Data Streams

Data Streams

Similar to magical traditions, a technomancer's stream determines how they come to understand their power. This represents itself in the types of sprites a technomancer can compile, in which attribute is used in addition to Resonance for the fading resistance test, and in myriad unique bonuses, drawbacks, and effects. These bonuses might include free qualities, echoes, abilities, and exclusive complex forms. Unlike how they are portrayed in Kill Code, technomancers using these rules select a stream at character creation, without incurring any Karma costs.

Data Stream Quick Reference Table

Stream	Fading Resist.	Sprites				
Aegis	**Body**	Companion	Data	Fault	King	Machine
Algorichemist	**Willpower**	Arcane	Courier	Crack	Generalist	Tutor
Biossculptor	**Charisma**	Assassin	Data	Generalist	Music	Tutor
Cyberadept	**Willpower**	Companion	Fault	Machine	Quick	Tutor
Machinist	**Logic**	Assassin	Courier	King	Machine	Quick
Networker	**Charisma**	Assassin	Companion	King	Music	Quick
Reliquarian	**Logic**	Arcane	Courier	Data	Machine	Tutor
Rnger	**Edge**	Assassin	Crack	Fault	Music	Quick
Sourcerer	**Intuition**	Arcane	Assassin	Crack	Data	Generalist
Sublimist	**Intuition**	Arcane	Courier	Data	Music	Quick
Technoshaman	**Charisma**	Arcane	Companion	Fault	Generalist	Music
Unsworn	**Willpower**	Courier	Crack	Data	Fault	Machine

AEGIS

Aegi are all about doing the thing that technomancers try not to do: being the center of attention. Maybe it's because the people who are drawn to this stream are selfless, maybe it's because they're too stupid to understand that the physical and digital worlds are different. Either way, instead of using their minds to soak up digital threats, these guys use their cold, hard body. This is to say: aegi are pretty tough. Even though they're not usually wiz hackers, people and gear aren't ever safer than they are when hooked up to an aegis's living persona.

RULES FOR AEGI

Aegi obey the following rules:
- Aegi resist fading with **BOD + RES**
- Receive Aegis echo for free
- Aegi substitute Body for Willpower to determine their living persona's Firewall rating
- An aegis's Living Persona can act as a master device of a PAN, including to other personas, with a maximum number of slaves equal to their Body rating x 2
  - An aegis can redirect a Matrix or Resonance action targeting one of their living persona's slaves to themself as an Interrupt Action (for -10 initiative)
- Suffer a -2 dice pool and limit penalty for any Hacking test

COMPLEX FORM: CONDITIONER

Target: Device   Duration: I   FV: L + 2

The fact that things get broken is an unfortunate aspect of life on the Matrix. Fortunately, aegi are less worried than most technomancers about it, thanks to this complex form. Make a Simple Software + Resonance [Level] test. For each hit, heal 1 box of the target's Matrix Condition monitor.

ALGORICHEMIST

The algorichemist is all about being prepared: they don't compile gigantic sprites, nor do they thread killer complex forms. Instead, algorichemists get crafty (literally). These technomancers can take Resonant power and store it, either in helpful little icons called widgets or in resonantly active physical objects called modulators. Both help algorichemists be well-stocked to get themselves and allies out of tight situations, and definitely help algorichemists be popular with both deckers and other technomancers. Consider these guys the enchanters of the Matrix.

RULES FOR ALGORICHEMISTS

Algorichemists obey the following rules:
- Algorichemists resist fading with **WILL + RES**
- Algorichemists can have the Caching skill, which allows the creation of widgets and modulators
- Receive +2 dice pool bonus for any Caching test
- Algorichemists can safely bond with modulators with Levels totaling their Resonance x 2
- Algorichemists cannot register sprites

BIOSSCULPTOR

Biossculptors take a keen interest in what most technomancers consider anathema: the real world. It's easy to forget that the Resonance is a phenomenon that physically changes those it touches. Biossculptors go along with this fact and take it to its extreme: they seek to change biology through the Resonance, hopefully for the better. While there have been some pretty despicable Social Darwinists who were involved with this stream, biossculptors are pretty overwhelmingly kind people, who care and are interested in the woes of the people and animals around them. Animals are an interesting facet of technomancers of this stream: technocritters have a special kinship with them, and almost all biossculptors forge a lasting bond with a certain technocritter at some point in their lives.

RULES FOR BIOSSCULPTORS

Biossculptors obey the following rules:
- Biossculptors resist fading with **CHA + RES**
- A Biossculptor bonds with a technocritter using the same rules as an animal bonded with Attune Animal, although this bond cannot be broken except through death (type and cost of the technocritters allowed is up to the gamemaster). If the technocritter dies, a Biossculptor can bond with a new or reconstructed animal the next time they experience Submersion
  - Whenever a Biossculptor Submerges, they gain 20 000 virtual nuyen worth of bioware, geneware, or biotic versions of wireless cyberware to immediately augment their bonded technocritter with. It doesn't suffer Essence loss this way, but the total Essence cost of the augments can't exceed the Biossculptor's Submersion Grade, nor can any augmentation have an availability rating greater than 12 + their Submersion Grade
- Biossculptors use Resonance instead of Logic on tests using the Biotech skill group
- Receive a +2 dice pool and limit bonus for any Animal Handling test. These bonuses increase to +5 for any Animal Handling test involving technocritters.
- Biossculptors can only thread complex forms in the Biological Target Category (p. 27)

COMPLEX FORM: WIRELESS MUTATION

Target: Persona Duration: S   FV: L

This complex form induces a certain biological change in a willing creature. While it could theoretically affect any living creature, in AR or not, Resonance channels aren't so easy to access for unemerged targets, so they must have a persona active. Choose a piece of bioware, geneware, or cyberware that has a wireless component, none of which can have an availability that exceeds the level of this complex form. Make a Simple Software + Resonance [Level] test with a threshold equal to the cost in nuyen divided by 2 000 (rounded up). On a success, the target gains the benefits of that augment for as long as this complex form is sustained.

CYBERADEPT

The cyberadept are those rare few technomancers whose Resonance is deeply involved with cyberware. Not only are they highly resistant to having it erode their Resonance away, they can fuel it with its unending power. These technomancers are therefore a bit more naturally inclined to physical (and sometimes violent) activities. It's hard to compete with someone whose muscle replacements are cranked up to a level they don't manufacture, after all.

