

## Living Persona

Matrix Attribute / Bonus	Rating
Device Rating	Resonance
Attack	Charisma
Sleaze	Intuition
Data Processing	Logic
Firewall	Willpower
Addiction Test Bonus	Add Resonance
Initiative	Mental and Matrix

Matrix Attribute / Bonus	Rating
Matrix Perception Tests	+2 dice pool
Maximum for Resonance	6 + Submersion Grade
Number of complex forms	Resonance x 2
Number of Compiled Sprites	1
Number of Registered Sprites	Logic
Submersion Karma cost	10 x (Grade x 3) Karma

## Fading and Sprites

Fading and Sprites	Note
Fading Complex form or Summons a sprite	Resonance + WIL, can never be less than 2 DV (before test). The Fading from Threading is Physical if you get more hits on the Threading test than your Resonance rating; otherwise it's Stun.
Fading Compiling, decompiling or registering a sprite	Resonance + WIL, the Fading DV equals twice the hits (not net hits), minimum 2 DV. If the sprite's rating is greater than the technomancer's Resonance, the damage is Physical rather than Stun.
Sprites	Condition Monitor equal $8 + (\text{Level} / 2)$ boxes. Initiative based on Level and has 4D6. If the sprite physical location is tracked, the tracker get the technomancer instead. Overwatch Score starts when sprite is compiled.

## Improved Matrix Actions

	Marks	Limit	Action	Note	Test
Matrix Perception	0	Data Proc.	Complex	Detect Resonance Signature with at least 3 hits. With 5 or more, you also get the impression of what kind of being or ability left it there (free).	Computer + INT [Data Proc.] (vs LOG + Sleaze)
Erase Matrix Signature	0	Attack	Complex	Hide Resonance signature for 1 Combat Turn per hit.	Computer + RES [Attack] v. (Signature Rating) x 2

## Resonance Actions

	Action	Note	Test
Reboot your Persona	Complex	The device comes back online at the end of the following Combat Turn. It can Dumpshock. Can't reboot if link-locked.	
Call/Dismiss Sprite	Simple	Call a registered sprite at the beginning of the next Combat Turn. Send a sprite back to the Resonance at is next action.	
Command Sprite	Simple	Command a sprite to do a task.	
Compile Sprite	Complex	Choose Sprite, Choose Level up to $2 \times \text{RES}$ , Get 1 task for each hit, Resist Fading DV - RES + WIL ( $2 \times \text{Sprite hits}$ , min 2).	Compiling + Resonance [Level] vs Sprite Level
Decompile Sprite	Complex	Every net hit reduces the sprite's owed tasks by 1. Fading equal to 2 DV per hit (not net hit) the spite rolls (min DV of 2).	Decompiling + Resonance [Level] vs Sprite Rating (+ compiler's Resonance)
Kill Complex Form	Complex	Every net hit reduces the hits from the complex form's threading test.	Software + Resonance [Level] vs Complex Form Level + Resonance
Register Sprite	Complex	Registering a Sprite takes a number of hours equal to the sprite's level and the OS does not increase due to time. You and the sprite cannot do other actions. Roll the test and the fading (DV - RES + WIL ( $2 \times \text{Sprite hit}$ , min 2)). If you gets at least one net hit, your sprite is registered. Erase is OS. Add your net hits to the number of tasks your sprite owes you.	Registering + Resonance [Level] vs Sprite Level x 2
Thread Complex Form	Complex	Choose Complex Form, Choose Level up to $3 \times \text{RES}$ , Roll test, Resist Fading DV - RES + WIL, Resolve effect. Threading is affected by noise, a target being on another grid, and the public grid. Can only be used on icons you've spotted. -2 dice pool on all actions per complex form sustained. Simple Resonance + WIL (2) to prevent distraction.	Software + Resonance [Level] vs special
Learn Complex Form	Complex	Divide 12 by the test net hits to get the number of days to learn the complex form. Spend Karma to learn the complex form.	Software + INT [Mental]

Don't get the bonus dice for being in VR. Do not counts against Overwatch Score. Don't require Marks.