

UNCONTROLLED SPRITES

Similar to spirits, most sprites resent an attempt by a technomancer to script it and force it into long-term servitude. If during the registering procedure the technomancer is knocked out from Fading or rolls a critical glitch, the sprite goes uncontrolled in the same manner as an uncontrolled spirit (p. 180). An uncontrolled sprite owes no further tasks to the technomancer. Though sprites are not (usually) as vengeful as spirits and will not attempt to kill the technomancer who tried to register them, they do tend to have a mischievous streak and will take the opportunity to wreak whatever havoc they can.

DECOMPILING SPRITES

A technomancer can attempt to decompile a sprite (whether his or not), converting it back to the bits and bytes from which it was formed. Decompiling is an Opposed Test. The technomancer rolls Software + Decompiling versus the targets sprite's rating (+ its compiler's Resonance if registered). If the decompiling technomancer wins, reduce the tasks owed by the sprite (including those it is currently completing) by 1 per net hit. If the sprite's tasks are reduced to 0, it will de-rez on its next action. Any technomancer on hand may attempt to compile it again before it leaves, bringing it back under their control.

Whether he wins or loses, the decompiling technomancer must resist Fading as if he compiled the sprite.

TYPES OF SPRITES

Sprites are sentient Matrix entities that come in several different forms. Each sprite has the powers below as appropriate to its type. A sprite has one optional power for every 3 full rating points, chosen by the technomancer when the sprite is compiled. All skills and complex forms are possessed at a rating equal to the sprite's rating.

Technomancers may compile any of the five types of sprites noted below.

Courier Sprite

These sprites are messengers and trackers, good for securely conveying important data through the Matrix.

Pilot	Response	Firewall	Matrix INIT	IP
R	R + 1	R + 1	R x 3	3

Skills: Computer, Data Search, Hacking

Complex Forms: Analyze, Encrypt, Stealth, Track, Transfer

Powers: Cookie, Hash

Optional CFs: Browse, Command, Decrypt, Exploit, Scan

Crack Sprite

Crack sprites are masters at finding programming flaws and exploits. They are useful as hacking aids.

Pilot	Response	Firewall	Matrix INIT	IP
R	R + 1	R	R x 3	3

Skills: Cybercombat, Electronic Warfare, Hacking

Complex Forms: Analyze, Exploit, Stealth

Powers: Suppression

Optional CFs: Decrypt, Defuse, Edit, Scan, Spoof

Data Sprite

Data sprites excel at finding and manipulating information. They make excellent searchbots and librarians.

Pilot	Response	Firewall	Matrix INIT	IP
R	R	R - 2	R x 2	3

Skills: Computer, Data Search, Decrypt

Complex Forms: Browse, Edit, Transfer

Powers: Steganography, Watermark

Optional CFs: Defuse, Encrypt, Sniffer, Stealth, any linguasoft (see p. 321)

Fault Sprite

Fault sprites are designed to instill code errors and cause programs to fail.

Pilot	Response	Firewall	Matrix INIT	IP
R	R + 2	R + 1	R x 3	3

Skills: Cybercombat, Hacking

Complex Forms: Armor, Attack, Stealth

Powers: Electron Storm

Optional CFs: Black Hammer, Blackout, Exploit, Medic

Machine Sprite

Machine sprites are adept at manipulating devices. Of all sprites, they are the most likely to actually interact with the physical world via a device.

Pilot	Response	Firewall	Matrix INIT	IP
R	R	R + 2	R x 2	3

Skills: Computer, Electronic Warfare, Hardware

Complex Forms: Command

Powers: Diagnostics, Gremlins, Stability

Optional CFs: Decrypt, Edit, Medic, Transfer, any autosoft (p. 239)

SPRITE POWERS

The following powers are available only to sprites, as noted in the individual sprite descriptions.

Cookie

A sprite uses its cookie power to "tag" a target icon with a hidden piece of code that can be used to track the icon's Matrix activities. The sprite must successfully beat the target in an Opposed Test between the sprite's rating x 2 vs. the target's Firewall + Stealth. If the sprite succeeds, the cookie code is embedded in the icon and will log each node the icon accesses, the details of any communications the icon engages in (who with and when, but not the actual contents), any programs the icon launches/interacts with, and so on. Use the net hits to benchmark the depth of the data the cookie accumulates (1 hit = bare outline, 4+ = detailed report). The cookie will end at a period pre-determined by the sprite when it is placed, immediately