THE LIVING PERSONA

Technomancers have their own version of the persona, known as the living persona—essentially it is an organic commlink with sim module in the technomancer's head. This living persona has attributes just like a regular persona, each based on the otaku's personal attributes and Resonance.

The Living Persona Table defines the ratings for a technomancer's living persona. Note that none of the Living Persona attributes can exceed the technomancer's Resonance.

Note that when technomancers immerse themselves in full-VR, they are always considered to be running with hot sim (see p. 229). The speed bonus for hot sim is already calculated into their Response and Initiative, but keep in mind that they also receive +2 to all full-VR Matrix tests as well.

Technomancers have no form of organic storage memory whatsoever, so if they want to download a file, they need to mentally transfer it to a physical storage device.

LIVING PERSONA TABLE

Persona Attributes	Value
Firewall	Willpower
Response	Intuition (+1 in full VR)
Signal	Resonance ÷ 2, round up
System	Logic

Other Ratings	Value
Biofeedback Filter	Charisma
VR Matrix Initiative	(Intuition x 2) + 1
VR Matrix Initiative Passes	3

Technomancers and Condition Monitors

Since a technomancer's Living Persona is generated by his brain, technomancers do not have a separate Matrix Condition Monitor—they use their own Stun and Physical Condition Monitors. This means that any damage a technomancer takes in the real world will impede his Matrix abilities, and vice versa. Matrix damage is automatically treated as Stun damage. If a technomancer is knocked unconscious, his Living Persona automatically crashes.

TECHNOMANCER SKILLS

Aside from the Resonance skills that technomancers use to handle sprites (see p. 119), technomancers use the same skills common to hackers—Computer, Cybercombat, Data Search, Electronic Warfare, Hacking, Hardware, and Software. The way technomancers use these skills, however, is vastly different from the way non-technomancers use them. Technomancers, after all, exercise these skills through mental gymnastics and an intuitive feel for the functioning of the machine world—they don't learn to use electronics so much as they learn to make devices do what they want.

This means that the technomancer versions of these skills are fundamentally different from the standard versions. In game terms, technomancers may never teach these skills to non-technomancers, nor are the technomancer skill versions available as skillsofts. Technomancers may learn the normal versions of these skills separately (or use normal skillsofts), but they inevitably find the normal way of doing things to be hopelessly clumsy and backward.

Matrix Perception

Due to their resonance with the ebb and flow of data in the Matrix, technomancers receive a +2 dice pool bonus on all Matrix Perception Tests.

COMPLEX FORMS

Technomancers don't use programs the way hackers do (though nothing prevents them from picking up a commlink and going to town if they want that "retro" experience—but few do). Instead, they learn how to manipulate the digital nature of the Matrix with *Complex Forms,* mental algorithms they create to overcome given obstacles.

Technomancers must "learn" how to use their Complex Forms, through meditation, introspection, and practice. During character creation, technomancers pay Build Points to start with Complex Forms already learned. Afterward, technomancers learn additional complex forms by paying Karma (see p. 263).

For simplicity, Complex Forms are identified by the programs their functions mimic. For each program available (see p. 225), there is an equivalent Complex Form. Note that some programs have different effects when used as a Complex Form, as noted in their individual descriptions. Also, agents or any programs with a Pilot attribute may not be used as a Complex Form (that's what sprites are for, see below). Note that non-technomancers cannot use complex forms.

Complex Form Ratings

Complex Forms have ratings just as programs do, chosen during character creation or bought/improved with Karma during gameplay. A complex form's rating may not exceed the technomancer's Resonance.

A technomancer's complex forms can be used without limitation; running too many at once does not affect Response.

Note that all technomancers have an inherent Biofeedback Filter complex form as part of their living persona, equal to their Charisma (they may not learn that form separately).

Learning Complex Forms

Technomancers must learn complex forms from either another technomancer or a sprite. The cost to learn from a technomancer is usually his Instruction skill x 1,000¥, though deals can be made to trade for favors or other goods. To learn from a sprite, the sprite must be registered, and teaching costs one Aid Study task (see p. 235).

The technomancer must expend 2 Karma point and succeed in an Intuition + Resonance (5, 1 day) Extended Test. Instructors can make an Instruction Test (p. 123) to add extra dice to the learning test. If successful, the technomancer learns the complex form at rating 1. The test to improve an existing