

es memory lapses, hallucinations, tremors, phantom pain, migraines, or similar conditions.

SIMULTANEOUS COMBAT IN MULTIPLE NODES

It is possible that an unfortunate hacker who is accessing multiple nodes simultaneously may come under attack in different nodes at once. In this case, the hacker merely rolls Initiative once—it applies for all concurrent combats. The hacker can also only focus his attention on one

combat at a time, and must designate which at the start of each Initiative Pass. For the rest of the pass, he cannot defend against attacks made against his persona in the other combat(s). If he goes on full defense, those bonuses only apply to the combat he is focused on at the time.

Also keep in mind that any Matrix damage inflicted in one combat affects his persona in all combats.

TECHNOMANCERS

The Matrix teems with message archives and chat logs filled with tales of ghosts in the machine, unstoppable core-war viruses, secret “ultraviolet” grids, and other mysteries and dangers of the digital world. Many of these stories are no more than rumors and fictions created to frighten newbies and burnish the reputations of the Matrix elite. In the decades before the Crash of ’64, however, a recurring myth became reality: stories of the otaku, the so-called children of the Matrix.

It wasn’t long before the rumors were proven true. All over the world, children were touched by something residing deep within the Matrix, and it changed them. These otaku could journey through the Matrix without cyberdecks, commanding it with their wills alone. A new phenomenon had evolved in the Sixth World—but unlike other paranatural events, this one was rooted in technology. Was this a new stage in metahuman evolution? Signs of a sinister meddling in the brains of children by artificial intelligences? Or was it a subconscious mystical Awakening brought about by so many metahuman minds interacting with an artificial reality? Those who studied it only found more questions than answers, and even otaku viewpoints contradicted each other.

Before anyone could get a firm grasp on the situation, it took another leap forward with the Crash of ’64. All over the world, thousands of people found their consciousnesses trapped within the Matrix at the height of the Crash, some of them surviving there for hours or even days. Many died from lethal biofeedback stress, but many others survived ... only realizing later that their minds were fundamentally changed.

It took several years for the new rumors and reports to cohere, but undoubtedly something was different. A new generation of otaku had been born—only this time they were no longer just children. Most of the young otaku of old had also

MATRIX COMBAT SUMMARY

Attack:	
Persona:	Cybercombat + attack program
Agent, IC, sprite:	Rating + attack program
Defense:	Response + Stealth
Full Defense:	+ Hacking (persona) or rating (agents, IC, sprites)
Damage boxes inflicted:	Attack program + net hits
Damage Resistance:	
Attack:	System + Armor, hits reduce damage
Blackout/Black Hammer:	Willpower + Biofeedback Filter, hits reduce damage

undergone a transformation, and they found that their powers no longer faded with age. This new breed rechristened themselves as *technomancers*—specialists in manipulating the Matrix with nothing more than their minds.

These new technomancers had a sixth sense about them that surpassed the abilities of the previous otaku. In accordance with their affinity for the technological world, technomancers have an instinctive awareness of the fluctuations of data around them. This subliminal sense not only functions in the VR of the Matrix, but in the real world as well, where technomancers can “feel” the wireless data traffic flowing through the airwaves around them.

In fact, the neural pathways and brain chemistry of technomancers are altered to such an extent that they can reach out and tap in—giving them instant access to the wireless Matrix, no electronics or cyberware required. Though scientists and even magicians are at a loss to explain the exact mechanics of this organic wireless link, the technomancers themselves have no complaints that they are constantly in tune with the Matrix, with the buzz of the dataflow always whispering in their ear. Perhaps significantly, technomancers who are removed from this digital background hum tend to get grumpy and agitated.

RESONANCE

Technomancers have a special attribute called Resonance that indicates their capability to access and manipulate the Matrix with their minds alone. A technomancer’s Resonance helps determine the ratings of his living persona. The attributes of this persona cannot exceed his Resonance rating (so a technomancer with Resonance 3 and Willpower 5 has a living persona Firewall of 3, not 5).

To be a technomancer, a character must purchase the Technomancer quality (p. 80) at character creation.

Implants and Resonance

As with Magic, cyberware and bioware limit Resonance. To determine the severity of this impediment, take any reductions from Essence due to cyberware and/or bioware implants (see p. 62) and round up to the nearest whole number. This amount is deducted from the technomancer’s Resonance.