

Technomancer's Sprites

Courier Sprite					
Pilot	Reponse	Firewall	Init	IP	Edge / Res
R	R + 1	R + 1	R x 3	3	R
Skills : Computer, data search, Hacking					
CFs : Analyze, Edit, Encrypt, Stealth, Track					
Powers : Cookie, Hash					
Opt CFs : Browse, Command, Decrypt, Exploit, Scan					

Code Sprite					
Pilot	Reponse	Firewall	Init	IP	Edge / Res
R	R	R + 2	R x 2	3	R
Skills : Computer, Data Search, Electronic Warfare					
CFs : Browse, Decrypt, Edit, Encrypt					
Powers : Info Sortilege, Probability Distribution					
Opt CFs : Analyze, Corrupt, Data Bomb, Scan					

Crack Sprite					
Pilot	Reponse	Firewall	Init	IP	Edge / Res
R	R+1	R	R x 3	3	R
Skills : Computer, Electronic Warfare, Hacking					
CFs : Analyze, Exploit, Stealth					
Powers : Suppression					
Opt CFs : Decrypt, Defuse, Edit, Spoof, Scan					

Paladin Sprite					
Pilot	Reponse	Firewall	Init	IP	Edge / Res
R	R + 2	R + 2	R x 1	3	R
Skills : Computer, Cybercombat, Hacking					
CFs : Analyze, Disarm, Medic, Shield					
Powers : Castling, Hardening					
Opt CFs : Analyze, Attack, Blackout, Expert Defense (R/2, max 3)					

Data Sprite					
Pilot	Reponse	Firewall	Init	IP	Edge / Res
R	R+1	R - 2	R x 2	3	R
Skills : Computer, Data Search, Electronic Warfare					
CFs : Analyze, Browse, Edit, Decrypt					
Powers : Steganography, Watermark					
Opt CFs : Decrypt, Encrypt, Sniffer, Stealth, any linguasoft					

Sleuth Sprite					
Pilot	Reponse	Firewall	Init	IP	Edge / Res
R	R - 1	R + 2	R x 3	3	R
Skills : Computer, Data Search, Electronic Warfare, Hacking					
CFs : Analyze, Browse, Sniffer, Spoof, Stealth, Track					
Powers : Cookies, Traceroute					
Opt CFs : Command, Decrypt, Exploit, Scan					

Fault Sprite					
Pilot	Reponse	Firewall	Init	IP	Edge / Res
R	R + 2	R + 1	R x 3	3	R
Skills : Computer, Cybercombat, Hacking					
CFs : Analyze, Armor, Attack, Stealth					
Powers : Electron Storm					
Opt CFs : Black Hammer, Blackout, Exploit, Medic					

Tank Sprite					
Pilot	Reponse	Firewall	Init	IP	Edge / Res
R	R + 1	R + 1	R x 2	3	R
Skills : Cybercombat					
CFs : Attack (AP -2), Attack (Rust), Blackout, Nuke					
Powers : Assault					
Opt CFs : Armor, Black Hammer, Cascading (R/2, max 3), Medic, Shield					

Machine Sprite					
Pilot	Reponse	Firewall	Init	IP	Edge / Res
R	R	R - 2	R x 3	3	R
Skills : Computer, Electronic Warfare, Hardware					
CFs : Analyze, Command					
Powers : Diagnostic ; Gremlins, Stability					
Opt CFs : Decrypt, Medic, any Autosoft					

Tutor Sprite					
Pilot	Reponse	Firewall	Init	IP	Edge / Res
R	R + 1	R	R x 2	3	R
Skills : Computer, Hardware, Instruction, Software					
CFs : Analyze, Browse, Skillsoft (Technical, Vehicle or Knowledge)					
Powers : Proficiency, Stability					
Opt CFs : Command, Edit, Skillsoft (same limitations)					

Sprite Powers

Cookie (SR4A)

tag a target icon with a hidden piece of code that can be used to track the icon's Matrix activities.

Opposed Test : sprite's rating x 2 vs Firewall + Stealth. On success, the cookie code is embedded in the icon and will log every place the icon goes and everything the icon does. Use the net hits to benchmark the depth of the data the cookie accumulates (1 hit providing a bare outline, 4 or more a detailed report).

The cookie will end at a period pre-determined by the sprite when it is placed, immediately transferring the accumulated data to the sprite (who may then turn it over to the technomancer).

Cookies may be detected with a Matrix Perception (4) Test and removed with a Computer + Edit (2)

Diagnostics

Allows the sprite to evaluate the inner workings of an electronic device. The sprite must be present in the node of the device in question. The sprite can then assist someone using or repairing the device with a Teamwork Test with the sprite rating x 2 test; each hit adds 1 die to the character's test to use or repair the item.

The maximum dice bonus the character can receive from the teamwork test is equal to that character's skill.

Electron Storm

Engulf a target icon in a sustained barrage of corrupting signals. When the sprite successfully hits the target in cybercombat, it swallows the target in a hail of digital pulses.

With the first attack and on each of the sprite's action phases it inflicts (rating) DV Matrix damage with an AP of -2, resisted as normal. While engulfed, the target suffers a -2 dice pool modifier on all Matrix actions.

The target may break free of the electron storm by taking a Complex Action and beating the sprite in an Opposed Response x 2 Test.