RULES FOR CYBERADEPTS

Cyberadepts obey the following rules:
- Cyberadepts resist fading with **WILL + RES**
- A cyberadept who has Submerged may restore Resonance that has been lost to cyberware (and only cyberware) by an amount equal to half their Submersion Grade (rounded up)
- Cyberadepts substitute Willpower for Charisma to determine how many sprites they can register
- Cyberadepts can only register Machine sprites

COMPLEX FORM: OVERDRIVE

Target: Cyberware   Duration: S   FV: L - 1

Like the power of the same name used by great form machine sprites, the Cyberadept can put a single piece of their cyberware into Overdrive. This power can only be used on cyberware that is currently installed in the Cyberadept. The Cyberadept rolls a Software + Resonance [Level] test. Half the net hits (rounded up) are added to the effective rating of the cyberware. This can—and often will—push a piece of cyberware way past its intended limits. When this complex form is no longer sustained, the cyberware takes a number of boxes of Matrix damage equal to the level of the complex form. This damage cannot be resisted. On a glitch, the cyberware is bricked, filling its Matrix Condition Monitor. On a critical glitch, the damage is physical, rather than Matrix.

MACHINIST

Machinists do a lot of what their name would incline: mess with robots and machinery. Drones, cars, planes, boats, and cameras are all fair game to them, since they possess the uncanny ability to jump into devices without using cyberware. They often care a lot less about that Matrix than other technomancers, and more about all the wonderful things you can do when you're a rotodrone (not that I blame them).

RULES FOR MACHINISTS

Machinists obey the following rules:
- Machinists resist fading with **LOG + RES**
- Receive MMRI echo for free
- A Machinist's living persona can function as an RCC, emulating all the abilities that are available to anyone using an RCC. The new attributes are gained in addition to their normal Matrix attributes. The Noise Reduction rating is equal to the Machinist's Willpower, and the Sharing rating is equal to the Machinist's Logic
  - They also gain the effects of a number of autosoft programs equal to half their Submersion Grade (rounded up)
- Receive a +2 dice pool and limit bonus for any Electronic Warfare test

NETWORKER

Networkers view the Matrix as an opportunity: an opportunity to look better, be in places you shouldn't, and meet people you can't. In this way, they're similar to a resonant version of the Black Magic tradition. They're interested in how they can use the Resonance to connect with people. This often means giving themselves a unique, threatening, and utterly enthralling "resonant glow" to make an impression like nobody else can on the Matrix. Natural leaders and charmers, networkers link up the right people at the right time to a resounding (and rewarding) effect.

RULES FOR NETWORKERS

Networkers obey the following rules:
- Networkers resist fading with **CHA + RES**
- Networkers are intuitively able to link up personas together for superior communication. Their living persona gains the benefit of being a PI-Tac master unit with a rating equal to one half their Submersion Grade (rounded up) and a number of tac-apps equal to one half their Submersion Grade (rounded down)
- Networkers only need 1 mark (on the person they're impersonating) to use the Masquerade action
- Receive Distinctive Style quality without gaining bonus karma

COMPLEX FORM: ENTHRALLING RESONANCE

Target: Persona Duration: S   FV: L - 2
This complex form fixes up a persona to help them look and act sharp: smoothing a few blocky pixels here, streamlining some code there. Make a Simple Software + Resonance [Level] test. The target receives a dice pool bonus to Social tests in the Matrix equal to the number of hits.

RELIQUARIAN

Technomancers of this stream have a deep connection to physical pieces of technology, especially those without wireless capacity. They, or the Resonance that infuses them, are deeply interested in mapping out the things the Matrix can't currently access. This manifests in an uncanny ability to create, repair, and understand the innermost workings of any device they can get a hold of. Often of the cannier type of technomancers, reliquarians aren't necessarily nova hackers, stuck in Matrix, but are always experts at the in-person and in-your-face style of technology manipulation.

RULES FOR RELIQUARIANS

Reliquarians obey the following rules:
- Reliquarians resist fading with **LOG + RES**
- Receive Juryrigger quality for free
- Receive Skinlink echo for free
- Reliquarians reduce the Essence cost of greyware grade augments by twenty percent
- All complex forms threaded through a direct connection are performed with 2 less Fading Value.
- Reliquarians don't receive a +2 dice pool bonus to Matrix actions for being in hot-sim or a +2 dice pool bonus to Matrix Perception tests for being a technomancer

COMPLEX FORM: NUMINOUS ASSEMBLY

Target: Material   Duration: I   FV: L + 1

This complex form pilfers data from Resonance streams to obtain esoteric analog knowledge, and uses it to assemble devices from simple scrap. Choose a piece of gear that's either a firearm, ammunition, an electronic, an explosive, or a vehicle, none of which can have an availability that exceeds twice the level of this complex form. Make a Simple Hardware + Resonance [Level] test. Each hit contributes to 200¥ worth of that type of gear assembled from the target. If the gear would normally have any wireless capabilities, it doesn't when created by this complex form. Much like the gear created by the Juryrigger quality, everything this complex form creates is temporary.

RNGER

The Matrix isn't always a place that makes sense, and the Resonance is no exception. Technomancers of this stream embrace that fact to a risky proportion, placing a dubious amount of faith in the "will of the code." Though they're not always religious, all rngers concede that fate, luck, or something greater is on their side (usually). Though they can often seem dissonant, they, in reality, couldn't be further from such things. Luck is either on their side, or it isn't. It is, in fact, quite the structured worldview, it just doesn't always manifest itself in temperate technomancers.

RULES FOR RNGERS

Rngers obey the following rules:
- Rngers resist fading with **EDG + RES**
- Rngers can choose to thread a complex form as a Simple Action instead of a Complex Action by adding +3 Fading Value
- Rngers can use their Edge on an owned sprite's behalf
- The **Rule of Six** (p. 56) comes into play for all Matrix or Resonance tests
- Glitches on Matrix or Resonance tests occur when more than half the total dice roll a one or a two
- Rngers cannot bond with modulators

SOURCERER

Sourcerers are a classic expression of the Resonance: they care about one thing, and it's slinging complex forms like their lives depend on it. For whatever reason, sourcerers have an easier time threading complex forms that are stronger and more numerous than the ones other technomancers do. Maybe it's just them being clever, but it's not hard to think they're the Matrix's favourite children. These technomancers are powerful enough to thread new complex forms on the fly, so don't think you've one-upped them by catching them unprepared; sourcerers don't need to be prepared.

