Sprite Tasks

Sprites can be asked to undertake jobs referred to as *tasks*. A task is continuous service the technomancer asks, cajoles, or demands from the sprite. The number of tasks owed by the sprite depends on the number of hits gained by the technomancer on his Compiling Test.

Sprites will perform the tasks they owe for up to 8 hours or until they complete all tasks. After 8 hours, sprites de-rez and fade away to static, no matter how many tasks they still owe. The only way to keep a sprite around for longer is to task it (see *Registering Sprites*).

Sprites will only take tasks from the technomancer who compiled them, unless another technomancer spoofs an order (see *Spoof Command,* p. 224). Note that sprites are not vulnerable to spoofed orders from hackers—hackers simply can't imprint their orders with Resonance like technomancers can. Like agents, a sprite's datatrail also connects back to the technomancer's datatrail.

Continual use of a specific power, whether on a single target of group, counts as only one task. If the parameters of a task are changed, another task is used. Engaging opponents in cybercombat only counts as one task, regardless of the number of foes involved.

Sprites must remain with the technomancer. If the technomancer leaves them behind in a node or loses online access, the sprite fades away until the technomancer calls them back. Sprites can be temporarily dismissed at any time and called back at a later point (within that 8-hour period); both requiring a Simple Action. Sprites can only access other nodes if they are accompanying or called by the technomancer, or if they are sent on a *remote task.*

Remote Tasks: Sprites can be instructed to undertake a remote task in another node, sent to operate away from the technomancer. The sprite can only access public nodes or private nodes that it either has the passcodes to or can hack its way into with an Exploit complex form. Remote tasks forfeit any other tasks the sprite owes.

Sprite-Technomancer Link

Technomancers maintain a mental link with their sprites as long as they remain online. This link allows them to communicate through the Matrix and send text, images, files, etc. For this reason, a technomancer will know if a sprite is destroyed, as the mental link will cease to function.

If a technomancer loses his connection to the Matrix, however, he loses contact with his sprites. In this case, the sprites continue to operate. If the technomancer comes back online, he must make a Resonance + Intuition (3) Test to regain the mental link to the sprite.

Registering Sprites

Registering is the method of compelling long-term tasks from a sprite. To register a sprite, the technomancer must enter into an uninterrupted full-VR "meditation" session with the sprite, disconnecting himself from all other peripherals. Registering requires a number of hours equal to the rating of the sprite. At the end of the procedure, the technomancer makes an Opposed Test pitting his Resonance + Registering against the sprite's rating x 2. The technomancer needs 1 net hit to register the sprite, while additional hits add to the number of tasks the sprite owes.

A registered sprite will not fade away after 8 hours, but will remain available to the technomancer until all of its tasks are used. A technomancer may have a number of registered sprites equal to his Charisma. Any attempt to register a sprite beyond this maximum automatically fails.

Registered sprites do not need to remain in the technomancer's presence; they may be placed on standby, fading away into the Matrix, until the technomancer calls them back again (each taking a Simple Action).

Registered sprites may be a drain on the technomancer's mental resources, if the gamemaster chooses, in the same way as bound spirits might affect a magician (see *Bound Spirits,* p. 178).

In addition to the standard tasks for which a sprite can be used, registered sprites can be used for the following:

Remote Tasks: Registered sprites conduct remote tasks just like unregistered sprites, but the sprite does not dissipate after 8 hours and so can continue on for some time. A registered sprite that still owes tasks will go on standby when it finishes its remote task, unless specifically instructed otherwise.

Loaned Tasks: A registered sprite can be ordered to obey the orders of another character (technomancer or not). The technomancer effectively grants one or more of the owed tasks to the other character. Naturally, a non-technomancer cannot use a sprite to learn, thread, or sustain complex forms, but any other task may be demanded from the sprite. Sprites loaned out to others will still obey the technomancer over the other character.

Assist Operation: A registered sprite can add its rating to any single complex form used by the technomancer. This assistance lasts for a maximum number of Combat Turns equal to the sprite's rating; a Rating 3 sprite, for example, can add 3 dice to the technomancer's Armor complex form for a maximum of 3 Combat Turns.

Sustain Complex Form: Any complex form threaded by a technomancer may be sustained by a registered sprite instead, so that the technomancer does not suffer the –2 sustaining modifier. One task is used up for each period equal to the sprite's rating in Combat Turns that it sustains the complex form. A Rating 4 sprite that owes two tasks, for example, can only sustain a threaded complex form for 8 Combat Turns. The technomancer can take over sustaining the complex form as the sprite finishes this task (or at any time). If the sprite is destroyed in cybercombat, the sustained complex form ends.

Aid Study: Registered sprites can provide extra dice to help the technomancer learn new complex forms at the cost of one task. The sprite adds its rating in dice to the Extended Learning Test (see *Learning Complex Forms,* p. 233).

Re-registering

A technomancer can re-register a registered sprite, repeating the procedure in order to obtain additional tasks from the sprite. The process is the same, except that each hit (not just each past the first) adds another owed task, and the sprite cannot go uncontrolled.

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