

What You Need to Know

Attributes

Resonance

Willpower

Skills

Compiling

Options

Sprite Type

Desired Rating

Wound Modifier

Variables

Your Hits

Sprite's Hits

Fading Damage Value



What You Need to Do

1. Choose a type of sprite to compile and the Rating you want it to have.

2. Add your Resonance Attribute to your pool.

3. Add your Compiling Skill to your pool.

4. Subtract any Wound Modifier from your pool.

5. Roll your pool dice, add up the hits. If you glitch, tell the gamemaster.

6. The gamemaster rolls the sprite's Rating and adds up the hits.

7. Subtract the sprite's hits from your hits. If you have zero or fewer hits, no sprite appears. If you have hits left over, each hit counts as a task the sprite owes you.

8. Multiply the sprite's hits by two. This is the Fading Damage Value, minimum 2.

9. Start a new pool, add your Willpower to it.

10. Add your Resonance to the new pool.

11. Roll your pool dice. Subtract one from the Fading Damage Value for each hit.

12. If you did not reduce the Fading Damage Value to zero, apply the damage to your Condition Monitor: Physical if the Rating was greater than your Resonance, Stun otherwise.

