SHADOWRUN

EDGE / ¥

EDGE

NUYEN (¥)

PORTRAIT

PERSONAL DATA

Alias	Murmur	**Name**	Marcus Saleb
Metatype	Human	**Magic/Resonance**	Technomancer
Sex	male	**Height**	176	**Weight**	80
Age	25	**Heat**	0	**Reputation**	0
Karma	4	**Total Karma**	4	**Essence**	6.00

ATTRIBUTES

	Rtg	Pool		Rtg	Pool
Body	4	4	Minor Actions	1	2
Agility	3	3	Initiative	7	7 +1D6
Reaction	3	3	Initiative (Matrix VR)	10	10 +2D6
Strength	3	3	Initiative (Astral)	10	10 +2D6
Willpower	5	5	Defense	0	7
Logic	6	6	Composure	0	9
Intuition	4	4	Judge Intentions	0	9
Charisma	4	4	Memory	0	10
Edge	7	7	Lift / Carry	0	9
Resonance	6	6			

QUALITIES

POSITIVE	NEGATIVE
Technomancer	Addiction 4
Focused Concentration 2	*Nicotine*
We Ship Anywhere	Astral Beacon
Analytical Mind	Elf Poser

CONDITION MONITOR

Stun Healing: BOD + WIL = 9

		-1	-1	-1	-2	-2	-2	-3	-3	-3

Resist fading WIL (5) + LOG (6)

Physical Healing: BOD + BOD = 8

			-1	-1	-1	-2	-2	-2	-3	-3

Damage resist: BOD (4) + mod.(0) = 4

Dam. overfl. Healing: 8 - Mod. =

SKILLS

Skill	Attr.	Rtg	Pool	Notes
Trained				
Cracking	LOG	4	10	a
Tasking	RES	6	12	
Compiling	RES		14	
Untrained				
Athletics	AGI	0	2	
Close Combat	AGI	0	2	
Con	CHA	0	3	

Skill	Attr.	Rtg	Pool	Notes
Electronics	LOG	4	10	a
Engineering	LOG	0	5	
Firearms	AGI	1	4	
Influence	CHA	0	3	
Outdoors	INT	0	3	
Perception	INT	3	7	
Piloting	REA	0	2	
Stealth	AGI	0	2	

Language/Knowledge

Lang: Arabic (Spec.)
Lang: English (Native)
Lang: Sperthial
Grafitti
Matrix Culture
Technomancer Lore

a) Analytical Mind

WEAPONS

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Ares Light Fire 75	4	2P	13/10/9/-/-	SA	16(c)

Melee weapon	Pool	Damage	Att.R.
Shock Gloves	2	4S(e)	5/-/-/-/-
Unarmed	2	2S	6/-/-/-/-

Close: 0-3 | Near: 4-50 | Medium: 51-250 | Far: 251-500 | Extreme: 501+

ARMOR

DEFENSIVE RATING 7

Armor	Rating	Social
Body	4	4
Armor vest	3	-1

Defensive Pools against		Defensive Actions	
Attacks	7	Block (Minor)	+0
Combat spells (Indirect)	8	Dodge (Minor)	+0
Combat spells (Direct)	9	Hit the dirt (Minor)	+2
Toxin Damage	9	Full Defense (Major)	+5
Drain	0	Boosted Defense (Major)	0

AUGMENTATIONS

Augmentation	Level	Essence	Page

Act. Essence (6.0) = 6 - Hole (0.0) - Sum augmentations (0.0)

GEAR

Name	Amount	Page
Medkit, Rating 6	1	CRB 281
Medkit supplies	5	CRB 281

CONTACTS

Alias	Type	Loy.	Infl.	Fav.
Shugah	Shaman + E-celeb	4	4	0
Li Beifong	Wuxing Insider	4	4	0
Neckbeardia	Matrix Troll	4	4	0