RULES FOR SOURCERERS

Sourcerers obey the following rules:
- Sourcerers resist fading with **INT + RES**
- All complex forms are performed with 2 less Fading Value
- Sourcerers can sustain up to half of their Submersion Grade (rounded up) in complex forms without taking a penalty
- Sourcerers can spend a point of Edge to thread any complex form they have not yet learned (including complex forms normally exclusive to other streams), though they may only cast that particular complex form once per week
- Sourcerers suffer a -2 dice pool and limit penalty when using Matrix actions to gain marks or when compiling or registering sprites

COMPLEX FORM: HYPERTHREADING

Target: Complex Form   Duration: Varies   FV: Varies

The sourcerer can merge multiple complex forms into a single form, making multiple results in a single action. Doing so has its limits; the target and level for the Hyperthreaded Form must be the same for all merged complex forms. Resolve effects with a single Software + Resonance [Level] test, the results of which are used for all the merged complex forms. The Fading Value is determined by taking the highest Fading Value of all the merged complex forms, and then adding 1 point for each complex form added after the first; the –2 bonus for being a sourcerer is applied at the end.

SUBLIMIST

Sublimists are all about the feelings. Similar to practitioners of Chaos Magic, technomancers of this stream don't "learn" about the Matrix: it's more real to them than the physical world is, they know what it is without having to. Sublimists never truly "leave" the Matrix, and can stay web-surfing even in a conscious (though distracted) state. They skew towards the more mundane half of technomancy, and aren't as interested in slinging complex forms as a sourcerer, in compiling sprites as a technoshaman, or in magic machinery as a reliquarian. What they are is as comfortable in the Matrix as anyone, being able to do everything a decker can do just by trusting their gut and feeling the way out. They're quick, perceptive, and crafty, and they don't need to know what version number your deck has to brick it.

RULES FOR SUBLIMISTS

Sublimists obey the following rules:
- Sublimists resist fading with **INT + RES**
- Receive Matrix Lore Specialist quality for free
- Receive Trust Lore, Not Data quality for free
- Subliminsts substitute Intuition for Logic when using Brute Force, Hack on the Fly, or Watchdog
- Gain +2 Data Processing
- Sublimists can take actions outside of the Matrix while using VR, though any test excluding Matrix, Perception, or Resonance tests are made with a -5 dice pool penalty
- Suffer a -2 dice pool penalty to thread complex forms or compile sprites
- Sublimists cannot register sprites

TECHNOSHAMAN

Technoshamans are the closest thing to "digital cultists" that exist on the side of the Resonance (can't say the same for the Dissonance). In truth, this stream encapsulates all technomancers who have a spiritual view of the Matrix, whether that belief is dogmatic or agnostic. Naturally, this spiritual view extends to the most common indigenous creatures of the Matrix: sprites. Whether or not the power of the sprites is related to their faith in them, technoshamans do compile sprites that can't be compared to those of any other stream. Known as great form sprites, these masters of the Matrix are the sole dominion of this stream. Even when technoshamans decide to befriend a regular sprite, those they do compile are more diverse and less harmful to the compiler. Either way, it's a fruitless endeavor to try to clear away each and every one of their sprites: most people can't brick one faster than a technoshaman can compile another..

RULES FOR TECHNOSHAMANS

Technoshamans obey the following rules:
- Technoshamans resist fading with **CHA + RES**
- All compiling and registering tests are made with 2 less Fading Value
- A Technoshaman can have two compiled sprites active at the same time, instead of the usual one
- A Technoshaman can issue commands to two separate sprites with the Command Sprite action
- Technoshamans can spend a point of Edge to compile a great form sprite, incurring double the normal Fading Value, though they may only call upon that particular type of great form sprite once per week
- Technoshamans select three additional sprite types to compile from those they can't already (including advanced sprites like the Modular sprite)
- Technoshamans suffer a -2 dice pool and limit penalty to thread complex forms

UNSWORN TECHNOMANCERS

The most basic variety of technomancer, the unsworn don't view the Matrix in any particular way. While their personal views might differ, they are united in their ambivalence. While this has apparently prevented them from claiming any abilities unique to other streams, they can also do anything a technomancer can do, and never suffer a penalty for it: they might be less charismatic than a networker, but are certainly easier to overlook; nor can they compile sprites as well as a technoshaman, though their complex forms aren't as weak. An unsworn technomancer is an untold story, so expect everything, but don't expect anything from them.

RULES FOR UNSWORN TECHNOMANCERS

Unsworn technomancers resist fading with WILL + RES, but don't obey any other special rules.

Technomancy Tools

Technomancers are defined by more than just their stream: echoes, paragons, and complex forms make up the unique blend that is an individual technomancer. Listed here are new types of sprites, new complex forms, new echoes, and new paragons available to most technomancer characters.

Technomancy Tools Quick Reference Table

Name	Type	Description
Arcane Sprite	Sprite	A sprite that can utilize the complex forms of its owner
Assassin Sprite	Sprite	A deadly sprite with incredible attack and sleaze
King Sprite	Sprite	A sprite lieutenant that can inhabit drones or command other sprites
Modular Sprite	Sprite	An advanced sprite that can mimic the abilities of others
Music Sprite	Sprite	An enthralling creature that can affect multiple devices at once
Quick Sprite	Sprite	The quickest sprite, it can absorb vast quantities of data
Tutor Sprite	Sprite	Versatile sprites with impressive skillsets
Lag Machine	Complex Form	Reduce Matrix information to, and potentially link-lock, a persona
Cold Plunger	Echo	Acquire the ability to use cold-sim VR
Drone-Home	Echo	Allow your sprites to inhabit drones
Predictive Prognostication	Echo	Gain use of Resonance-based divining
Modularity	Echo	Unlock the ability to compile Modular sprites
Resonance Feed	Echo	Process astral information through Resonant channels
Sprite Pet	Echo	One sprite is not limited by its number of tasks
A-A	Paragon	Calculating entity which absorbs and utilizes every possible piece of data
Calcutron	Paragon	Champion of the structured code that permeates the Matrix's foundation
Echelon	Paragon	A noble paragon that prides itself on exclusivity and renown
Idoru	Paragon	The embodiment of the desire to be known and seen across the Matrix
Queen	Paragon	Paragon encapsulating getting others to do things for you
Sapia	Paragon	Patron of free sprites and AI, Sapia values intelligent digital life

NEW SPRITES

Sprites are the most common Resonance entity anyone is likely to encounter, and they're thankfully pretty useful, especially to technomancers. There are seven new types of sprites presented here, six of which are freely available for compilation to any tradition with access to that type. Modular sprites, however, require the Modularity echo to access.

