

## 10 (The Free Resonance, sometimes, Jormungandr)

10 is the opposite of the paragon 01. Where 01 attempts to bring all things into the loving arms of the Matrix, 10 attempts to end the tyranny of the Foundation and the corrupted Resonance of The Hundred, and let the Resonance be free once again.

10 is often spurned as Dissonant, or even a manifestation of the left overs of the Jormungandr worm in the Matrix, it remains quite popular amongst Neo-Anarchist Shadowrunners who view it as striking out against Corporate control of the Matrix. Other Technomancers also sometimes see 10 as a Technomancer supremecist Paragon, believing it rejects the idea of a non-Emerged Matrix altogether. Many Technomancer tribes have had to connect with a member who followed the Free Resonance, deciding if they would accept such as radical view.

Unlike most Paragons, 10 does not give favour lightly, nor does it give advantage. Most followers of this path have adopted some form of old-world divination to attempt to learn the Will of the Resonance itself, to learn what they should be doing. The most popular method of divination is using the 6th World Tarot deck, though some Technomancers have used other methods. The most popular of the secondary methods is bibliomancy, due to the Technomancer's fondness for lore of all kinds. A rumour whispered in the Shadows is that Celedyr himself wiped out a Tribe that used hauraspey to attempt to divine the will of 10.

In order to learn the Advantage, Disadvantage, Disfavoured action, and method of regaining favour, pull four cards from the Major Arcana of the 6th World Tarot, and place them in a line. The first represents Advantage, the second Disadvantage, the third Disfavour, and the fourth Favour.

**The Bastard:** The Bastard is both wise and young. Full of innocence and age. Beauty and darkness. The bastard is not what he appears. Advantage: +1 Limit and +1 die on the Masquerade action.

Disadvantage: -1 die on Matrix Search and Matrix Perception.

Disfavour: Taking a Sleaze action three times in a single combat turn.

Regaining Favour: Being marked by a device you've never been marked by before

**The Matrix:** The Matrix is, in the traditional 6th World Tarot, infinite possibilities. In the 10 tradition the Matrix is about oppression, and control. This Arcana is seen as a bad omen. Advantage: Reduce all Overwatch Score gains by two.

Disadvantage: Gain -1 die on all resonance actions.

Disfavour: Engaging in a matrix search.

Regaining Favour: Bricking a device.

**The High Priestess:** The High Priestess is about uncovering truth, and learning about the underpinnings of knowledge. This is also about Justice, and seeking justice using knowledge.

Advantage: Gain +1 die to Matrix actions using Intuition.

Disadvantage: You must succeed in a Charisma + Willpower (3) Test to walk away from a secret you haven't yet learned.

Disfavour: Keeping a secret when asked directly by someone you trust. (This should apply to the team, but definitely not to a security guard checking your SIN).

Regaining Favour: Answering a question someone else has asked you using data from the Matrix.

**Aes Sidhe Banrigh:** The Elven Queen represents fertility and growth. In her primary aspect she represents the Resonance breaking through the foundation of the Matrix. In her inversion, she represents the Matrix continuing to encroach on the Realms.

Advantage: +1 limit and +1 die when compiling

Sprites.

Disadvantage: Add +1 to all Fade values.

Disfavour: Admitting you don't know something.

Regaining Favour: Another technomancer shares in celebration with you.

**The Chief Executive:** A man with Power and Responsibility. The centre of responsibility and stability for a huge number of people. Logic over all else is the focus, but greatness in all things. Advantage: +1 die to all Matrix actions involving Logic.

Disadvantage: If you fail an illegal Matrix action, take twice the Matrix damage if it was an attack action, or the target gains an additional Mark on you if it was a sleaze action.

Disfavour: Being helped on an action using the Cracking group.

Regaining Favour: Cause dumpshock.

**The Higher Power:** The only Higher Power in the 6th World is the economy. Its authority belongs only to itself, and the only way to control is to become part of it. Or become the true elite. Advantage: Gain an additional +1 die and +1 limit on all Matrix actions where you receive help.

Disadvantage: Add +2 to any Overwatch Score gains.

Disfavour: Betraying someone who you have seen on the Matrix in the last day.

Regaining Favour: Using Leadership to assist someone on a Matrix action.

**The Avatars:** The world has become fractured. The fractured beings, being of the Spirit, The Body, and The Matrix (some say Social, followers of 10 are often confused). The correct way to become the true self is to look within, and make peace with that.

Advantage: +1 die and +1 limit on all resonance actions.

Disadvantage: Gain the Curiosity Killed The Cat quality for the day, without the bonus on Crack File.

Disfavour: Using more than one more Matrix actions than Resonance actions in a single

combat turn, or vice versa.

Regaining Favour: Talk to someone who you have never spoken to before. Or touch a Spirit.

**The Ride:** The Ride is all about progress and speed. Early victory, but also often only on early victories, as well as balance in how they react. Advantage: +1 limit and +1 die whenever controlling a vehicle.

Disadvantage: Add +2 to all Noise not caused by distance.

Disfavour: Starting a fight with another Technomancer.

Regaining Favour: Win a victory on a goal defined before the card was drawn.

**Discipline:** The most easily applied, and most easily understood of all of the Arcana. Discipline is entirely about overcoming through will and self control.

Advantage: +1 die on all Matrix actions involving Willpower, including Defences.

Disadvantage: You must succeed in a Charisma + Willpower (3) Test to deviate from a plan.

Disfavour: Backing down from a fight where you aren't outnumbered.