LIFESTYLES

Lifestyle	Type	Cost	Month
Unnamed Low	Low	2000¥	1

SINS

Name	Quality
Remual Phoneous	2

MATRIX DEVICES

Name	Progr	D	Fir	Attack	SI
Living Persona	0	6	5	4	4
Meta Link	0	1	-	-	-

CURRENCY

Nuyen (¥): 249

Credstick Silver

VEHICLES / DRONES

Vehicles	Type	Handl	Acc	Intvl	Speed	Pil	Body	Arm	Sens	Seat
Spinrad Global Street Rocket EX	Bikes	4	10	30	90	1	3	1	2	1

Drones	Count

COMBAT ACTIONS

Initiative (minor)		Initiative (major))		Anytime (minor)		Anytime (major)	
Call a shot	CRB41	Attack	CRB42	Augmentation Overdrive	CRB282	Assist	CRB42
Mutliple attacks	CRB42	Ready Weapon	CRB43	Avoid incoming	CRB41	Backseat Driver	DC177
Quick draw	CRB42	Reload Weapon	CRB44	Block	CRB41	Full Defense	CRB43
Reload Smartgun	CRB42			Dodge	CRB41		
Take Aim	CRB42			Drop Object	CRB41		
Trip	CRB42			Intercept	CRB41		

EDGE Boosts and Actions

1 EDGE

Shank (I)	CRB 48	Karmic Escape (I)	FS 94	Right Back At Ya! (I)	FS 95
Tactical Roll (I)	CRB 48	Knockout Blow (I)	CRB 47	Yielding Force (I)	FS 96
Taunt (I)	FS 95	Protect the Principal (I)	FS 95	**4 EDGE**	
Threatening Edge (I)	FS 95	Rolling Clouds (I)	FS 95	Anticipation (I)	CRB 47
Throat Strike (I)	FS 96	Rooted (I)	FS 95	Blinding strike (I)	FS 92
Tuck and Roll (I)	FS 96	Sucker Punch (I)	FS 95	Charge (I)	FS 93
Tumble (I)	CRB 48	Thunder Palm (I)	FS 96	Knuckle Breaker (I)	FS 94
Weapon Spread (I)	FS 96	Weapon Flash (I)	FS 96	Riposte (I)	FS 95
Wrest (I)	CRB 48	**3 EDGE**		Throw Person (I)	FS 96
2 EDGE		Cover Fire (I)	FS 93	**5 EDGE**	
Fake Out (I)	FS 93	Entanglement (I)	FS 93	Called Shot (Disarm) (I)	CRB 47
Fire from Cover (I)	CRB 47	Hamstring (I)	FS 93	Called Shot (Vitals) (I)	CRB 47
Imposing Stone (I)	FS 94	Leaf on the Wind (I)	FS 94	Called Shot: Break Weapon (I)	FS 93
Intimidating Presence (I)	FS 94	Pin (I)	FS 94	Called Shot: Incapacitate (I)	FS 93
		Playing Possum (I)	FS 94		

COMBAT OVERVIEW

1. Grab Dice

Attacker: Weapon pool plus modifiers

Defender:: Intuition + Reaction = 7

2. Distribute Edge

Compare Attack Rating vs. Defense Rating

For every 4 better, the party gets 1 Edge

Modify with situational edge

Max. 2 Edge per combat round

3. Roll Dice and Spend Edge

a) Choose either Pre- or Post Roll Edge actions

b) Roll dice

c) Check for glitches

d) Spend Edge

4. Soak Some Damage

Defend with Damage Resistance (4) to reduce the damage.

Last chance to use Edge

5. Bring the Pain

a) Apply damage to condition monitor

b) Apply secondary weapon effects

MARTIAL ARTS

PERSONA

Origin: Living Persona

Attributes/Skills	Default	Current	
Att (Attack)	4		
Sleaze (Sl)	4		Add 6 (RES) more
Data Processing (D)	6		points to attributes
Firewall (Fir)	5		
Matrix Perception	8		Electronics + INT

Matrix Combat

Initiative AR	10 +1D6		
Initiative VR	10 +2D6		INT + D
Initiative VR Hot sim	10 +3D6		INT + D
Attack Rating	8		Attack + Sl
Defense Rating	11		D + Fir

Matrix Condition Monitor

		-1		-1	-1	-2	-2	-2	-3	-3	-3

MATRIX OVERVIEW

1. Grab dice

Legal: Electronics + Logic = 10

Illegal: Cracking + Logic = 10

2. Distribute Edge (Combat, Hacking)

Compare Attack Rating to Defense Rating

Persona's Attack + Sleaze

Target's Data Processing + Firewall

If one hit is at least 4 higher than the other bonus edge is gained.