Gremlins

Causes a device to mysteriously malfunction, or operate in some (detrimental) manner outside of its usual parameters. The sprite must be in the device's node, or in another node to which the device is subscribed. Make an Opposed Test between the sprite's rating x 2 and the device's System + Firewall. If the sprite succeeds, the device suffers a glitch (p. 62). The gamemaster chooses a malfunction appropriate to the device and situation, such as a jammed control, a looped signal, or a faulty reading. If the sprite scores 4 net hits, treat it as a critical glitch → the device crashes, burns out, or jolts its user with an electrical shock. If used against a drone or vehicle, this power can force the driver to make a Crash Test. The sprite's rating serves as a negative dice

pool modifier to the test.

Hash

The Hash power allows the sprite to temporarily encrypt a file with a unique Resonance algorithm, in such a way that only the sprite can decrypt it. The sprite must remain with the hashed file; if it leaves, the file reverts to normal. If the sprite is destroyed, the hashed file is permanently corrupted and becomes worthless.

Steganography

The sprite can conceal a file (or piece of data) within another file in such a way as to make it invisible to searches and data mining. Data obfuscated this way is often hidden inside a file of seemingly irrelevant information. Concealed files cannot be found by a standard data search. The only way to find the hidden file is with a Matrix Perception (4) Test; even the sprite must make this test in order to find and extract the file.

Stability

A sprite can use this power on the node it is in, or on any particular device, program, or icon. Stability prevents normal malfunctions or accidents from afflicting the target (including both standard glitches and those induced by the Gremlins or Accident powers). Stability also reduces a critical glitch to a standard glitch.

Suppression

The sprite has an innate ability to confuse firewalls that detect the sprite engaging in illegitimate activity. Any time the sprite triggers an alert (p. 238), the alert is delayed for (rating ÷ 2, round up) Combat Turns.

Watermark

The sprite can "tag" an icon or node with an invisible marking that only Resonance-driven entities can see, just like a Matrix signature. This allows the sprite to secretly leave messages within the Matrix or otherwise mark Matrix objects. A sprite can "overwrite" a watermark with a new one.

Assault

When using the Assault power, a sprite can attack a persona or icon with two attacks as if using two weapons in real ranged combat (Attacker Uses Second Firearm, p. 142, SR4). Instead of splitting the dice pool in half, however, only the sprite's Pilot rating is halved, adding each Attack complex form separately to one half or the other (it must have two Attack complex forms). Assault is a single attack and can only be executed against an icon once for the duration of a combat.

Sprite Powers

Castling

Named after the chess move, a sprite using this power with a Complex Action can redirect damage targeted at the technomancer to itself by temporarily mimicking the technomancer's access ID.

Hardening

A sprite with this power can temporarily empower its Armor complex form to become like Hardened Armor (p. 288, SR4), allowing the sprite to soak damage from most sources as long as it continues to use the power. Using Hardening counts as a Complex Action, similar to going on Full Defense.

Info Sortilege

Like the echo described on p. 146, except that the sprite uses its rating instead of Resonance.

Probability Distribution

A sprite with this power can change the probability distribution of a Matrix action by raising or lowering the amount of system resources allocated to perform it. To use this power, the sprite rolls a test of its Rating x 2 against half the node's Response (round up) as a threshold. If it succeeds, either increase or decrease the dice pool of the targeted test by a number of dice equal to half the sprite's rating (round up). As this test requires a Complex Action, the sprite must have delayed its action to use this power in order to affect another's test.

Proficiency

Tutor sprites possess skillsofts that grant them an understanding of one or more Technical, Vehicle, or Knowledge skills, chosen upon compiling. While it can teach these skills to any person, like an instructor or interactive tutorsoft, it can also use this skill to assist a person in AR or VR as some kind of virtual assistant, with a proficiency power similar to a medkit's autodoc program or an autosoft for humans. When the sprite guides a user through a complex task (not necessarily only the technomancer) who does not possess the skill in question, the character may perform the skill test without any modifiers, counting half the sprite's rating (round up) as the level of the skill. Since the sprite acts as a kind of smart tutorial and teacher, assisting someone in this manner is usually more time-consuming than the normal test would be, and therefore requires an Extended or Complex Action depending on the situation (gamemaster's call).

Traceroute

The Traceroute power allows a sprite to sniff out the datatrail left by an individual's daily interactions with

the virtual world—credit transactions, phone calls, video surveillance shots, email, driving a car with GridGuide, or even using a passkey to get through a corporate enclave's security gate. In 2070, almost everyone leaves a constant trace of themselves within the Matrix on a daily basis, every time they access their commlinks. Traceroute gives a sprite the ability to home in on the most recent interactions.

To use Traceroute, the sprite "sniffs" some data relating to the target and makes an Extended Test pitting its Rating + Track against a variable threshold as determined by the Traceroute Table (p. 157) with a base time of 1 hour. If it succeeds, the sprite can locate the node that the target is currently in, if that person is online, or the most recent physical location from which the target interacted with the Matrix.

Transfer

The sprite grants the use of one of its powers to the subject. The sprite does not lose the use of the power while the subject gains it, and the sprite can grant a power to a number of subjects equal to its rating. No character may gain more than one power from a sprite in this way at a time.