



complex form by 1 point is the same, but the Karma cost equals the improved rating.

Any further improvement of a complex form uses the same cost and procedure as improving an Knowledge skill (p. 264).

THREADING

Technomancers have the ability to improvise Complex Forms that they do not know on the fly, or increase the rating of a complex form they do know. This process is known as *threading*.

To thread a complex form, the technomancer makes a Resonance + Software Test. Each hit scored on the test counts as one rating point for the Complex Form. If the complex form is created from scratch, the net hits equal the rating. If the threading is improving a complex form's rating, the hits add to the rating. The technomancer can choose not to use all of the hits he scores. No threaded complex form can have a rating of more than twice the technomancer's Resonance.

Threaded complex forms must be sustained (similar to how magicians sustain spells). Sustaining requires effort on the technomancer's part and so he suffers a -2 dice pool modifier to all tests for each sustained complex form.

Threading is an exhausting process, and causes Fading (see p. 237).

SPRITES

Technomancers also have the ability to create semi-autonomous entities out of the fabric of the Matrix—digital creatures that answer to the technomancer's beck and call. These *sprites* are viewed as pets or unusual virtual friends by some technomancers, while others view them as spirits of the machine. Hackers and other Matrix specialists are at a loss to explain the true nature of these constructs; to most analyses they seem to be unusual and complex programs that form out of nothing. Sprite icons range from the cute and animated to bizarre and esoteric designs.

In game terms, sprites are very similar to agents (p. 227). Each sprite has a rating that is equivalent to the Pilot rating on an agent. For more details on the five types of sprites technomancers may compile, see p. 236.

Compiling Sprites

To create a sprite, the technomancer first chooses the type of sprite (see *Types of Sprites*, p. 236) and the rating he wants for the sprite. He then expends a Complex Action. Compiling the sprite is an Opposed Test, pitting the technomancer's Resonance + Compiling against the sprite's rating. Each net hit scored by the technomancer allows him to demand one task from the sprite.

A technomancer can only have one unregistered sprite in his service at a time; if he wants more, he needs to script a sprite for longer service (see *Registering Sprites*, p. 235).

Compiling sprites is a draining task; technomancers suffer the effects of fading (p. 237) each time they compile one.