3. Roll Dice

4. Determine Effect

Determine the effect of the action and the Overwatch Score with your Game Master.

EDGE ACTIONS

Minor Actions

Change Device Mode	CRB 41	Hash Check (i)	CRB 182
Change Icon	CRB 180	Hide (i)	CRB 182
Enter Host	CRB 181	Jack out	CRB 182
Reconf. Matrix Attrib.	CRB 183	Jam Signals (i)	CRB 182
Send Message	CRB 183	Jump into Rigged Device	CRB 182
Switch Interface Mode (i)	CRB 184	Matrix Perception	CRB 182

Major Actions

		Reboot Device	CRB 183
		Register Sprite (i)	CRB 191
Backdoor Entry (i)	CRB 180	Rigger Jump In	CRB 44
Brute Force (i)	CRB 180	Set Data Bomb (i)	CRB 183
Check OS (i)	CRB 180	Snoop (i)	CRB 184
Compile Sprite (i)	CRB 191	Spoof Command (i)	CRB 184
Control Device	CRB 180	Tarpit (i)	CRB 184
Crack File (i)	CRB 180	Trace Icon (i)	CRB 184
Crash Program (i)	CRB 181	**Special Actions**	
Data Spike (i)	CRB 181	Matrix Search	CRB 183
Decompile Sprite (i)	CRB 192	Probe (i)	CRB 183
Disarm Data Bomb	CRB 181	**Edge Actions (Cost)**	
Edit File	CRB 181	Emergency Boost (1) (i)	CRB 175
Encrypt File	CRB 181	Hog (2) (i)	CRB 175
Erase Matrix Signature (i)	CRB 181	Signal Scream (2) (i)	CRB 175
Format Device	CRB 181	Technobabble (2) (i)	CRB 175
Full Matrix Defense	CRB 182	Under the Radar (3) (i)	CRB 175

(i) Illegal Actions

COMPLEX FORMS

Resonance: 6   Resist fading: WIL(5) + LOG(6)

Complex form	Dur.	Fading	Page	Notes
Cleaner	P	2	CRB 190	
Diffusion (Firewall)	S	4	CRB 190	
Emulate (Baby Monitor)	S		CRB 190	
Puppeteer	S	5	CRB 190	
Resonance Spike	I	4	CRB 190	
Resonance Veil	S	4	CRB 190	

