

TECHNOMANCER



RACE: HUMAN (0 BP)

ATTRIBUTES (230 BP)

B	A	R	S	C	I	L	W	R	E
2	2	4	2	3	5	5	3	5	2

Essence:	6
Initiative (Matrix):	9 (11)
Initiative Passes (Matrix):	1 (3)
Physical Damage Track:	10
Stun Damage Track:	10

ACTIVE SKILLS (132 BP)

Cracking Skill Group:	3
Electronics Skill Group:	3
Dodge:	2
Negotiation:	2
Perception:	3
Pistols (Light Pistols):	1 (+2)
Tasking Skill Group:	4

KNOWLEDGE SKILLS (30 FREE BP)

Comic Books:	3
Corporate Matrix:	
Security Procedures:	4
Data Havens:	3
IC Identification:	3
Matrix Theory:	3
Operating Systems:	5

LANGUAGE SKILLS

Spanish:	N
English (Cityspeak):	4
Chinese:	2
Japanese:	3

LIVING PERSONA

Firewall:	3
Response:	5 (6)
Signal:	3
System:	5
Biofeedback Filter	
(Natural Hardening):	3 (4)

QUALITIES (+10 BP)

Natural Hardening	(10 BP)
Technomancer	(5 BP)
Combat Paralysis	(+20 BP)
Weak Immune System	(+5 BP)

The Technomancer does not merely run the Matrix—she inhabits it, moving through it with the easy familiarity of a fish in home waters. She doesn't need a clumsy commlink to give her access, nor does she need to spend her time writing tedious programs to do her bidding—her mind and her reflexes are all she needs to ride the electron waves and shape the virtual world. Touched by the Resonance, she communes with the soul of the machine and finds her home more among its datatrails and network traffic than she ever did among the streets and buildings of the sprawl.

COMPLEX FORMS (35 BP)

Analyze 2; Armor 3; Browse 3; Attack 4; Deception 5; Decrypt 3; Edit 3; Scan 3; Stealth 5; Track 4

GEAR & LIFESTYLE (¥15,000) (3 BP)

Low Lifestyle (3 Months); Lined Coat; Colt America L36 (w/Hidden Gun Arm Slide and 5

clips of Regular Ammo); Fake SIN (Rating 4); Dodge Scoot

CONTACTS (8 BP)

Fixer (Connection 2/Loyalty 2)
Blogger (Connection 2/Loyalty 2)

NOTES

Starting Nuyen: 3D6 + 9 x 50¥