Entropic Sprites

Blight Sprite

Pilot	Reponse	Firewall	Init	IP	Edge / Res
R	R	R + 2	R x 2	3	R

Skills : Computer, Cybercombat, Data Search, Hacking, Software

CFs : Attack (Shredder), Corrupt, Edit, Exploit

Powers : Datavore, Resonnance Drain

Opt CFs : Analyze, Armor, Browse, Stealth

Spike Sprite

Pilot	Reponse	Firewall	Init	IP	Edge / Res
R	R + 1	R + 1	R x 2	3	R

Skills : Cybercombat, Hacking

CFs : Attack, Attack (psychotropic), Black Hammer, Blackout, Cascading (R/2, max 3)

Powers : Peak, Resonnance Drain, Sparky

Opt CFs : Armor, Exploit, Shield, Stealth

Chaos Sprite

Pilot	Reponse	Firewall	Init	IP	Edge / Res
R	R + 2	R	R x 2	3	R

Skills : Cybercombat, Electronic Warfare, Hacking

CFs : Corrupt, Exploit, Nuke, Node Mine, Sniffer, Spoof

Powers : Distortion, Siphon

Opt CFs : Armor, Attack, Black Hammer, Decrypt, Encrypt

Contagion Sprite

Pilot	Reponse	Firewall	Init	IP	Edge / Res
R	R - 1	R + 1	R x 3	3	R

Skills : Computer, Cybercombat, Data Search, Hacking, Software

CFs : Attack (Rust), Browse, Edit, Exploit, Nuke

Powers : Virulence

Opt CFs : Corrupt, Decrypt, Encrypt, Shield

Meltdown Sprite

Pilot	Reponse	Firewall	Init	IP	Edge / Res
R	R	R + 1	R x 2	3	R

Skills : Computer, Cybercombat, Electronic Warfare, Hardware

CFs : Command, Data Bomb (Biofeedback Stun or Lethal)

Powers : Gremlins, Surge

Opt CFs : Attack, Databomb (pavlov), Decrypt, any Autosoft

Entropic Sprite Powers

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.

Datavore

Similar to the Codivore ability of AIs (see p. 168), this power is even more potent. If the sprite makes a successful attack in cybercombat, it transforms the target's damaged code into pure Dissonance, which it then sucks in to boost its own power. For every 3 points of damage inflicted on an icon, the sprite temporarily boosts its rating by 1, to a maximum bonus equal to half its starting rating (round down). This boost lasts for (Resonance) Combat Turns.

Distortion

An entropic sprite with the Distortion power can use a Complex Action to distort all processes running on a node. This power causes a wave of Dissonance to flood through the node, causing mild feedback to all Matrix users, laced with vertigo and impaired perception. It also causes icons, images, and system iconography to fade out, waver, pixellate and de-rezz. As a result, dice pools for all Matrix Tests are reduced by the entropic sprite's rating as long as the entropic sprite sustains the power. Its effect can be sustained by spending a Simple Action each Initiative Pass past after the first to sustain it. However, during each IP, the user can roll System + Response to counter the effect, reducing the penalty by 1 for each hit.

To resonant technomancers and sprites, the distortion wave has an even stronger effect as the flow of Resonance is temporarily interrupted. If the entropic sprite beats the target in an Opposed Test pitting its Rating x 2 against their Resonance + Firewall, the target's Resonance is temporarily reduced by 1 for each Combat Turn the power is sustained. If a target's Resonance reaches zero, she is dumped out of the system, suffering physical Dumpshock with a DV that is increased by the power of the entropic sprite. This can be resisted as usual

(p. 231, SR4). Resonance lost in this manner restores itself at the rate of 1 point per 10 minutes. Note that only one use of Distortion may be applied in a node at a time.

Peak

The Peak power is used in conjunction with a normal Matrix attack. When an entropic sprite successfully hits an opponent with a regular Cybercombat + Attack Test, it can choose to zap the target with a peaked simsense signal rather than inflicting damage. This blast of simsense affects the target as if he had slotted a tripchip BTL (p. 251, SR4), inflicting a negative dice pool modifier on all of the target's actions equal to the sprite's net hits for (Resonance) Combat Turns. Since the attack consists of a highly addictive dissonant BTL spike, the gamemaster may choose to have the target make a Mental Addiction Test (p. 247, SR4) to check if he becomes addicted. Spike only works on hot sim VR users, and does not have any effect against agents, AIs, sprites, or e-ghosts.

Resonance Drain

This power is used to bleed Resonance from a victim technomancer or sprite. To drain a point of Resonance, the entropic sprite must succeed in a normal Cybercombat + Attack Test to establish a dissonant transfer connection. The entropic sprite can then drain one point of Resonance with a Simple Action each Initiative Pass. If the technomancer's Resonance reaches zero, she is dissonantly dumped out of the system, suffering physical Dumpshock with a DV increased by the power of the entropic sprite. This can be resisted as usual (p. 231, SR4). Resonance lost in this manner restores itself at the rate of 1 point per 10 minutes.

Siphon

The Siphon power enables the sprite to directly attack a target's simsense connection. In order to use Siphon, the dissonant makes a regular Matrix Attack Test using Cybercombat + Attack. The defending icon rolls Response + System instead of the normal defense roll. If the Sprite achieves 3 or more net hits, the icon is immediately dumped, suffering Dumpshock (p. 231, SR4). If the dissonant scores more net hits than the target, but less than 3, the defender is instead disoriented and confused, suffering a –2 dice pool modifier for all tests for the next (Rating) initiative passes.

Siphon only affects personas using VR; it has no effect on AR users, agents, sprites, AIs, or e-ghosts.

Sparky

This power allows the sprite to zap a non-technomancer persona he has hit in cybercombat with a jolt of

Resonance that creates a range of electrical malfunctions, hampering the functionality of the persona's originating node. Symptoms might include power fluctuations, miscolored optical lasers, forged error codes, component and subroutine deactivation, and so on. Whenever the sprite damages a hacker's icon, make an Opposed Test pitting the Sprite Rating * 2 against the target's Response + System. For each net success the Sprite achieves, reduce the target's Response by 1. If Response is reduced to 0, the node fails (some electronics and extreme cases have been known to burst into flame from power surges and overheating). Devices may be repaired with a Hardware + Logic (8, 1 hour) Extended Test. This power is not effective against other technomancers, sprites, agents, AIs, or e-ghosts.

Surge

This dissonant power targets the underlying electronics of a node, creating a range of unusual effects such as power surges and electronics malfunctions. The entropic sprite must have access to but must not be inside the device, but in a node to which the device is linked. Make an Opposed Test between the sprite's rating x 2 and the device's System + Firewall (or just Device rating x 2). Each net hit the sprite scores inflicts 1 box of damage to the device. Note that this power will have different effects depending on the nature of the device. Where a commlink might get fried or even burst into flame, a vehicle would simply suffer lose its onboard computer.

Virulence

Virulence enables the entropic sprite to mutate a program with dissonant code so that it spawns a virus. To use Virulence, the entropic sprite makes an Opposed Test pitting the sprite's rating x 2 against the program's rating + Firewall. If the entropic sprite wins, the target program is infected with a virus (see Viruses, p. 120) chosen by the gamemaster.