SUBMERSION   GRADE **1**

Echo	Page
Living Network	CRB 195

PROGRAMS

1	2	Program	Description	Page
		Basic programs		
☐	☐	Alice (Kabelmatrix Emulator)	ISDN2 Emulator for cable matrix	Misc. (DE) 17
☐	☐	Autosoft Host	program.autosoft_host.short	HACK 57
☐	☐	Baby Monitor	Know OS without action	CRB 184
☐	☐	Browse	1 Edge for Matrix Searches	CRB 184
☐	☐	Configurator	Swap deck config instead attributes	CRB 184
☐	☐	Edit	Gain 1 Edge on Edit File Action	CRB 184
☐	☐	Emulator	program.emulator.short	HACK 57
☐	☐	Encryption	+2 dice when Encrypt File Action	CRB 184
☐	☐	Signal Scrubber	Reduce noise by 2	CRB 184
☐	☐	Toolbox	+1 to Data Processing	CRB 184
☐	☐	Virtual Machine	2 additonal program slots; gain one additional damage	CRB 184
		Hackingprograms		
☐	☐	Armor	+2 to Defense Rating	CRB 184
☐	☐	Biofeedback	Cause Stun/Physical with matrix attack	CRB 184
☐	☐	Biofeedback Filter	Allow Dev.Rat./Body to soak damage	CRB 184
☐	☐	Blackout	Cause Stun with matrix attack	CRB 184
☐	☐	Blaster-Charger	program.blaster-charger.short	HACK 57
☐	☐	Bomb Kit	program.bomb_kit.short	HACK 58
☐	☐	Decryption	+2 dice on Crack File action	CRB 184
☐	☐	Defense Pods	program.defense_pods.short	HACK 58
☐	☐	Defuse	Allow Dev.Rat./Body to soak dmg. from d.bomb	CRB 184
☐	☐	Directional Shield	program.directional_shield.short	HACK 58
☐	☐	Double Agent	program.double_agent.short	HACK 58
☐	☐	Drone Master	program.drone_master.short	HACK 58
☐	☐	Exploit	Reduce Defens.Rat. of hack target by 2	CRB 184
☐	☐	Fork	Hit 2 targets without splitting pool	CRB 184
☐	☐	Lockdown	Cause link lock on matrix damage	CRB 184
☐	☐	Overclock	Add 2 dice to matrix action	CRB 184
☐	☐	Quartermaster	program.quartermaster.short	HACK 59
☐	☐	Rocket Launcher	program.rocket_launcher.short	HACK 59
☐	☐	Secret Agent	program.secret_agent.short	HACK 59
☐	☐	Smoke Bomb	program.smoke_bomb.short	HACK 59
☐	☐	Special Agent	program.special_agent.short	HACK 59
☐	☐	Spin Doctor	program.spin_doctor.short	HACK 59
☐	☐	Spineshield	program.spineshield.short	HACK 59
☐	☐	Stealth	Gain 1 Edge on Hide action	CRB 185
☐	☐	Tapeworm	program.tapeworm.short	HACK 59
☐	☐	Trace	Gain 1 Edge on Trace Icon action	CRB 185
0	0	# of max. concurrent programs per device		

1 = Living Persona   2 = Meta Link   ☐ = not installed   ☐ = mark if activated

GEAR

Name	Amount	Page		Name	Amount	Page
Medkit, Rating 6	1	CRB 281				
Medkit supplies	5	CRB 281				

Ranged weapons

ARES LIGHT FIRE 75

Damage	Attack Rating	Mode	Ammo	
2P	13/10/9/-/-	SA	16(c)	

Accessory: Silencer, Concealable Quick Draw Holster, Laser sight (base)

Modifications: Smartgun system (internal)

WIFI: Digital ammunition counter and an ARO that tells you the ammo type loaded. If equipped with DNI, you gain a bonus Minor Action any turn when you eject a clip (for weapons that have them) or change fire modes.

Attack Rating Modifiers	AR		Modes	AR	Dam	Pool
Ares Light Fire 75	10/7/6/-/-		SS	13/10/9/-/-	2P	4
Laser sight (base)	1/1/1/1/1		SA	11/8/7/-/-	3P	4
Smartgun: Add +2 to AR (if no laser sight)	2/2/2/2/2					
Smartgun: Add +1 to AR (if has laser sight)	1/1/1/1/1					

AMMUNITION

Name	Amount	Page		Name	Amount	Page
Holdout/L.Pistol/Mach. Pistol (10x) (Regular)	4	CRB 262				
Holdout/L.Pistol/Mach. Pistol (10x) (Stick-n-Shock)	4	CRB 262				

MELEE WEAPONS

	Pool		Damage		Att.R.	
Shock Gloves	Pool	2	Damage	4S(e)	Att.R.	5/-/-/-/-
WIFI	You gain a bonus Minor Action on a turn when you activate a charge. The shock gloves recharge by induction, regaining one charge per half hour of wireless-enabled time.					
Unarmed	Pool	2	Damage	2S	Att.R.	6/-/-/-/-
	Pool		Damage		Att.R.	

