

SR6 - Build a Technomancer - Character Creation Worksheet Instructions

Step 1 – Define your **Role** and **History** (P. 58-63 CRB)

Use the space under Step 1 to decide what role your character will fill on the team, some details of your characters past, and what your character's attitude is toward some of the Sixth World's more common moral issues.

Step 2.1 – Select your **Priorities** (P. 64 CRB)

Using the spaces under Step 2, on the Character Worksheet, fill in your choices for the following Priorities.

- **Magic / Resonance** – You must have Resonance and can pick anything but E but remember this choice sets the number of complex forms you start with and you may not spend Karma to buy additional complex forms during character creation
- **Metatype** – This choice also sets the Special Attribute Points (Edge / Racial Attribute Points / extra Resonance).
- Pick your 3 remaining priority choices for **Attributes** _____, **Skills** _____, and **Resources** _____.

You can't use the same choice twice and for the same reason you can't use E or the choice you used for your Metatype.

Not going to kid you, Technomancers can be hard to make, and even harder to make useful outside of the Matrix. You need to pick a Resonance choice higher than E, and this sets the number of complex forms you start with. You need high mental Attributes for the living persona and high ranks in both Matrix and Resonance skills to be effective. Resources tend to take the lowest priority as most Technomancers will avoid expensive gear like a cyberdeck and cyberware.

Step 2.2 – Calculate your **Attributes** (P. 63-64 CRB)

Using the spaces under Step 2, on the Character Worksheet, calculate your Attributes. (don't spend any Karma here yet)

- Note your available Attribute points from your Priority choice.
- Divide up the points allotted from your Attribute Priority choice and write them in the first open spot.
- If your character is a metahuman you can add any available Racial Attribute Points to the marked attributes.
- Only ONE Attribute can be at the Attributes natural limit at character creation (for example 5 Charisma for a Troll, or 7 Agility for an Elf). The maximum final value for your other seven attributes can be no higher than 1 point lower than its Natural Limit (for example 5 for Humans), You must spend all of your Attribute points now.

Logic, Intuition, Willpower and Charisma are all used to create the living persona, and they all need to be high. Logic and Intuition is also the base for most Matrix tests. Physical attributes are of secondary importance for Technomancers.

Step 2.3 – Pick your Active Skills (P. 65 & 92-97 CRB)

Using the space under Step 2, purchase your Active Skills. (don't spend any Karma here yet)

- Record the number of skill points from your Priority choice.
- Spend these skill points by placing between 1 and 5 points in your chosen skills, 1 skill may be chosen at Rank 6 (or 7 with the Aptitude quality). You may put points in as many skills as you want and you must spend all of your points.
- Skill points can be used for specialization (+2 rating when used for that specialty) at a cost of 1 Skill Point per specialty.

A skill can only be given 1 specialization; expertise and second specializations are not available at Character Creation.

Technomancers need Tasking to create Sprites and keep them around, Cracking and Electronics are also important since Sprites can't do everything for you. Make sure to take advantage of Skill Specialization for an extra 2 dice. You should also pick up a rank or two of Firearms, Perception, Stealth, and maybe Influence so you're not useless out of the Matrix.

Step 2.4 – Pick your Language and Knowledge Skills (P. 67 & 97-99 CRB)

Using the space under Step 2, purchase your Knowledge Skills and Languages. (don't spend any Karma here yet)

Characters get a number of free points equal to Logic to spend on knowledge skills and languages.

- Pick a native language, you get this for free at N (native) proficiency and language skill tests do not apply to it.
- Decide on what knowledge skills and other languages you want your character to have, See P. 97-99 of the CRB or the list labeled "Knowledge Skill Examples / Language Examples" for some ideas.
- Knowledge skills do not have ranks or specializations, these cost 1 free Logic point each.
- Languages start with base proficiency at a cost of 1 free Logic point each. Base language proficiency may be increased to specialist for 1 Logic point and expert for a second Logic point. Languages may never be increased to native proficiency

Some Knowledge Skill suggestions for a Technomancer could be things like; Data Havens, Paydata Value, Virtual Nightclubs, Jackpointers, Virtuakinetic Biology, Matrix Art, Matrix Security Protocols.

Step 2.5 – Pick your Adept Powers / Spells / Rituals / Formula / Complex Forms

Complex Forms are one of the primary abilities that distinguish Technomancers from Deckers.

Pick the Complex Forms that give you an edge over tech based hackers. Good choices are Diffusion (Firewall), Infusion (Sleaze or Attack), Static Veil, Puppeteer, Resonance Spike, Resonance Veil and Emulate for duplicating matrix programs.

Step 3 – Select your Positive and Negative Qualities (P. 66 & 70-79 CRB)

Using the spaces under Step 3 on the Character Worksheet, note any Qualities taken, calculate your Total Net Karma.

