transferring the accumulated data to a pre-determined access code (the sprite or the technomancer).

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

Diagnostics

The Diagnostics power allows the sprite to evaluate the inner workings of an electronic device. The sprite must be accessing the device in question. The sprite can then convey this information and assist someone using or repairing the device. Make a sprite rating x 2 test; each hit adds 1 die to the character's test to use or repair the item.

Electron Storm

This attack allows the sprite to engulf a target icon in a sustained barrage of corrupting signals. The sprite must first successfully hit the target in cybercombat; the sprite then swallows the target in a hail of digital pulses. With the first attack and each time the sprite gets an action, it inflicts (rating) DV 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

This power causes a device to mysteriously malfunction, or operate in some (detrimental) manner outside of its usual parameters. The sprite must be inside the device, 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 (or just Device rating x 2). If the sprite wins, the device suffers a glitch (see p. 55). 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 in the hashed file's node; if it leaves, the file reverts to normal. If the sprite is killed, however, the hashed file is permanently corrupted and becomes worthless. Courier sprites often hash files that they are entrusted with, decrypting them once they have safely reached their destination.

Steganography

The sprite can conceal a file or piece of data within a node in such a way as to make it invisible to searches and data mining. Data obfuscated this way is often hidden inside other items of seemingly irrelevant information.

Concealed files cannot be found by standard searching. A Matrix Perception (4) Test is required to detect an obfuscated file within another 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 (both standard glitches and those induced by the Gremlins or Accident powers). Stability 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, the alert is delayed for (rating ÷ 2, round up) Combat Turns.

Watermark

The sprite can "tag" a Matrix object or piece of data 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.

MATRIX SIGNATURES

Any uses of Resonance leave a Matrix signature on anything they affect; this signature is only detectable by other Resonance beings (technomancers and sprites) with a Matrix Perception (3) Test. This Matrix astral signature is a digital "fingerprint" of the technomancer or sprite that created it. Signatures last for a number of hours equal to the rating of the attribute used (a technomancer's complex form rating or Resonance, or a sprite's rating). A signature can be recognized if seen again (perhaps requiring a memory test, as noted on p. 130). With five or more hits, the technomancer or sprite also gets an impression of what effect created the signature (the complex form used or the type of sprite, for example).

A technomancer or sprite may take a number of Complex Actions equal to the rating of a Matrix signature to erase it completely.

FADING

Fading is the mental stress that occurs when a technomancer pushes his abilities—specifically, when he threads a complex form (p. 234) or compiles a sprite (p. 234). In game terms, Fading is very similar to the Drain that magicians suffer for their magical activities. Fading is Stun damage unless otherwise noted. The technomancer makes a Damage Resistance Test using Willpower + Resonance. Each hit scored reduces the damage by 1 box.

For threading, the Fading DV equals the hits used for rating points. If the rating of the threaded complex form exceeds the technomancer's Resonance, the damage is Physical rather than Stun.

For compiling or registering a sprite, the Fading DV equals twice the hits (not net hits) generated by the sprite on the Opposed Test. This applies whether the compiling/registering is