ARMOR

Armor	Rating	Social
Body	4	
Armor vest	3	-1
Clothing (Low)	0*	0
Water-Repellent Coating (0)		
Defensive rating	7	

*) Rating not included in defensive rating

Vehicles / Drones

Abbreviations: D=driven, A=autonomous, R=via RCC, J=jumped in; P=Pool

SPINRAD GLOBAL STREET ROCKET EX

Handling	Acc	Interval	Speed	Seat
4	10	30	90	1
Pil	**Sens**	**Body**	**Arm**	**DR**(D/A/R/J)
1	2	3	1	-/-/-/-

Accessories/Notes

Rigger interface

Skills	D	A	R	J
Evade	2	1	-	-
Perception	7	2	-	-
Pilot	2	1	-	-
Stealth	-	1	-	-

		D	A	R	J		D	A	R	J
Ramming	2P	AR 1	1	-	-	P 2	0	-	-	

No weapons mounted

| | | -1 | -1 | -1 | -2 | -2 | -2 | -3 | -3 |

Software — **Rtg**

Matrix Devices

LIVING PERSONA

Model	Living Persona				
Level	6	**Attack**	4	**Sleaze**	4
		Data processing	6	**Firewall**	5

Description

Matrix status (11) ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

COMMLINK

Model	Meta Link				
Level	1	**Data processing**	1	**Firewall**	0

Programs (concurrent 0)

Matrix status (9) ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

SINs

REMUAL PHONEOUS - QUALITY 2

Licenses

Technomancy 2, Firearms License 2, Driver 2

Lifestyles

UNNAMED LOW

Type	Low	**Cost**	2000¥
Month	1	**SIN**	Remual Phoneous

Options

keine

Notes

Edge Boost

Add 3 to your Initiative Score (CRB46)	
+3 to Initiative	1
Reroll one die (CRB46)	
Reroll one die	1
+1 to a single die roll (CRB46)	
+1 to a single die roll	2
Double Down I (DC177)	
Add 1 wild die	2
Give ally 1 Edge (CRB46)	
Give ally 1 Edge	2
Negate 1 Edge of a foe (CRB46)	
Negate 1 Edge of a foe	2
Buy one automatic hit (CRB47)	
Buy one automatic hit	3
Heal one box of Stun damage (CRB47)	
Heal 1 Stun damage	3
Add Edge to your dice pool (CRB47)	
+Edge to pool and explode	4
Double Down II (DC177)	
Add 2 wild dice	4
Heal 1 point of Physical damage (CRB47)	
Heal 1 Physical damage	4
I Saw It in a Trid Once (FS96)	
Use unlearned martial arts technique	4
Reroll all failed dice (CRB47)	
Reroll all failed dice	4
Count 2s as glitches for the target (CRB47)	
2s are glitches for the target	5
Create special effect (CRB47)	
Discuss with your GM	5
Recover (FS96)	
Major Action to remove/reduce own status	5
Double Down III (DC177)	
Add 3 wild dice	6

Combat

Anticipation (CRB47)	
Double dice pool to split for attacks	4
Blinding strike (FS92)	
Hits>AGI, target status Blind I	4
Called Shot (Disarm) (CRB47)	
Attack does no damage, Disarms Opponent	5
Called Shot (Vitals) (CRB47)	
Add 3 damage if attack hits	5
Called Shot: Break Weapon (FS93)	
DV>Struct/2, reduce weapon AR	5
Called Shot: Incapacitate (FS93)	
Hits>REA, target status Dazed	5
Charge (FS93)	
Move 5m, convert hits to movement	4
Cover Fire (FS93)	
BF produces +2 Cover, instead DV	3

