

# Resonant Codex

## Introduction

Resonants are the product of human physiology that has been exposed to the new elements and environments of the Martian invaders. Since the first war humanity has been displaying the ability to harness the powers of their minds and certain individuals have become attuned to the resonant frequencies that allow them to use and utilise implant technology to generate effects and abilities with the powers of their mind.

Because of their complex nature, there is a lot to understand about Resonants and their abilities in game. This appendix outlines each ability and their mechanical effects.

## Power

Every Resonant holds a certain amount of Power, based on their Power level. A resonant uses Power to charge implanted weapons and instruments at will. They can also use their Power to charge other items for short periods of time. Power regenerates slowly over time and you are limited as to the amount of power you can control.

A single point of Power may be used to charge an item for a certain amount of time, depending on the complexity of the technology being charged, as detailed in the table below. Recharging non-implanted items take 15 seconds of roleplay, during which time you cannot be interrupted, or the recharge fails and the point of Power is lost.

Technology Type	Duration
<b>Basic</b>	60 minutes
<b>Complex</b>	30 minutes

**NOTE:** If you do not spend points in Power, you are considered to be a Latent Resonant. Latent Resonants only ever have 1 point of power which recharges at the end of the day. Taking any levels in power overrules this effect.

## Implants

Resonants have the ability to have implants grafted onto their body. The advantage of this is that, unlike other classes, they are not limited by the technology they can use. However, the body can only physically take a small number of implants, each of which, must be successfully surgically attached. This is why Resonants are inherently weaker physically than most, due to the sheer amount of stress their bodies are under. A Resonant may only have one implant per arm, one on the head and up to two on the torso.

Any implant bought at Character Generation is considered to be already implanted unless the player decides otherwise. The device is charged with the inherent power that exists within the resonant and as such does not need a battery cannot be charged by the Aetheric Compiler.

Implants can be designed to have any powers or effects that a normal device could have within the restrictions of that form of technology. Firearms may also be implanted but can only be mounted on arm locations and are, as with any implant attached to the player, unable to be removed without surgery. Please bear this in mind when designing such an implant. All firearm implants must be submitted for checking with all other projectile weapons.

## Willpower

Due to their innate attunement with the Aether, Resonants have the ability to resist certain Aetheric effects. Based on their level of willpower, Resonants have the ability to resist a number of Mind affecting abilities, as detailed in the "Mind Effects" section of the Core Rulebook.

In these instances, a Resonant may call "Resist" to the effect and continue as normal. The Resonant must rest for 30 minutes (no combat, use of abilities or performing strenuous activities) before they regain all their resists.

## Updates

20 December 2016

Page 1

Information Updated – Charging time for non-implants has been reduced from 5 minutes to 15 seconds