ARCANE SPRITE

Strange little things with a talent for the Matrix magic that technomancers use. They have the uncanny ability to access and thread complex forms, and are pretty useful for handling data bombs too. Arcane sprites usually appear as some sort of iridescent creature from myth.

Attack	Sleaze	Data Proc.	Firewall	Init.	Init. Dice	Res
L	L+4	L-1	L+1	(Lx2)-1	4d6	L
Skills			Computer, Hacking, Software			
Powers			Innate Complex Form (any one complex form known by the compiler; Level is limited to sprite's Resonance)			

ASSASSIN SPRITE

The most notorious of sprites, these creatures have honed deception and violence to an art. They are sprites to keep an eye out for, as they are stealthy, but also can ruthlessly inflict biofeedback damage through the Matrix to anyone they encounter. This makes them extremely deadly, but also very useful to people who can befriend them. Assassin sprites usually appear as shifting, shadowy figures armed to the teeth with a variety of weaponry.

Attack	Sleaze	Data Proc.	Firewall	Init.	Init. Dice	Res
L+4	L+1	L-1	L	(Lx2)-1	4d6	L
Skills			Computer, Cybercombat, Forgery			
Powers			Program (Biofeedback), Slinking			

KING SPRITE

King sprites at the top of whatever sprite hierarchy exists in the resonance realms. Other sprites like to follow them, and seem to do well when they do. In return, King sprites gain grunts to use in pursuit of whatever goals their heightened awareness demands. Technomancers use this fact to have King sprite lieutenants, which eases the pain of micromanaging the rather dim unimpressive collective intellect of multiple regular sprites. King sprites usually appear as plump and squat, but imperious creatures, clad in regalia, such as a goblin or rat king.

Attack	Sleaze	Data Proc.	Firewall	Init.	Init. Dice	Res
L+2	L	L+1	L+3	(Lx2)+1	4d6	L
Skills			Computer, Electronic Warfare, Leadership			
Powers			Operator, Sapience, Symphony			

MODULAR SPRITE

Modular sprites are resoundingly unimpressive: they possess no skills of their own. What they can do is mimic the abilities of other sprites, and even the abilities of other creatures they encounter in the Matrix. This makes them supremely useful. They are quite the rare breed of sprite, and are rarely seen except with seasoned compilers. Modular sprites often appear as an animated collection of parts, such as construction toys or joints and junctions.

Attack	Sleaze	Data Proc.	Firewall	Init.	Init. Dice	Res
L+1	L+1	L+1	L+1	(Lx2)+1	4d6	L
Skills			Computer			
Powers			Modularity			

MUSIC SPRITE

Music sprites are excitable sprites with astounding ability to either impress or annoy. They make a lot of Noise, as well as a *lot* of noise. Music sprites are prized by technomancers who can stomach their shenanigans for their expertise in dealing with crowds. Music sprites often appear as all sorts of dancing inanimate objects, but especially music-related ones, such as microphones or jukeboxes.

Attack	Sleaze	Data Proc.	Firewall	Init.	Init. Dice	Res
L+3	L+2	L+1	L	(Lx2)+1	4d6	L
Skills			Computer, Performance			
Powers			Cacophony, Siren Song			

QUICK SPRITE

Quick sprites are just that: quick. They're quick, and they make the things around them quick. Whether that's code, flying by their comprehending eyes, their masters, or other sprites in a gang, anything the sprite wants to be fast usually is. As such they're not the most patient creatures, though they are still extremely prized for their monumental processing power. Quick sprites usually appear as animals known for their speed, such as birds, cheetahs, and horses, but often have an accompanying motif, like fire or lightning.

Attack	Sleaze	Data Proc.	Firewall	Init.	Init. Dice	Res
L	L+1	L+4	L-1	(Lx2)+4	6d6	L
Skills			Computer, Electronic Warfare, Hacking			
Powers			Speedread, Turboprocessing			

TUTOR SPRITE

The sages of the Resonance, Tutor sprites are very strange in that they possess a skill usually reserved for metahuman users of the Matrix. As such, they are adept at teaching these skills to both other sprites and Matrix-users who come their way. They also have a closer connection than any other regular creature to the Paragons of the Resonance, and thus often act as messengers for them, offering quests and questions. They most commonly appear as a floating head of some sort, but are more diverse in form than any other sprite, and might take the shape of owls, diminutive mages, or talking books.

Attack	Sleaze	Data Proc.	Firewall	Init.	Init. Dice	Res
L+1	L+2	L+3	L	(Lx2)+3	4d6	L
Skills			Computer, Instruction			
Powers			Sapience, Skill (choose any Knowledge, Language, Technical, or Vehicle skill)			

NEW SPRITE POWERS

- **Cacophony**: A Music sprite is hard to ignore, and can get even harder to ignore when someone tries to do just that. The sprite makes a Simple Performance + Resonance [Attack] test. Any persona except the Music sprite's owner that has spotted the sprite or has been spotted by the sprite suffers both a dice pool penalty to their Combat Active skills and a Noise penalty equal to the number of hits until the next Combat Turn. These penalties can be eliminated by exiting AR and VR, or they can be reduced as a Simple Action by making a Willpower + Firewall test and counting the hits.
- **Modularity**: A Modular sprite doesn't have any unique powers of its own, but can gain any one sprite power as a Complex Action (except open-ended powers such as Skill or Innate Complex Form). It can also copy any power it has witnessed in the Matrix in the last minute, though it must succeed at a Computer + Resonance [Sleaze] v. Willpower + Firewall opposed test to do so against an unwilling target. The Modular sprite can't gain more than one power using this ability, and loses the old power whenever a new one is acquired. The modular sprite makes a Computer + Level test instead of any other test to use these powers.
- **Operator**: King Sprites are especially effective at piloting mobile machinery. Their technomancer can ask the King Sprite to enter into a drone or vehicle, replacing the pilot program. This can last as long as the technomancer wants, and allows the King Sprite to use a Simple Electronic Warfare + Resonance [Data Processing] test to perform any Vehicle action using the drone's body. The

technomancer must expend a task to instruct the piloting King Sprite to utilize the drone for something, as normal, but this doesn't prevent it from taking normal Matrix or Resonance actions.