Entanglement (FS93)	
Melee: Hits>AGI, target status Hobbled	3
Fake Out (FS93)	
Lower target DR for next round	2
Fire from Cover (CRB47)	
Attack from cover /wo minor action	2
Hamstring (FS93)	
Hits>AGI, target status Hobbled	3
Imposing Stone (FS94)	
Hits>AGI, target stops, otherw. slowed	2
Intimidating Presence (FS94)	
Infl+STR/WIL+STR: Reduce target AR	2
Karmic Escape (FS94)	
Minor Act, Avoid status, but more damage	2
Knockout Blow (CRB47)	
Damage>WIL fill target stun cond. monitor	2
Knuckle Breaker (FS94)	
-4 dice pool, success disables limbs	4
Leaf on the Wind (FS94)	
Use hits to get cover while sprinting	3
Pin (FS94)	
Hits>DR, target Status Immobilized	3
Playing Possum (FS94)	
Infl. check, dice pool +net hits next attack	3
Protect the Principal (FS95)	
Ally only 1 Min.Act. away, take DMG instead	2
Right Back At Ya! (FS95)	
Knock grenade away, Athletics check (2)	3
Riposte (FS95)	
Melee: ptly. conv. rcvd. DV into target DMG	4
Rolling Clouds (FS95)	
Athletics slows down fall if environ. allows	2
Rooted (FS95)	
Athletics: BOD+Hits when avoid knockdown	2
Shank (CRB48)	
Called shot with only -2 penalty.	1
Sucker Punch (FS95)	
Net Hits>WIL, inflict Fatigued status	2
Tactical Roll (CRB48)	
Ignore prone penalty for attacks for 2 rds	1
Taunt (FS95)	
Influence: Net Hits incr. ally's DR	1
Threatening Edge (FS95)	
Repl. own DR with weapon AR for encount.	1
Throat Strike (FS96)	
Melee: Net Hits>AGI, inflict Muted status	1
Throw Person (FS96)	
Melee to throw grappled opponent prone	4
Thunder Palm (FS96)	
Net Hits>WIL, inflict Deafened status	2
Tuck and Roll (FS96)	
When rcv. Prone status, move 1m away	1
Tumble (CRB48)	
If Damage > Body then target prone	1

Weapon Flash (FS96)	
Quick draw any melee weapon	2
Weapon Spread (FS96)	
2xMelee: Close range=2m during encounter	1
Wrest (CRB48)	
During melee, evtl. disarm opponent	1
Yielding Force (FS96)	
Athletics as defense, NH>AGI opp. prone	3

Position

Freerunning (FS93)	
While moving horiz. also move vertical.	2
Monkey Climb (FS94)	
+ 0.2 climb distance per hit	2

Matrix

Emergency Boost (CRB175)	
Increase one matrix attrib. for 1 test	1
Hog (CRB175)	
-2 Data Proc and -1 active prog. slot	2
Signal Scream (CRB175)	
Ignore noise penalty for next action	2
Technobabble (CRB175)	
Mancer: Use CHA inst. LOG for next action	2
Under the Radar (CRB175)	
Next action does not increase OS	3

Social

Big Speech (CRB47)	
Roll 2xInfluence, treat as teamwork check	4
Bring the Drama (CRB47)	
Gain 200ny on a quick con, +20% on long	2

Driving

Aimbot (DC177)	
If >=1 net hit, add sensor rat. hits	6
Attack Run (DC177)	
Add rank piloting to gunnery test	4
Bootleg Turn (DC178)	
Adjust range category by 1	2
Change Environment (DC178)	
Choose Open, Restricted, Tight	5
Chicken (DC178)	
Chase: Driver with lower net hits crashes	6
Crossfire (DC177)	
Defense: Net hits damage on other vehicle	6
Dead Stop (DC179)	
Opp. Outdoors:Chased target hits dead end	5
Drafting (DC179)	
Move one category closer to chased target	2
Equalizer (DC179)	
Ignore targets position advantage	2
Escape! (DC179)	
Test: Escape all followers at extreme range	4

