

## <h1>Technomancer

Technomancers such as myself are in high demand these days. Just about everyone has a computer to hack, a network to infiltrate, or a drone to control. I'm the first person you should call when you're putting together a team of street runners, because my talents are versatile and irreplaceable.

My talents don't come cheap, but you get what you pay for—who else can ghost into a network, unlock all a building's secure doors, hijack their security systems, <i>and</i> make off with their robot guards without so much as setting foot into a building? Nobody, that's who. The time and effort you save by hiring me will more than make up for my share of the loot.

Some people say technomancers make terrible companions, but we're not all taciturn. Sure, we'll probably spend more time monitoring the 'Net or talking to drones than holding a conversation with the rest of the group, but look at it this way—you probably won't have to worry about making small talk just to keep us occupied or on task. Give me a task, wait for a result. Input, output. No wasted time or energy.

Speaking of energy, I wouldn't be a technomancer without the <i>electrokinesis</i> power. I manipulate electricity with my mind and control everything from computers to robots with a simple thought. Best of all, I'm still good in a firefight. Remember that old movie where the emperor fries some guy with lightning bolts from his fingertips? I can do that, too. Now, don't you think I'm worth twice my share?

### <h3>Skills

Technomancers are masters of electronics, which means they typically are very good with computers as well. Although it's possible to rely solely on *cyberpsi* to manipulate drones and technology, your group will probably expect you to be the braniac and computer hacker. It's probably a good idea not to disappoint them by failing to keep up on the latest computer security trends.

Because you probably aren't spending a lot of time exercising, you'll probably want to pick up some skills to avoid getting killed while on a job, too.

<b>Covert</b> It's a good idea to avoid being seen while you're waiting for your drones to do their dirty work—both during and away from combat. <b>Detect / Deactivate Traps</b> and <b>Demolitions</b> are great Specializations to add to your repertoire and will help you be a successful member of any team. <b>Craft</b> with a Specialization in <b>drones</b> or <b>repair</b> helps you create and repair your expensive toys. Treat this like the Medical skill, but for vehicles and robots.

<b>Knowledge</b> is a great skill for showing off your keen intellect. The time you save on searching the 'Net for answers to routine questions is time you could be spending tinkering with your tech.

<b>Manipulation</b> is helpful when trying to avoid getting shot. It's also a great way to deceive Artificial Intelligence and other software while you're spending time as a ghost. <b>Forgery</b> falls under this skill group as well, and it couldn't hurt to know a thing or two about falsifying documents and computer records.

<b>Rank</b> helps you gain access to all the best drones. Although you have to sacrifice a piece of your soul to The Man, there are perks for holding a high Rank within an organization or government. Drones, like weapons, require owners to possess a certain Rank to purchase and operate legally.

<b>Reputation</b> is an alternative to Rank. Having a high Reputation allows you to find drones whose Rank requirement is higher than Great (+2). It doesn't convey any special license to <i>use</i> said drones, but that's just a technicality.

<b>Technology</b> with a Specialization in <b>Computer Security</b> is the most likely tool in any technomancer's arsenal. You can probably get by without it, but you probably won't score many jobs once people find out your ability to talk to machines is limited to being a ghost in the 'Net or a psi-

jacker. There are uses for mundane hacking methods too, and unless you can do it all then you're probably only seen as second-rate.

**Urban** is another substitute for Rank when it comes time to acquire illegal goods, such as drones and weapons. It's all about who you know, so get out there and meet some fixers.

**Vehicles** is a skill often overlooked by technomancers, so if you have it you'll probably be in high demand. Imagine being able to literally talk to the helicopter you're piloting. That'd be pretty useful if it's a stolen chopper and the thing is trying to self-destruct with you in it, don't you think?

Technomancers often double as a team's hacker, psi-jacker, or ghost. Don't let yourself get typecast though; there are a world of skills open to someone with your intellect, so make sure you spread yourself out a bit.

Most of your kind specialize in the use of drones, which are robots with incredible and diverse capabilities. It helps to be able to manipulate, hack, or otherwise interact with these devices. See the book *Psi-punk: Drones* for more information.

### Gifts

As a technomancer, you're defined by your ability to communicate with machines. This makes you one of the most flexible, and some would argue useful, members of any team. Try some of these Gifts to help you specialize your talents.

#### Control Inanimate

Your drones cost you a lot of money. That's why you would be wise to invest in *control inanimate* to help you repair your precious playthings. Repairing a drone with this power works exactly like healing a person with the *control animate* power.

As an added bonus, you can use this power to change the size, shape, and material of your drones—or any inanimate object, for that matter. Having a power like this makes you even more versatile, and will ensure your talents are always in high demand.