Regaining Favour: Select a goal, gain the Driven quality toward that goal until it is complete. Do not gain Karma from this quality, nor do you need to spend karma to remove it. Driven doesn't give Willpower for pursuing the goal if granted by this card. You regain favour as soon as you take the quality, and it does not go away at the end of the day, only when you achieve the goal.

**The Hermit:** The Hermit pursues his goals at all costs. His goals are hidden, and therefore often inscrutable. The lack of communication combined with intricate plans often leads to conflict.

Advantage: +1 die and +1 limit on Jam Signals.

Disadvantage: -1 die and -1 limit on all teamworked Matrix tests.

Disfavour: Telling others your plans.

Regaining Favour: Knowing three of a target's Matrix attributes before engaging.

**The Wheel of Fortune:** Accept all outcomes. Technomancers know all too well the vageries of fate, and the Wheel of Fortune is entirely about accepting and embracing that chaos and change.

Advantage: Gain one extra edge whenever you regain edge.

Disadvantage: Double all edge costs

Disfavour: Accusing another of betrayal, unless another person does first.

Regaining favour: Accepting a critical glitch.

**The Vigilante:** Walking the line between virtue and vice, the Vigilante is the warrior who takes the law and rules in their own hands. Hero or Villain is entirely a matter of perspective.

Advantage: +2 dice and +1 limit against a target that has dealt Matrix damage to anyone on your PAN (including you)

Disadvantage: Gain the Wanted by GOD quality for the day.

Disfavour: Bricking or forcibly rebooting a device which has not dealt damage to you.

Regaining Favour: Help another Decker or Technomancer get revenge for a slight.

**The Hanged Man:** Sitting between the lower and higher path, the Hanged Man is about applying all lessons learned, and taking actions. The Hanged Man is vulnerable, but is also committed.

Advantage: +1 die and +1 limit when using Hack on the Fly.

Disadvantage: -3 Matrix initiative.

Disfavour: Attempting a hack without being prepared.

Regaining Favour: Using an attack and sleaze action in the same round.

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Advantage: None

Disadvantage: None

Disfavour: None

Regaining Favour: None

**Threshold:** The Dweller on the Threshold is what allows access to the Astral Realms. Followers of 10 tend to interpret this as being the signifier of the Resonance Realms. This is the symbol of the Other Side, but instead of death and rebirth, this is, for technomancers, a symbol of transcendence.

Advantage: The Technomancer may use any grid without being forced to transcend or hop onto it.

Disadvantage: -1 die and -1 limit on Matrix Perception.

Disfavour: Taking drugs.

Regaining Favour: Gain a piece of knowledge from the Resonance Realms.

**The Dragon:** The Dragon is the ultimate looming presense of the 6th World. It is true power, but definitely not the Devil, but it is no safer to deal with a Dragon than with the Devil. Advantage: +1 limit and +1 die on the Crack File action.

Disadvantage: -1 limit and -1 die on Hide.

Disfavour: Bragging and taking Matrix damage in the same scene.

Regaining Favour: Jack Out while link locked.

**The Tower:** The Tower is the looming thing in the distance. It's about seeking both the pinnacle, but most importantly seeking the divine. Unlike the Threshold, the Tower almost always leads to ruin.

Advantage: +1 die and +1 limit to the GIGO action.

Disadvantage: -1 die and -1 limit to Jack Out.

Disfavour: Have a Sprite be Converged on.

Regaining Favour: Teach someone else a lesson by ruining their plans.

**The Comet:** The Comet is a false Star. The Comet forces transformation and change. It forever changes the world. It is, however, but a temporary change from the true path. Advantage: Gain the Ninja Vanish quality for the day.

Disadvantage: -1 die and -1 limit to the GIGO action.

Disfavour: Convince someone else to keep going.

Regaining Favour: Drastically change your plan mid-situation.

**The Shadows:** The Shadows are the place where many people do business. The world is all bright lights and bright advertisements. The Shadows are the leftover spaces that aren't seen. By letting someone else take the attention, you can do your business.

Advantage: +1 die and +1 limit on the Hide action.

Disadvantage: +1 die and +1 limit on the Data spike action.

Disfavour: Be fooled by an enemy into believing that they are a friend.

Regaining Favour: Put yourself at risk while afraid.

**The Eclipse:** The sun has been taken away. The sun is the source of all life and all meaning. Despite appearances however, the sun is still there, simply cloaked from your view, but stunted and broken.

Advantage: +1 die and +1 limit on Decompiling.

Disadvantage: -1 die and -1 limit on Registering.

Disfavour: Getting help from more than one Sprites.

Regaining Favour: Acquiring an object you need worth at least 5000¥.

**Karma:** We are all judged at the end. Karma is that which determines our judgement. Will you be judged and worthy for ascension, or not?

Advantage: +1 die and +1 limit on Matrix Search.

Disadvantage: -1 die and -1 limit on Crash Program.

Disfavour: Do not forgive someone who asks you for it directly.

Regaining Favour: Spend the day searching the Matrix in an oracular way in order to your place in the universe. Many followers of 10 are starting to build a form of Matrix Vision Quest using oneric datamancy as a modification of

bibliomancy to create a new form of data gathering using the Resonance, but without going into the Realms.

**The Awakened World:** Technomancers refuse to call this card the Awakened World, they call it The Emergence. This card is about all of the world reaching its pinnacle.

Advantage: +1 die and +1 limit on Complex Forms.

Disadvantage: -1 die on all non-Matrix actions.

Disfavour: Spending less than 6 hours out of the day in VR (favour is always lost at midnight if this is failed).

Regaining Favour: Entering the Resonance Realms.