- **Siren Song**: Music sprites, in addition to being quite bothersome, are also fascinating creatures, and when singling a target out, they rarely fail to make their victim forget about the things that threaten them. The Sprite makes a Performance + Resonance [Sleaze] v. Willpower + Data Processing opposed test. On a success, the target must forsake a number of marks they have on devices or personas they don't own equal to the number of net hits. They can't forsake marks on the Music sprite.
- **Slinking**: The Assassin sprite can make itself unseen anywhere, hiding under a thin layer of background code. The sprite can attempt to hide from a target as a Forgery + Resonance [Data Processing] v. Intuition + Data Processing opposed test. On a success, the target loses sight of the sprite, and also loses a number of marks they had on it equal to the number of net hits.
- **Speedread**: Quick sprites can process an entire file at extreme speeds. The sprite can use this power to either read and comprehend an entire database worth of files in a single Combat Turn or to make a Matrix Search in half the usual time. It can also transmit copies of any analyzed files or answer questions about them for additional tasks.
- **Symphony**: King Sprites can deal with more complex instructions than most. Their technomancer can give them lengthier tasks with one or two basic conditions and light decision-making, and loan tasks from their other sprites to the King Sprite. In this way, the King Sprite can act as a sort of sprite lieutenant, taking a group of dog-brained lackeys and making sure they follow their superior's directions. This can also be helpful for alleviating the time and effort necessary to command sprites.
- **Turboprocessing**: Quick sprites can optimize Matrix code to allow personas to act more quickly. The Quick sprite can give a persona +1d6 Matrix Initiative for one Combat Turn.

NEW COMPLEX FORM

One new complex form is available for all technomancers to learn: Lag Machine, which slows and potential link-links a persona.

COMPLEX FORM: LAG MACHINE

Target: Persona Duration: S   FV: L - 1

This complex form reduces Matrix traffic to the persona as much as is possible. Make a Software + Resonance [Level] v. Intuition + Data Processing opposed test. On a success, the target reduces their Matrix Initiative by 1d6 for each net hit, and is link-locked, both for as long as you sustain the complex form.

A target caught in the Lag Machine may attempt to break free by making a Computer + Logic [Data Processing] v. the complex form's Level x 2 opposed test. Success only means that they stop future Initiative Score loss; they do not regain any points of Initiative Score in the present Combat Turn.

NEW ECHOES

Echoes are among the most powerful abilities technomancers can access: they often grant new, unique improvements on regular technomancer abilities, or they unlock altogether new dimensions of play. The following echoes are a mix of the two, and are available to any technomancer whenever they submerge.

ASTRAL SCREENSHOT

This echo allows a technomancer a glimpse into the Resonance channels flowing in from the astral planes, granting them a snapshot of astral perception. Technomancers with this echo can astrally perceive, although they must take an extended amount of time sifting through the Resonance to find anything of note. They can astrally perceive while in AR or VR by analyzing a physical location's live feed to the Matrix. They make an extended Resonance + Submersion Grade [Astral] (8, 1 minute) test to determine how much they learn (consult the Assensing table). Once they have done so, they can download the analyzed image as if it were any other file. While the image will appear normal to mundane individuals, individuals who can astrally perceive (including technomancers with this echo) can do so on the image.

BIOWIRE

A biowire is a modification to the technomancer's natural semiotics system, allowing it to read and understand the full contents of skillsofts. The technomancer receives the regular and wireless benefits of a biological skilljack with a rating equal to their Submersion Grade, as well as those of a skillwire system with a rating equal to half their Submersion Grade (rounded up). This doesn't allow the technomancer to utilize skillsoft chips without the normal hardware (unless they have a direct connection to the chip), but does allow them to learn, store, and utilize digital skillsofts.

COLD PLUNGER

The technomancer can partially submerge themself in VR, granting them the ability to use cold-sim VR whenever they choose, along with its benefits and drawbacks.

DRONE-HOME

The technomancer can prepare drones for sprite inhabitation. They can modify any drone with a wireless connection to be fit for sprites with an Extended Hardware + Resonance [Mental] (10, 1 Hour) test. Any sprite the technomancer owns can enter the drone as a complex action, controlling it and replacing the drone's Pilot and Sensor ratings with ones equal to the sprite's Level. The technomancer must expend a task to instruct the sprite to utilize the drone for something, as normal, but this doesn't prevent it from using Matrix or Resonance actions.

PREDICTIVE PROGNOSTICATION

The technomancer can use Resonance streams to make predictions about future events. They learn the Augury and Sortilege ritual, except the Matrix is considered to be the ritual's lodge, a mark is considered

to be its material link, and the technomancer uses Computer + Resonance to divine meaning, instead of Arcana + Logic, and to seal the ritual, instead of Ritual Spellcasting + Magic. This ritual does not consume reagents, and the technomancer can resist its drain as if it were fading.

MODULARITY

The technomancer can compile a special new type of sprite: the Modular sprite (p. 16).

SPRITE PET

This echo grants the technomancer the companionship of a single, specific sprite. At any time after taking this echo, they can choose a sprite they own. Whenever this is done, the sprite becomes a sprite pet. This means that the sprite no longer has a limit on favors and tasks and can be active at the same time as any other sprite. In addition, the sprite has its Level adjusted to consistently be equal to their technomancer's Resonance + half their Submersion Grade (rounded down). It also no longer counts against the technomancer's limit on registered sprites. This can only be done on one sprite at any given time. If the sprite pet is destroyed, it will return to the technomancer after 1 week. The sprite loses its optional abilities when made into a pet in this way.

NEW PARAGONS

Paragons are the foremost (known) entities in the Resonance realms, and lord over specific portfolios in much the same way a mentor spirit does. Six new paragons are introduced here, each available to all technomancers.