EDGE-BOOSTS / EDGE-ACTIONS

Driving

Evade Pursuit I *(DC179)*
Increase range to followers by 1 — **4**

Evade Pursuit II *(DC179)*
Increase range to followers by 2 — **7**

Evasive Action *(DC177)*
Add Pilot rank to veh. defense test — **4**

Focus *(DC179)*
Vehicle Handling -1 for one test — **2**

Greaser *(DC178)*
Oil slick: Target may not spend Edge — **2**

Hit the Brakes! *(DC179)*
All followers one category closer — **2**

In the Zone *(DC178)*
Ignore handling penalties for 1 test — **4**

Pickup *(DC178)*
Pickup target while driving — **4**

Point Defense *(DC178)*
Attack incoming missile w. ranged weapon — **5**

Redline *(DC179)*
+2 range categories for 4P dmg - or prevent — **4**

Smokescreen I *(DC178)*
Gain 1 level or Cover status — **1**

Smokescreen II *(DC178)*
Gain 2 level or Cover status — **2**

Smokescreen III *(DC178)*
Gain 3 level or Cover status — **3**

Smokescreen IV *(DC178)*
Gain 4 level or Cover status — **4**

Subtle Pilot *(DC179)*
+pilot rank on stealth test — **3**

The Exit *(DC178)*
When piloting, exit vehicle safely — **6**

The Rigger's Advantage *(DC178)*
Add control rig rating to hits — **3**

Tokyo Drift *(DC179)*
Chased: Drift action prevents opp. get closer — **2**

Up the Ante I *(DC179)*
Tight: Add 1 handling for everyone — **2**

Up the Ante II *(DC179)*
Tight: Add 2 handling for everyone — **4**

Up the Ante III *(DC179)*
Tight: Add 3 handling for everyone — **6**

Other

Assembled with Love and Bondo *(DC170)*
Mod last net hits hours, then broken — **2**

Black Thumb *(DC170)*
Rush job on moving vehilce — **2**

Change Environment *(DC178)*
Choose Open, Restricted, Tight — **5**

Equalizer *(DC179)*
Ignore targets position advantage — **2**

Escape! *(DC179)*
Test: Escape all followers at medium range — **4**

Focus *(DC179)*
Athletics threshold-1 for one test — **2**

Sudden Insight *(CRB48)*
No penality for skill without rank — **1**

Up the Ante I *(DC179)*
Tight: Add 1 threshold for everyone — **2**

Up the Ante II *(DC179)*
Tight: Add 2 threshold for everyone — **4**

Up the Ante III *(DC179)*
Tight: Add 3 threshold for everyone — **6**

Complex forms

CLEANER

| **Duration** | P | **Fading** | 2 |

Make an Electronics + Resonance test. Each hit reduces your Overwatch Score by 1.

DIFFUSION

| **Duration** | S | **Fading** | 4 |

Make an Electronics + Resonance vs Willpower + Firewall opposed test. Each net hit reduces (attribute)
by 1, to a minimum of 1. Can be purchased multiple times, with each time targeting a different attribute

EMULATE

| **Duration** | S | **Fading** | 0 |

This form can be purchased multiple times; each time you can choose 1 program to run. Includes autosofts,
whose rating equals the technomancers current Data Processing rating

PUPPETEER

| **Duration** | S | **Fading** | 5 |

You may take the Control Device action on a device even if you do not have the proper access level.
You must still be able to detect the device.

RESONANCE SPIKE

| **Duration** | I | **Fading** | 4 |

Make a Cracking + Resonance vs. Willpower + Firewall test; each net hit causes 1 box of unresisted Matrix damage

RESONANCE VEIL

| **Duration** | S | **Fading** | 4 |

You did not provide a description yet.
(Key complexform.resonance_veil.desc)
see Core rules, p.190

Initiation / Submersion

ECHO

LIVING NETWORK

Your living persona can participate in a PAN. This Echo is only selected once.

Qualities

POSITIVE

TECHNOMANCER

Technomancers have a special connection to the Matrix, which is measured in an attribute called Resonance.
They have the ability to create programs and sprites on the fly along with the ability to manipulate
the energies of the Matrix to bend it to their will.

FOCUSED CONCENTRATION

You did not provide a description yet.
(Key quality.focused_concentration.desc)
see Core rules, p.71

WE SHIP ANYWHERE

You did not provide a description yet.
(Key quality.we_ship_anywhere.desc)
see Power Plays, p.171

ANALYTICAL MIND

You gain a bonus Edge when you make any Logic-based test

NEGATIVE

ADDICTION: NICOTINE

You did not provide a description yet.
(Key quality.addiction.desc)
see Core rules, p.74

ASTRAL BEACON

You did not provide a description yet.
(Key quality.astral_beacon.desc)
see Core rules, p.75

ELF POSER

You did not provide a description yet.
(Key quality.elf_poser.desc)
see Core rules, p.76