as her Magic is 3). She also binds her Force 2 sustaining focus for 2 BP, leaving her with 8 BP.

TECHNOMANCER RESOURCES

Technomancers rely on their living persona, complex forms (p. 233) and sprites (p. 234) to manipulate the Matrix. The living persona represents the technomancer's attributes when dealing with the digital world, and is derived from his other attributes (see *The Living Persona,* p. 233). Complex forms and sprites both have an associated Build Point cost.

Complex Forms

Technomancers may only affect the electronic world with complex forms they have learned. These forms can be bought during character creation at a cost of 1 BP per rating point. A Rating 4 Armor complex form, for example, would cost 4 BPs. The maximum number of complex forms your character can learn during character creation, regardless of rating, is equal to your character's Logic x 2.

Sprites

Technomancers have the ability to compile and register entities called sprites in the Matrix during gameplay. A technomancer can also choose to begin gameplay with registered sprites. Registered sprites cost a number of BP equal to the number of tasks owed. The number of tasks it owes may not be greater than the technomancer's Compiling skill. The registered sprite's rating equals the technomancer's Resonance. The maximum number of sprites a technomancer may have registered into service is equal to his Charisma attribute.

CONTACTS

Contacts are your acquaintances, buddies, and assorted street informants (for full details, see *Contacts,* p. 278). These are the people your character turns to when he needs to track down information, acquire black market goods, put the word out, or otherwise seek out a favor.

Each contact has both a Connection rating (from 1 to 6) that indicates exactly how influential and useful that contact can be and a Loyalty rating (also 1 to 6) that infers how much of a sacrifice the contact will make on the character's behalf. The contact's BP cost is equal to his or her Connection rating + Loyalty rating. Connection and Loyalty are described in detail on p. 278.

You should be careful to purchase at least two contacts during character creation—more if your character is a social networking type and/or is likely to have or need them. You don't want to be caught on the cold streets of the sprawl without any friends.

Michelle and Brian are almost finished. All that's left now is determining contacts.

Michelle only has 8 BP left, and she decides to go with a single contact. She chooses a talismonger with Connection 3 and Loyalty 5. Michelle decides that her magician is new to town, and the talismonger is an old friend who is her only contact in the city.

Brian has 13 points remaining. He decides to go for one well-connected contact: a Mafia underboss with Connection 6 and Loyalty 1. Brian decides that his character has a family connection to the mobster through marriage—enough to get his ear, but not enough to make him part of the family. Brian buys two more contacts with his remaining points: a fixer (Connection 2, Loyalty 1) and a Lone Star beat cop (Connection 2, Loyalty 1).

FINISHING TOUCHES

The following are the few final steps that will help you make sure your character is finished. Use these as a final checklist before you begin play.

FINAL STATISTICS

If you gave your character cyberware, bioware, or purchased adept powers, the character's attributes may have changed. If so, write down your augmented attribute ratings in parentheses to reflect the bonuses. Write affected attributes in this fashion: Body 4 (6). The first number is the character's natural Body rating; the second, the augmented rating. In most situations, your character will use the augmented rating unless otherwise noted.

Separate Initiatives exist for magicians in astral space, as well as hackers and technomancers in full-sim virtual reality in the Matrix. Rules for astral Initiative appear on p. 184, and those for Matrix Initiative on p. 230.

CONDITION MONITOR BOXES

Body or Willpower	Condition Monitor
1–2	9 boxes
3–4	10 boxes
5–6	11 boxes
7–8	12 boxes
9–10	13 boxes
11–12	14 boxes
13–14	15 boxes

STARTING MONEY TABLE

Lifestyle	Dice Rolled	Money Multiplier
Street	1D6	x 10¥
Squatter	2D6	x 20¥
Low	3D6	x 50¥
Middle	4D6	x 100¥
High	4D6	x 500¥
Luxury	4D6	x 1,000¥

Condition Monitors

The player also needs to indicate how many boxes the character has on the Physical and Stun Tracks of his Condition Monitor: 8 + (Willpower ÷ 2, round up) for Stun, and 8 + (Body ÷ 2, round up) for Physical. Use the character's augmented attributes rather than the natural ratings (yes, this means that if a character receives a temporary Body or Willpower attribute boost that character will temporarily have additional boxes on the Condition Monitor). For each of the character's cyberlimbs another box is added to the Physical Condition Monitor.

All remaining boxes on those tracks should be blackened out.

STARTING NUYEN

Nuyen used to purchase gear under Resources doesn't carry over