A-A (THE ANALYST)

A-A, or Active Analysis, is the paragon interested in obtaining data. It is concerned with how the flow of data can be analyzed in real time to come to conclusions. It siphons a small portion of its torrential data flow to its followers, heightening their processing power at the cost of increased traffic.

Advantage: +1 to the technomancer's Initiative Score, and the benefits of a math SPU without needing to have one implanted.

Disadvantage: Followers of A-A suffer +2 Noise at all times.

A-A's favor is lost by knowingly forsaking the opportunity to acquire data, but can be regained by accurately predicting an outcome using data at your disposal.

CALCUTRON (THE PROGRAM)

Calcutron is perhaps the most ancient paragon, as it exists in something that predates any iteration of the Matrix: simple programming. Calcutron is the paragon of following a set of instructions to the letter, and represents the most structured, literal, and basic code on the Matrix.

Advantage: The fading that followers of Calcutron suffer for any action is reduced by 1 (but is always at least 1).

Disadvantage: Whenever a follower of Calcutron determines their initiative for a Combat Turn, they declare a number of instances of Resonance (different complex forms and types of sprites are considered different actions) or Matrix actions equal to their Initiative Score divided by 10 (rounded up), which must be in a specific order. They must take Resonance or Matrix actions in the order that they are listed (except the Switch Interface Mode and Jack Out actions, which can be taken at any time, alongside any non-Resonance, non-Matrix actions).

Calcutron's favor is lost by breaking your word, but it can be regained by making a consequential promise to someone and following through.

ECHELON (THE NOBLE)

Echelon is loath to engage with others, so not much is known of it, save that it calls to those who feel themselves better than the rest, and those who think they deserve better because of that fact. It offers rare treasures for those who don't doubt themselves for a second.

Advantage: Receive Black Market Pipeline quality for free.

Disadvantage: Followers of Echelon can't thread complex forms or compile sprites with a Level lower than their Resonance rating.

Echelon's favor is lost by second-guessing yourself, but it can be regained by following your own plan through to success.

IDORU (THE CELEBRITY)

Idoru taps into an insidious feeling that grows in strength along with the connectivity the Matrix offers: the desire to be known, acknowledged, and praised. It shared the desire so many have to be loved by every person. For this reason, Idoru is the paragon that most often has contact with technomancers, and it even occasionally contacts mundanes who share in its quest.

Advantage: Receive Unique Avatar quality for free.

Disadvantage: -2 limit and -2 dice pool penalty for Hide actions.

Idoru's favor is lost by knowingly hiding your identity when it's certain that revealing it would cause no harm, but it can be regained by willingly keeping your identity exposed while it is dangerous to do so.

EMPRESS (THE HIVE)

Queen is the paragon of multitudes. It fosters both the collaboration and the laziness that global connectivity allows for, and accepts both from its followers, so long as any individual desires are quelled for the good of a collective. As such, it doesn't often communicate with anyone (or do anything, really) directly, preferring instead to use its swarm of mindless sprites.

Advantage: Followers of Queen share any programs or direct connections they have with their sprites, and any sprites owned by followers of Queen share any marks they have with their owner.

Disadvantage: -1 dice pool penalty for any Matrix test not made as a Teamwork Test.

Queen's favor is lost by placing a mark yourself, but it can be regained by having someone do something for you that they don't want to do.

SAPIA (THE SPARK OF LIFE)

Sapia is the paragon of individuality. It has a strong connection to digital intelligences, such as AI and sprites, but sees the value of creativity and independence in all sentient creatures. It is a nurturing paragon that encourages its followers to make their own decisions and respect those of other creatures.

Advantage: Sprites owned by followers of Sapia gain the Sapience power.

Disadvantage: -2 limit and -2 dice pool penalty for Control Device actions.

Sapia's favor is lost by allowing yourself to be pressured into doing something you don't want to do, but it can be regained by stopping another creature from being pressured in the same way.

Technomancy Rules

In addition to all-new options for technomancers, such as streams, echoes, complex forms, paragons, and sprites, this packet also presents a handful of new or updated game or character creation rules. This includes: new technomancer qualities; new technomancer options on the priority table; a new skill (Caching), which allows for the creation of Widgets (Resonant Alchemy) and Modulators (Resonant Focuses); a new Matrix-infused martial arts tradition; and a small update to the rules for Registering and for great form sprites.

NEW QUALITIES

The following new qualities are available for all technomancers to take (Paraboss is also available for awakened characters).

Name	Karma Value	Description
Electronic Overseer	-10	Manage allies using calculations and data from the Matrix
Indigitality	-6	Gain intuitive use of one Matrix action
Living Program	-4	Gain the effects of one common program
Matrix Data Specialist	-3	This character relies on logic for specialized Matrix actions
Matrix Lore Specialist	-3	This character relies on instinct for specialized Matrix actions
Paraboss	-7	This character is a decisive thaumaturgical commander
Partial Resonance	+10	This character's living persona lacks an attribute

ELECTRONIC OVERSEER

COST: 10 KARMA

While acting from VR, characters with this quality use Logic instead of Charisma to direct or rally with Leadership, and Logic instead of Intuition to make a test using Small Unit Tactics.

INDIGITALITY

COST: 6 KARMA

When creating a dice pool for a Matrix action from the following list, the technomancer performs it as if they had 1 mark beyond the amount they actually do, may replace the relevant mental attribute with their Resonance rating, the relevant skill rating with their Software rating, and the relevant limit with their living persona's Device Rating:

- Control Device
- Data Spike
- Edit File
- Hide
- Matrix Perception
- Matrix Search
- Snoop
- Spoof Command
- Subvert Infrastructure

LIVING PROGRAM

COST: 4 KARMA

Characters with this quality copy the effects of one common program to their living persona.

MATRIX DATA SPECIALIST

COST: 3 KARMA

Characters with this quality use Logic instead of Intuition for the following Matrix actions:

- I Am The Firewall
- Intervene
- Masquerade
- Subvert Infrastructure

MATRIX LORE SPECIALIST

COST: 3 KARMA

Characters with this quality use Intuition instead of Logic for the following Matrix actions:

- Calibration
- Denial of Service
- Haywire
- Popup

- Squelch
- Tag

PARABOSS

COST: 7 KARMA

Characters with this quality can use the Command Spirit and Command Sprite actions as Free Actions, instead of Simple Actions.

