

Name:				Core: Savant			Level: 1		Citizenship:			
Player:				Sleeve: Biosleeve					Assets:		Reputation:	
BACKGROUNDS				ONE UNIQUE THING					ICON RELATIONSHIPS			
ABILITIES	Score	Mod	+Lv	DEFENSES	HEALTH		DURABILITY		Base	Current		
Strength	10	+0	+1	AC: 14	HP Rec Roll: 2d6+3		Hit Points:		36			
Dexterity	14	+2	+3	PD: 13	SP Rec Roll: 2d6		Shield Points:		6			
Constitution	16	+3	+4	MD: 14	Fragmentation: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		Shield Rec: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
Intelligence	17	+3	+4	ATTACKS		DAMAGE		INITIATIVE		ACTION POINTS		
Wisdom	12	+1	+2	Melee Basic: +4		Melee: 2d8+2		Standard: +3				
Charisma	10	+0	+1	Ranged Basic: +3		Ranged: 2d6+2		Meshwalk: +4				
WEAPONS		Range	Bonus	Vs	DMG	Notes		GEAR & SLEEVE				
Slash		Melee	+4	AC	2d6+2	Finesse		Light armor				
Pistol		Ranged	+4	AC	2d6+4			Biosleeve:				
								- only need half food, water and air				
								- start with one extra Augmentation				

ESPER Lord	Talent	SINC Fist	Talent
Gain one extra ESP Configuration and increase ESP damage die to the next size.		You can use your ranged SINC Apps as close instead, but only reach nearby targets this way.	

ESP	Feature I	Mesh Tap	Feature II	Boost	Feature III
No Action Effect: the ESP acts on the same initiative as the controller, can move (hovering) in his move action and, once per round, can add its damage (1d6) to an adjacent target hit by an attack from the controller		Standard Action Effect: roll a check vs Mesh density: on a success gain an Action Point and your next SINC App attack before the end of the battle gets Superiority. On a failure the action is not expended, but your next Mesh Tap attempt in the same battle or scene gets Hindrance. A natural 20 roll turns the attempt into a free action, while a natural 1 roll provokes a Fragmentation check		No Action AP: 1 Effect: upon hitting a target you can spend an AP to achieve one of the following outcomes: <ul style="list-style-type: none"> Turn an 'end of next turn' condition effect into 'save ends' Decrease the target Resistance to software by 2 Maximize the ESP roll 	

Spam	At-will	Malware	Battle	Neural Blackout	Battle+
Standard Action Range: ranged Target: 1+ enemies Attack: +4 vs MD Hit: 2d6 software damage. If used against multiple targets roll the attack once and on hits allocate damage dice between them Notes: can be used as a ranged basic attack		Standard Action Range: ranged Target: 1 enemy Attack: +4 vs MD Hit: 2d6+3 software damage and the target is Dazed till the end of its next turn		Standard Action AP: 1 Range: ranged Target: 1 enemy Attack: +4 vs MD Hit: 2d6+3 software damage and the target is Blinded till the end of its next turn Miss: minimum damage (5)	

Optimize (ESP)	At-will	Plague (ESP)	At-will	Slash (ESP)	At-will
Free Action Effect: on a successful Shield Refresh check you can add 1d6 ESP to the Shield Recovery roll. This uses the ESP damage die		Free Action Effect: convert 1d6 ESP damage to give the target Hindrance to attacks till the end of its next turn or till it moves away from the current position		Standard Action Range: melee Target: 1 enemy Attack: +4 vs AC Hit: 2d8 damage Notes: this doesn't use the ESP die	

Endurance Suite	AGM	Cortex Plug-in	AGM
Provides twice the stamina of a standard body and resistance (half damage) from Toxic environmental damage.		You can reallocate your Mindset background one more time per day, and again as long as you roll a 16+ check upon the switch.	

Eminent Domain	AGM	Backdoor	Daily
SINC Utility Effect: make a Mesh check directed at one nearby or far away non-sentient software operated entity (not a mindset, SIM or Gamma level AI) to seize control, forcing it to obey a single command from you till the end of the scene. On a success by 5+ or a natural 20 you can issue multiple commands for the duration of the scene. On a natural 1 roll you have to perform a Fragmentation check.		SINC Utility Effect: make a Mesh check directed at one nearby or far away target to gain a specific info about the subject which is not public domain. On a success by 5+ or a natural 20 roll you can get two info. On a natural 1 roll you have to perform a Fragmentation check.	