

<b>Name:</b>				<b>Core:</b> Savant			<b>Level:</b> 1		<b>Citizenship:</b>				
<b>Player:</b>				<b>Sleeve:</b> SIM					<b>Assets:</b>		<b>Reputation:</b>		
<b>BACKGROUNDS</b>				<b>ONE UNIQUE THING</b>					<b>ICON RELATIONSHIPS</b>				
<b>ABILITIES</b>	<b>Score</b>	<b>Mod</b>	<b>+Lv</b>	<b>DEFENSES</b>	<b>HEALTH</b>			<b>DURABILITY</b>		<b>Base</b>	<b>Current</b>		
<b>Strength</b>	8	-1	+0	<b>AC:</b> 14	<b>HP Rec Roll:</b> 2d6+2			<b>Hit Points:</b>		32			
<b>Dexterity</b>	8	-1	+0	<b>PD:</b> 10	<b>SP Rec Roll:</b> 2d6			<b>Shield Points:</b>		6			
<b>Constitution</b>	14	+2	+3	<b>MD:</b> 17	<b>Fragmentation:</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			<b>Shield Rec:</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
<b>Intelligence</b>	18	+4	+5	<b>ATTACKS</b>		<b>DAMAGE</b>		<b>INITIATIVE</b>		<b>ACTION POINTS</b>			
<b>Wisdom</b>	18	+4	+5	<b>Melee Basic:</b> +0		<b>Melee:</b> 2d4-1		<b>Standard:</b> +5					
<b>Charisma</b>	10	+0	+1	<b>Ranged Basic:</b> +0		<b>Ranged:</b> 2d6-1		<b>Meshwalk:</b> +5					
<b>WEAPONS</b>		<b>Range</b>	<b>Bonus</b>	<b>Vs</b>	<b>DMG</b>	<b>Notes</b>		<b>GEAR &amp; SLEEVE</b>					
Knife		Melee	+0	AC	2d4-1	Finesse		Light armor					
Pistol		Ranged	+0	AC	2d6-1			SIM:					
								- Immune: non-software; vulnerable: software					
								- start with one extra SIM Augmentation					
								- insubstantial; doesn't breathe, drink, eat					

<b>Mesh Warrior</b>	<b>Talent</b>	<b>Mindcrasher</b>	<b>Talent</b>
When Meshwalking your damage increases to the next die size.		Gain one extra SINC App and you can use Int instead of Dex for Initiative checks.	

<b>ESP</b>	<b>Feature I</b>	<b>Mesh Tap</b>	<b>Feature II</b>	<b>Boost</b>	<b>Feature III</b>
<b>No Action</b> <b>Effect:</b> 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 (1d4) to an adjacent target hit by an attack from the controller		<b>Standard Action</b> <b>Effect:</b> 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		<b>No Action</b> <b>AP: 1</b> <b>Effect:</b> upon hitting a target you can spend an AP to achieve one of the following outcomes: <ul style="list-style-type: none"> <li>Turn an 'end of next turn' condition effect into 'save ends'</li> <li>Decrease the target Resistance to software by 2</li> <li>Maximize the ESP roll</li> </ul>	

<b>Spook</b>	<b>At-will</b>	<b>Lag Spike</b>	<b>Battle</b>	<b>Memory Hack</b>	<b>Battle</b>
<b>Standard Action</b> <b>Range:</b> close <b>Target:</b> 1 nearby enemy <b>Attack:</b> +5 vs MD <b>Hit:</b> 2d6 software damage and on a 16+ hit the target is also Feared against yourself till the end of its next turn		<b>Standard Action</b> <b>Range:</b> ranged <b>Target:</b> 1 enemy <b>Attack:</b> +5 vs MD <b>Hit:</b> 2d6+4 software damage and push the target's initiative one step down in the initiative order (one point below the following enemy or ally)		<b>Standard Action</b> <b>AP: 1</b> <b>Range:</b> close <b>Target:</b> 1 nearby or far away enemy <b>Attack:</b> +5 vs MD <b>Hit</b> (choose one): <b>a) Amnesia:</b> the target loses memory of any event in the past 5 minutes and won't attack till the end of its next turn unless attacked <b>b) Probe:</b> gain a single-word answer to a question the target is able to answer	

<b>Barrier (ESP)</b>	<b>Battle</b>	<b>Broadcast (ESP)</b>	<b>At-will</b>	<b>System Override</b>	<b>Battle+</b>
<b>Immediate Interrupt</b> <b>Trigger:</b> you or an ally nearby the ESP take damage <b>Effect:</b> the ESP dashes in front of the target of the attack to absorb the damage. Roll a d20: on 6+ result the ESP absorbs half of the damage, on a 16+ it absorbs all of it		<b>Free Action</b> <b>Effect:</b> the controller is able to cast a SINC App from the ESP (as a Close attack), for the sake of determining range, cover and line of effect. While in this configuration the ESP becomes unavailable for any other use till the end of the turn <b>Notes:</b> requires line of sight of the controller on both the ESP and the target		<b>Standard Action</b> <b>AP: 1</b> <b>Range:</b> close <b>Target:</b> 1 nearby or far away enemy <b>Attack:</b> +5 vs MD <b>Hit:</b> target is Confused till the end of its next turn <b>Miss:</b> the target has Hindrance to attacks against you till the end of your next turn	

<b>Oracle Patterning</b>	<b>Daily</b>	<b>Security Skim/Veil</b>	<b>Daily</b>	<b>Flight</b>	<b>AGM</b>
<b>SINC Utility</b> <b>Effect:</b> make a Mesh check to recover events happened nearby your current position at a given moment during the day and 5 minutes around it or predict with a fair degree of accuracy one upcoming local event relevant to you that is going to happen in the next 5 minutes. On a success by 5+ or a natural 20 you can also erase the record of the last 5 minutes from the Mesh or delay a future event happening. On a natural 1 roll you have to perform a Fragmentation check.		<b>SINC Utility</b> <b>Effect:</b> make a Mesh check to locate the general whereabouts of a person or item in the local Mesh and track it for the scene. On a success by 5+ or a natural 20 roll you can track for up to 1 hour. On a fail by 5+ or a natural 1 roll the target becomes aware of the attempt and the locations of its source. Alternatively it is also possible to use this utility to conceal up to 5 persons or items in the same location from digital surveillance for the duration of the scene (on a natural 1 roll their location is broadcasted to all in the local Mesh).		As a move action you can fly at your speed or hover in place. Roll for a Mesh Density check and on a fail lose a Recovery.	
				<b>Passwall (restricted)</b>	<b>AGM</b>
				As move action you can pass through solid walls. After the use, roll a d20: on a result of 15 or lower this is exhausted till the end of the scene.	