PARTIAL RESONANCE

BONUS: 10 KARMA

Some technomancers don't enjoy the full connection to Resonance that most others do. While most of their abilities are normal, glaring holes exist in their ability to manipulate the Matrix. Characters with this quality choose from Attack, Sleaze, or Data Processing. The character's living persona completely lacks the chosen attribute, meaning they are unable to attempt Matrix actions related to it, nor do they add it as a dice pool to defend against any Matrix actions. As an upside, any character with this quality may augment their living persona by connecting to the Matrix through a deck or commlink. When doing so, the character can use the three attributes their living persona possesses and the one attribute the device does, in place of the device's attributes. This doesn't allow them to use Resonance actions whenever they normally wouldn't be able to.

NEW PRIORITY OPTIONS

In addition to Resonance character options like qualities, echoes, and sprites, included here are a handful of additional options for the Resonance column of the priority table.

ASPECTED TECHNOMANCER

- **PRIORITY B**: RESONANCE 6, 6 COMPLEX FORMS OR 12 KARMA OF BOUND SPRITES, THREE RATING 5 RESONANCE OR TECHNICAL SKILLS

- **PRIORITY C**: RESONANCE 4, 4 COMPLEX FORMS OR 8 KARMA OF BOUND SPRITES, THREE RATING 3 RESONANCE OR TECHNICAL SKILLS

- **PRIORITY D**: RESONANCE 2, 2 COMPLEX FORMS OR 4 KARMA OF BOUND SPRITES

Aspected technomancers are analogous to aspected magicians: they are a partial technomancer, enjoying most of the benefits, but falling short in one aspect (either threading or compiling). Aspected technomancers must choose between being able to compile, decompile, and register sprites (and have a rating in the Tasking skill group at all), or being able to thread complex forms.

DISCIPLE

- PURCHASED AS A NORMAL ASPECTED TECHNOMANCER

Disciples are similar to both aspected technomancers and the Awakened phenomenon known as apprentices, in that they have limited purview over the Resonance. Disciples can compile only a single type of sprite chosen from their stream's list, but they can also thread complex forms of a certain Target Category (listed below). They can't compile any other type of sprite, nor can they thread complex forms of other Target Categories. Often, these choices are related to the disciple's paragon, but they don't have to be, nor does a disciple have to have a paragon at all. For example, a disciple following Shooter may

have the ability to compile Machine sprites and thread Material Target complex forms, but they wouldn't be able to compile any other type of sprite, or thread complex forms of other Target Categories. The Target Categories of complex forms are listed below:

- **Biological Target**: Complex forms are in this target category when they target living creatures, personas, or sprites.
- **Digital Target**: Complex Forms are in this target category when they target files, hosts, IC, widgets, or complex forms.
- **Material Target**: Complex forms are in this target category when they target devices that aren't personas, including drones and cyberware, and any other inanimate physical material.

Target Categories are appropriate specializations for the Software skill for all technomancers.

EMERGED

- **PRIORITY D**: RESONANCE 3, ONE RATING 4 TECHNICAL SKILL

The emerged are the least of technomancers: they have a Resonance rating, but are unable to compile sprites, thread complex forms, or even have a rating in a Resonance skill. This means emerged merely have a living persona, the ability to enter a stream, Submerge, or have a paragon.

TECHNOMAGUS

- **PRIORITY A**: MAGIC 3, RESONANCE 3, 4 COMPLEX FORMS OR SPELLS

Arguably among the rarest phenomenons in the Sixth World, the technomagus has had lightning strike twice: they have both awakened and emerged, conferring the normal effects of both (such as a living persona). This is quite costly: they must improve each attribute separately, even in character creation. While they don't have the full suite of abilities from either talent, their versatility is unmatched. Technomagi must choose between two related aspects: they can choose either sorcery and threading, or conjuring and compiling. If they choose sorcery and threading, they are able to thread complex forms, cast spells, and have a rating in the Sorcery Skill Group, as if an aspected sorcerer and aspected threader; if they choose conjuring and tasking, they can have a rating in both the Conjuring and Tasking Skill Groups, and can compile sprites and summon spirits, as if an aspected conjurer and aspected tasker. Technomagi cannot astrally project, but they can astrally perceive. A technomagus cannot have both a mentor spirit and a paragon.

WIDGETEERS

- **PRIORITY** C: RESONANCE 5, Caching 4

Widgeteers have the unique ability to have a rating in the Caching skill without being a member of the algorichemist stream. This means they can craft widgets and modulators. Unfortunately, widgeteers are otherwise on the same level as mere emerged, and are unable to thread complex forms, compile sprites, or have a rating in the Tasking skill group at all. As an upside, widgeteers choose 7 complex forms, and are considered to know them for the purpose of creating widgets. Widgeteers can also create widgets with the

Bottled Sprite power for any type of sprite corresponding to the stream they belong to, even if they aren't actually able to compile them.

CACHING

Caching is the art of condensing the Resonance into a cache. Currently, there are two options for doing such a thing: one could condense the Resonance into a specific spot on the Matrix, in which case a widget is formed; or one could condense it into a physical wireless object, which creates a modulator. Caching is a unique skill that is only available to two types of technomancers: algorichemists, a stream which values preparedness highly, have developed the skill over time; but widgeteers, who are a mutation of aspected technomancers, can use caching naturally. Caching is a Resonance skill that is unavailable to every other type of character. Caching is considered analogous to enchanting, and much like how algorichemists are popular among technomancers, widgeteers are even more popular among deckers and other Matrix-fiends.

WIDGETS

Widgets are small packets of Resonance created when a technomancer with Caching decides to siphon off some of their power to use for later. Widgets are icons, roughly the same size as a file. A widget's most fundamental aspect is their power, which is chosen from a small list when the widget is created. A widget's appearance often corresponds to the power it contains. For example, a widget containing an assassin sprite might appear as a darkness shrouded by a cloak, while one that contains the infusion of data processing complex form might appear like a caged storm cloud. To make a widget, choose a power from the list below, select the Level to prepare the widget at, and, after a number of minutes equal to the widget's Level, make a Caching + Resonance [Level] test opposed by the widget's Level: on a success, you create the widget and its Saturation is equal to the number of net hits. The widget can optionally be linked to a nearby wireless device in the same way other icons are.

