaw

Value: -1 or -2

A character with this flaw has difficulty remembering the layout of roads, buildings, etc. and frequently becomes lost if not equipped with a map. The character receives a +1 (or +2, depending on the level of the flaw) to any rolls that involve recollection of a followed path or the location of a given area. Magicians with this flaw may have trouble finding their way back to their body while in astral space, Deckers may have difficulty remembering matrix locations, and Riggers will find themselves frequently asking for directions or relying on their autopilot. Since it is rare the GMs require rolls for recollections in SR, they may wish to introduce the necessity for a simply intelligence test if an individual inflicted with the flaw needs to find their way around. Cyberware such as the orientation system will not cure this flaw as it is rooted in the fundamentals of how the afflicted individual's brain interprets spatial information.

Vehicular Aptitude

Category: Mental Edge

Value: +2

The PC has the intrinsic ability to figure out the controls of any type of vehicle, even if the vehicle is fairly unfamiliar to them. Reduce all modifiers by half when defaulting within the vehicle branch of the Skill Web. This edge can not be used when defaulting from a B/R skill or when defaulting from an Attribute.