

Edges And Flaws #6

Branson Hagerty (Blackjack's Shadowrun Page <http://shadowrun.html.com/users/blackjack/>) Posted March 09, 1998

Annoying Habit

Category: Social Flaw

Value: -1

The character possesses an annoying habit that surfaces during periods of conversation. Options include a snorting laugh, tendency to emit minor amounts of spittle, unnerving facial expressions, or some other conversation disrupting activity. As a result, a +1 is applied to all Social skill rolls that involve situations in which such an annoyance would be a factor. (In other words, you don't get the +1 for annoying facial expressions if you're talking to someone over a non-video phone).

Appealing Pheromones

Category: Social Edge

Value: +1 or +2

A character with Appealing Pheromones releases an undetectable odor that causes individuals of the opposite sex to find them unexplainably more attractive. When engaging in close proximity negotiations or discussions (i.e. sitting at the same table) with members of the opposite sex, the character receives a -1 to all social skill rolls. The +1 version of this edge means the bonus applies only to members of the PC's own race, while the +2 version applies to all races. The installation of Tailored Pheromones bioware negates the bonuses of this edge.