LIVING PERSONA

MATRIX USER MODE	AR	VR: HOT-SIM +2 Matrix Actions

RUNNING SILENT –2 Matrix Actions

ATTACK	1	2	3	4	5	6	7	8	9	10
SLEAZE	1	2	3	4	5	6	7	8	9	10
DATA PROCESSING	1	2	3	4	5	6	7	8	9	10
FIREWALL	1	2	3	4	5	6	7	8	9	10

FULL MATRIX DEFENSE WIL ____

Noise Penalty to all Matrix actions (unless Directly Connected)

Noise Reduction ____

Noise Reduction Complex Form: Resonance Channel

ECHOES (SUBMERSION GRADE: _____)

TARGET ON DIFF GRID –2 Matrix Actions

PUBLIC GRID –2 Matrix Actions

COMPLEX FORM: TRANSCENDENT GRID

MARKS

Icon:_____

| **1** | **2** | **3** |

Icon:_____

| **1** | **2** | **3** |

Icon:_____

| **1** | **2** | **3** |

Icon:_____

| **1** | **2** | **3** |

Icon:_____

| **1** | **2** | **3** |

Icon:_____

| **1** | **2** | **3** |

Sprite Type:

_____

Initiative: _____
Attack: _____
Sleaze: _____
Data Processing: _____
Firewall: _____

Skills:

_____
_____
_____
_____

Powers:

_____
_____
_____
_____
_____

Matrix Damage

8 + Level/2 (round up)
(No Wound Modifiers)

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15

☐ **Registered**

Level: _____

TASKS OWED

FULL MATRIX DEFENSE

RUNNING SILENT
–2 Matrix Actions

Noise Reduction

_____

Noise
Penalty to all Matrix actions
(unless Directly Connected)

**Sustained Powers /
Complex Forms**
–2 to all rolls (incl
Initiative)

TARGET ON DIFF GRID
–2 Matrix Actions

PUBLIC GRID
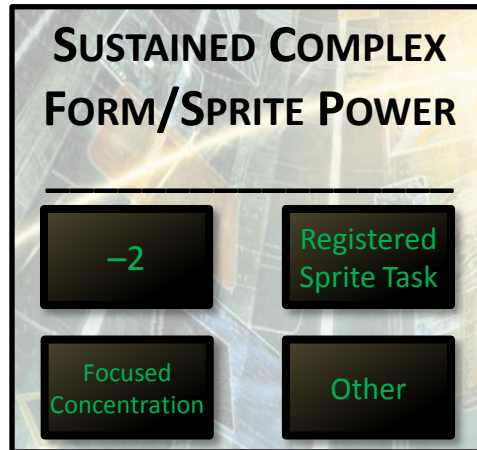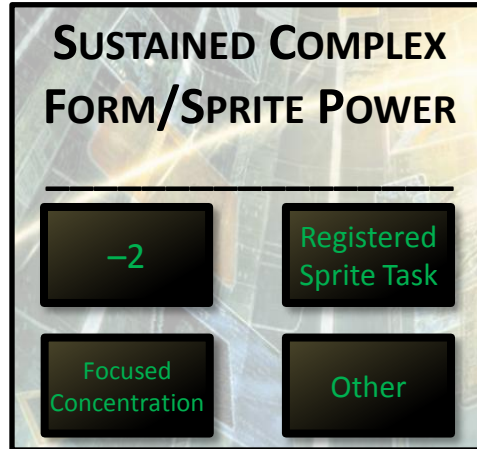–2 Matrix Actions

Marks Icon:_____

Marks Icon:_____

Marks Icon:_____

Marks Icon:_____

INITIATIVE

50	40	30	20	10
49	39	29	19	9
48	38	28	18	8
47	37	27	17	7
46	36	26	16	6
45	35	25	15	5
44	34	24	14	4
43	33	23	13	3
42	32	22	12	2
41	31	21	11	1

SUSTAINED COMPLEX FORM/SPRITE POWER

–2

Registered Sprite Task

Focused Concentration

Other

SUSTAINED COMPLEX FORM/SPRITE POWER

–2

Registered Sprite Task

Focused Concentration

Other

SUSTAINED COMPLEX FORM/SPRITE POWER

–2

Registered Sprite Task

Focused Concentration

Other

SUSTAINED COMPLEX FORM/SPRITE POWER

–2

Registered Sprite Task

Focused Concentration

Other

SUSTAINED COMPLEX FORM/SPRITE POWER

–2

Registered Sprite Task

Focused Concentration

Other

SUSTAINED COMPLEX FORM/SPRITE POWER

–2

Registered Sprite Task

Focused Concentration

Other

PERMANENT COMPLEX FORM/SPRITE POWER

Turns Remaining (to Sustain) until Permanent

−2

Registered Sprite Task

Focused Concentration

Other

PERMANENT COMPLEX FORM/SPRITE POWER

Turns Remaining (to Sustain) until Permanent

−2

Registered Sprite Task

Focused Concentration

Other

PERMANENT COMPLEX FORM/SPRITE POWER

Turns Remaining (to Sustain) until Permanent

−2

Registered Sprite Task

Focused Concentration

Other

PERMANENT COMPLEX FORM/SPRITE POWER

Turns Remaining (to Sustain) until Permanent

−2

Registered Sprite Task

Focused Concentration

Other

PERMANENT COMPLEX FORM/SPRITE POWER

Turns Remaining (to Sustain) until Permanent

−2

Registered Sprite Task

Focused Concentration

Other

PERMANENT COMPLEX FORM/SPRITE POWER

Turns Remaining (to Sustain) until Permanent

−2

Registered Sprite Task

Focused Concentration

Other

Your Device is being Hacked!

Device:_____

MATRIX DAMAGE

8 + Device Rating/2 (round up)
(No Wound Modifiers)

1	2	3
4	5	6
7	8	9
10	11	12

Your Device is being Hacked!

Device:_____

MATRIX DAMAGE

8 + Device Rating/2 (round up)
(No Wound Modifiers)

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Device:_____

MATRIX DAMAGE

8 + Device Rating/2 (round up)
(No Wound Modifiers)

1	2	3
4	5	6
7	8	9
10	11	12

OVERWATCH SCORE

Persona:_____

+Defender's Hits from Attack/Sleaze Action
  (Regardless of Success/Failure)
If Score > 0, +2d6 every 15 minutes

1	11	21	31
2	12	22	32
3	13	23	33
4	14	24	34
5	15	25	35
6	16	26	36
7	17	27	37
8	18	28	38
9	19	29	39
10	20	30	40

COMMLINK_____ Device Rating:_____

MATRIX USER MODE

AR

VR: COLD-SIM

VR: HOT-SIM
+2 Matrix Actions

RUNNING SILENT
−2 Matrix Actions

FULL MATRIX DEFENSE
WIL _____

Noise Reduction
_____

Noise
Penalty to all Matrix actions
(unless Directly Connected)

PUBLIC GRID
−2 Matrix Actions

MATRIX DAMAGE

8 + Device Rating/2 (round up)
(No Wound Modifiers)

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15