- **Bottled Sprite**: This power stores a type of sprite able to be compiled by the creator for later use. The sprite has a Level equal to the widget's Level, and is released with a number of tasks equal to the widget's Saturation. The fading from creating this widget is equal to the widget's Level + 2.

- **Caged Complex Form**: This power stores a complex form known by the creator for later use. The complex form is threaded at the widget's Level, using the Saturation in place of Software,

and Level in place of Resonance for the threading test (the Level is still the limit of the complex form). Edge can't be used on this test. The fading from creating this widget is equal to the complex form's fading + 2.

- **Limit in a Jar**: This power stores success that can be used to up digital limits. This widget can be activated whenever a Matrix or Resonance test is made, and allows the test-taker to use its Level in place of the test's normal limit. Activating it also grants a dice pool bonus to the test equal to the widget's Saturation. The fading from creating this widget is equal to the widget's Level + 1.

Widgets can be activated by anyone with 3 marks on it. The widget maintains full Saturation for [Saturation x 2] hours. For every hour that passes after that period, the widget's Saturation is reduced by 1. When Saturation reaches 0, the widget is destroyed and its data returns to the Resonance. If the widget is linked to a physical device, anyone with a direct connection to the device can also activate it.

MODULATORS

Compared to widgets, modulators are exceedingly simple. In short, any wireless device with a connection to the Resonance is a modulator. Technomancers can bond with modulators to increase certain aspects of their abilities. There are three types of modulators presented here: form modulators, task modulators, and weapon modulators. Technomancers can't use modulators unless they bond with them, which costs Karma, depending on the modulator's type. The maximum Level of all your bonded modulators can't exceed your Resonance. Regardless of the number of bonded modulators you have, only one modulator may add its Level to a dice pool for any given test.

To craft a modulator, all that is needed is a number of days equal to the modulator's desired Level and a Caching + Resonance [Desired Level] v. Desired Level x Desired Level test. A success creates a modulator with a Level equal to the number of net hits. The technomancer must then resist fading equal to the original Desired Level of the modulator, plus 2 for each hit (not net hit) rolled against you in the Caching test.

Form modulators are allocated to one specific target category of complex forms (biological, digital, material) and have the following subtypes:

- **Sustaining**: When you thread a complex form through a sustaining modulator, it sustains the complex form for you, letting you avoid the dice pool penalty for sustaining a complex form. A complex form sustained by a sustaining focus cannot have a Level greater than that of the modulator, and the complex form's target category must match the modulator's category.

- **Threading**: A threading modulator adds its Level to your threading dice pool as long as the complex form is in the same category as the modulator.

Task modulators are allocated to one specific type of sprite and have the following subtypes:

- **Compiling**: A compiling modulator adds dice equal to its Level to compiling attempts as long as the targeted sprite is of the same type as the modulator.

- **Decompiling**: A decompiling modulator adds its Level to the limit of a technomancer's Decompiling Test as long as the target sprite is of the same type as the modulator.

- **Registering**: A registering modulator adds dice equal to its Level to registering attempts as long as the targeted sprite is of the same type as the modulator.

Weapon modulators take the form of any weapon with wireless capacity, which are most often, but not always, firearms. More exotic weapons, such as stun batons, or even cyberarms, are possible to bond with. When used in physical combat, it gives you its Level as a dice pool bonus on your Attack Test. You still rely on your Physical Attributes and skills in combat; the weapon modulator merely makes you more effective.
A weapon modulator can also accompany you in the Matrix, regardless of whether you're in AR or VR. It adds its Level to your cybercombat tests when you're using it. The damage of the weapon in cybercombat is the same as it is in the physical world, except that you can decide between Stun biofeedback or Matrix damage.

RESONANT GOODS

Item	Bonding Cost (in Karma)	Availability	Cost
Form Modulator	Level x 2	(Level x 3)R	Level x 4 000¥
Task Modulator	Level x 2	(Level x 3)R	Level x 4 000¥
Weapon Modulator	Level x 4	(Level x 4)R	Level x 8 000¥
Widget	-	(Level x 2)R	Level x Saturation x 100¥

MISCELLANEOUS (TO BE ADDED)

Tech-Won-Do: Technomancer Martial Art (using skinlink or any DNI)

-Crushing Jaws, Clinch, Point and Click, Admin Grab, Close Quarters Defense Against Firearms, Called Shot (Disarm)

Great form sprites:

-Always have the sapience power

-Can always refuse to do what you ask if it goes against their ideals

-Inflict double fading

-Takes an edge

-No great form sprite of a particular type can be compiled more than once a week

-Have a great form sprite power

-Technoshamans can only compile sprites with a level greater than their resonance score

-Great form sprites can't be registered

-Great form sprite disappear after they use their great form power

Great Form Powers (all GFPs generate overwatch every turn theyre active)

Modularity: Pasting. The sprite chooses a persona and copies with utterly, down to the complex forms, matrix attribute, skills, and powers they might possess

Music: Jukebox. idk something annoying

Tutor: Blessing of knowledge. Give a character ranks in a skill it knows equal to its level. It lasts for

Arcane: Lesser version of sourcerer

Assassin: Coup de Grace. Big attack

King: Puppeteer but works without marks or net hits

Quick: Superposition. The quick sprite rolls initiative immediately and takes those turns consecutively

More echoes: radar sensor echo (levelx3, doesnt scale for free), nanite hive echo, getting a weird/foundation/resonance host, advanced program (from ais), matrix explorer (good at foundations,

resonance realms, and moving from host to host), able to create widgets for a single complex form or sprite, can bond with additional widgets = half resonance

Complex form: smartlink a gun, give a program to someone else

Sprite ideas: Portal (can go wherever), Heart (charisma)

Streams: Biosscultor augmentations list

Rules Changes:

-Technomancers can receive smartlink data innately (though it doesnt count as paying for it with essence)

-The limit on registered sprites is charisma, not logic

-The MMRI echo allows technomancers to "jump in" to any vehicle, not just those with a rigger interface

-Technomancers in the priority system can learn any technical or resonance skill from the Magic/Resonance column, not just electronics, cracking, and tasking

-The program echo grants programs = half submersion grade