#### Cyberpsi

You simply wouldn't be a technomancer without the *cyberpsi* psionic power (see pages 106-107 of the *Psi-punk* core book). There are two flavors to choose from: as a Gift, you gain a +1 bonus on *electrokinesis* checks to manipulate machines; as a Fault, you don't gain that bonus and you may *only* use the power to manipulate machines. Note that you must first possess the *electrokinesis* power to gain access to *cyberpsi*.

#### Machine Empathy

Other technomancers talk to and manipulate machines, but you "get" them. You have an uncanny (and some would say unsettling) ability to feel what a machine is thinking or doing.

When you encounter security programs as a ghost (see page 140 of the *Psi-punk* core book), you automatically know the program's current Threat Level even if you haven't identified the program.

Additionally, you get a +1 bonus to any check made to steal or maintain control of a drone (see *Psi-punk: Drones* for more information) because you're better at talking to them than others.

#### Synaptic Link (Cyberware)

You may pair drones to your Brainwave (see pages 59-60 of the *Psi-punk* core book). This is similar to the Direct Link (from *Psi-punk: Drones*) in that the Gift allows you to issue commands to a drone without using an action.

When a drone is paired to your Brainwave, you have the added benefit of being in total lasting control of that drone—no other person may steal the drone from your control without first hacking your Brainwave. To hack your Brainwave, they must make an *electrokinesis* check opposed by your

Mind check. You gain a +1 bonus to your check if your *cyberpsi* Gift grants you a +1 bonus to talk to machines. Even if they successfully hack your Brainwave, they must still make an attempt to steal the drone as a separate action.

You may pair a number of drones to your Brainwave equal to your Mind trait. For example, if you have a Superb (+3) Mind, you may pair up to 3 drones at a time.

You must already possess a Brainwave for this Gift to be effective.

**Cost:** One Gift or Superb [32] Wealth

### **Faults**

Having tremendous power at your fingertips isn't always a good thing. Sometimes it can be difficult to control forces of nature, and no matter how skilled or innately proficient you are at wielding your *electrokinesis* power, there may be times when it works against you. Consider one of these Faults to add some complexity to your character.

#### **Electric Touch**

You've probably never had much of a love life. That's because you can't seem to turn off your *electrokinesis* power, and everything you touch gets a minor shock. Whenever you touch someone, or something, without special gloves (which cost Good [8] Wealth), you deliver one Scratched physical wound to that person or object for each round you remain in contact with it.

**Note:** Although this technically would work to subdue an enemy, most won't let you simply grab hold of them and shock them into unconsciousness—you would still need to make attacks against them to deal damage.

#### **Ghost Static**

For some reason, your electromagnetic field is off the charts and you can't seem to control it. Even though you're skilled in the art of *electrokinesis*, you can't manage your ability to ghost. You are completely unable to ghost (see page 136 of the *Psi-punk* core book). You may still control drones, computers, and other technology using *cyberpsi*, but you can't enter a system and get to its core the way other elite hackers can.

### **Gear**

Technomancers typically spend most of their Wealth on drones, which they command better than anyone else on the team. Even with a cadre of robots at your disposal, you'll still need some way to protect yourself in case you find yourself in the middle of a close-quarters gunfight. It also helps to have a few tools or implants to supplement your abilities.

One of the most common techniques for technomancers is to use a Third Hand (see *Psi-punk: Drones*) to carry your gun for you. You can just set it and forget it: command it to attack your enemies, then spend your brain power on more useful actions such as hacking enemy drones or frying someone's cyber arms with your mind.

If you're like most technomancers, you've probably neglected your Body and could use some armor to keep you safe. It might seem silly to spend a fortune on body armor when you could spend that money on a Pocket Protector or Lobo G-series drone, but there's something to be said about keeping yourself safe when your other defenses fail you.

There are several cyberware options you may want to consider. The Direct Link (see *Psi-punk: Drones*) or the Synaptic Link (see above) are both good options which will help you control additional drones. You could also invest in a set of cyber eyes with a Heads-Up Display (see page 60 of the *Psi-punk* core book) and link your HUD into your drones' cameras for real-time remote viewing feedback.

#### *Super Charger*

Most electronics are powered by portable, self-charging batteries. Sometimes, these batteries don't charge fast enough—and that's where the Super Charger comes in.

Instead of waiting for a battery to recharge itself, you can channel *electrokinesis* to super charge your equipment and reduce the time it takes. Recharging a battery with the super charger add-on takes just one round (about six seconds) per charge, instead of the typical one hour per charge. You can expend additional energy to recharge the unit even faster, at the cost of one Scratched mental wound per charge.

For example, you have a suit of Powered Body Armor (see page 54 of the *Psi-punk* core book). It has five charges, and you've spent every one of them. You could wait five hours for it to fully recharge, or you can spend five rounds channeling *electrokinesis* into an attached super charger. If you're really in a hurry, you can spend one round and four Scratched mental wounds to fully recharge the armor. The first charge was "free," while the next four each cost you a Scratch.

Attaching a super charger to a battery takes one minute.

**Cost:** Good [8]