

Plastic Rat's guide to self improvement

SOTA. That's what they call it. State of the Art. Keeping up with the Joneses has been replaced by keeping level with the sota, and it applies as much to your equipment as it does to you. You ARE your best piece of equipment. Being able to shoot straighter, run faster, or figure out that new piece of tech before the guards break down the door can mean all the difference, chummer.

So, what do you do? Simple. Train. Push yourself. Harder. Faster. Life is pain; anyone who says different is selling something. Remember though, you're not in this alone. There's the team to think about too. Just because every one of your chummers and yourself can put a round through a Renraku badge in a nanosecond isn't going to save your hoop. You're still going to need someone on the team that can crack that maglock or staunch blood flow when the need arises. Figure out your role in the team and become the best at it. Complement your teammates, don't compete.

So, you ask, how do I train? How do I become the best? Well to start off, guzzling synthahol in Superdads, ain't going to improve a thing besides your ability to down more Screaming Mimis. Every spare minute you have that you don't train, or do anything else useful is a minute lost, and there's always another runner out there that isn't sleeping. One day you're gonna face him.

Point for your perusal, it's harder to fix your Yamaha Rapier when you're too dumb to understand the reference manual. Stick to basics first. Skill isn't always about native ability, but it sure helps. Sheer bloody mindedness can drive you toward being the best at something, but it's a lot easier when the body complies. Work out that flabby belly before you turn to martial arts training. Train that hand-eye co-ord before spending hours shooting cans. Train smarter, not necessarily harder.

In spite of this, never neglect your knowledge of the world around you. Study your surroundings and anything that could be remotely related to your line. One day it's bound to come in handy. Even with today's understanding of our brain's we still have no idea exactly what the limit is on storage space in the human brain, but you can be assured you ain't going to fill it up by studying.

Lastly, the saying all work and no play makes Jack a dull boy is true. Though, in today's society, Jack may just find himself a psychotic killer with a brain like inside of a troll's combat boot. In order to de-stress and stay balanced you're going to have to find something that's unrelated to your work that interest's you. Whether it's old flat-screen films, or bonsai, pursue it. It may be the one thing that keeps you sane. Plus, who knows, that next Yakuza boss you're trying to impress may just look favourably on you if you share a similar hobby, even if it's something like slaughtering the innocent.

Plastic Rat's Fast And Dirty Karma Cheat Sheet

IMPROVING ATTRIBUTES

(Karma cost) = Attribute rating desired x 2

Attributes must be increased 1 point at a time.

Mental and Physical Attributes reduced in game can be increased in this manner.

Attributes can be improved beyond Racial Modified Limit up to Attribute Maximum.

Attribute Maximum = Racial Modified Limit x 1.5

Improving Attribute above Racial Modified Limit costs 3 x Rating desired in Karma cost.

Racial Attribute Limit Table SR3 p.245

IMPROVING SKILLS

(Karma cost) = Skill rating desired x (rating on Skill Improvement Table)

Skills must be improved 1 level at a time.

Specialisations may not be more than 2 x their base skills rating.

Skill Improvement Cost Table SR3 p.245		Base Skill		<i>New Skill</i>
<i>Rating Is ...</i>	Active Knowledge/Language	Less than or equal to Attribute Rating		1.5
1	Less than or equal to (2 x Attribute Rating)	2	1.5	More than (2
x Attribute Rating)	2.5	2		Specialisations
	<i>New Skill Rating Is...</i>	Active Knowledge/Language	Less than or	
equal to Attribute Rating	.5	Less than or equal to (2 x Attribute Rating)	1	1
	More than (2 x Attribute Rating)	1.5	1.5	

LEARNING NEW SKILLS

All new Skills regardless of type can be bought at level 1 for the cost of 1 karma point.

Specialisations are bought at 1 point higher than their Base Skill.

A character may have a number of specialisations in a Base Skill up to her rating in the Base Skill.