- Descriptions of qualities are in the CRB, pages 70-79.
- Note any free racial qualities that your character may have from the metatype priority choice.
- You may choose up to 6 qualities, divided between positive and negative qualities. (The free racial qualities do not count towards this total.) Add the Karma from the positive qualities together, do the same for the negative qualities.
- Subtract the Karma deficit of the positive quality total from the Karma surplus of the negative quality total. The sum of these two totals is the Total Net Karma that gets carried over to Step 4. This number may not be higher than +20 Karma or lower than -50 Karma. (You add 50 Karma in step 4, so a negative number is not a problem at this point.)

Analytical Mind, Aptitude (Cracking or Tasking), Focused Concentration, Hardening and High Pain Tolerance are good choices for a Technomancer. Addictions, Allergies, Dependents, Distinctive Style and SINS are typical Negative Qualities.

Step 4 – Spend your Customization Karma (P. 66 & 68-69 CRB)

Add 50 Karma to your Total Net Karma from step 3, this is the amount of Karma you have for Character Customization.

- You may spend this Customization Karma to increase attributes, skills, or language proficiency. You may buy new active skills, knowledge skills, languages, or add specialties. Technomancers may spend Karma to Submerge to Grade 1 and continue to Grade 2. They may also convert any amount of Karma into Nuyen for additional Resources.
- Up to 5 unspent Karma will carry over to the Current Karma number on your character sheet, any amount over 5 is lost.
- You may NOT use Customization Karma to have more than 1 attribute or skill at the maximum, or for skill expertise.
- Customization Karma may not be used for learning additional complex forms.
- Record your choices on the “Karma Spent” spaces in Steps 2.1 - 2.4 of the Character Worksheet.
- Use the advancement Karma costs below. (Also on page 68 of the CRB.)
 - Increase Attributes = 5 Karma x New Rank
 - Increase Active Skills = 5 Karma x New Rank
 - New Skill Specializations = 5 Karma
 - New Knowledge / Language Skills = 3 Karma
 - Submersion to Grade 1 = 11 Karma (or continue to Grade 2 for an additional 12 Karma – 23 total)
 - Convert to Nuyen (spent in step 5) = 2,000 Nuyen per 1 Karma (no limit on points of Karma converted)

Step 5 – Buy your Gear (p. 66 CRB - gear prices and descriptions are on 247-302 CRB)

Using the space under Step 5 on the Character Worksheet (or if you need the space, a Gear Tracker record sheet) list all the items purchased with your Resources. See the SR6 Packs for examples of what gear to buy.

- You must spend all of your resources during character creation except for up to 5,000 moved to starting nuyen.
- All characters must buy a lifestyle, even if it's just living for free on the street. Other basic items are a commlink, body armor, a ranged weapon with ammo, a melee weapon, a good fake SIN with licenses, and some type of vehicle.
- If you run short you can always go back to Step 4, make some changes there and convert additional Karma into nuyen at a rate of 1 Karma = 2,000 nuyen. Just make sure you keep track of what your changes are.

Technomancers typically will not have (or need) a lot of resources. Without cyberware or a lot of expensive tech the most expensive items to buy are a fake SIN with licenses, lifestyle and a vehicle if you have anything extra.

Keep in mind that if you do decide to buy some 'ware each fractional point of Essence lost will drop your Resonance by a full point (.01 to 1.00 Essence lost = 1 point of Resonance lost). Each step in character creation also happens in order so any Resonance lost here in Step 5 will not be replaced with SAPs or Karma, as you have already used these earlier in the Character Creation process

Step 6.1 – Buy Contacts (p. 66, 50 & 211-215)

Using the space under Step 6 on the Character Worksheet, list your character contacts bought with Connection / Loyalty points. Characters get a number of free points equal to 6 x Charisma.

- Contacts are who your character knows and can be anything you can imagine. See the Contact Example list for ideals.
- They have 2 ratings describing how useful they are, Connection (Rating 1-12) and Loyalty (Rating 1-12). The Starting Connection and Loyalty ratings must be at least 1 but can't be higher than 6 - or the characters Charisma if it's below 6.

Technomancer Example Contacts are Club Owner, Paydata Fence, Jackpointer, Mr. Johnson, University Professor.

Step 6.2 – Final Calculations

Using the space under Step 6.2 on the Character Worksheet note your Living Persona ASDF numbers (from your mental attributes) then work out the following numbers and record them.

Initiative (Physical and Matrix)	Attack / Defense ratings (Physical and Matrix)	Condition Monitor Boxes (Physical, Stun)
Attribute only tests	Starting Nuyen (leftover Resources)	Unspent Karma