## USING THE MATRIX

| | |
|---|---|
| Attack | Offensive power and Damage |
| Sleaze | Stealth attribute |
| Data Processing | Limits how many devices can be slaved to this device |
| Firewall | Defensive attribute |
| | |
| Attack Rating | Attack + Sleaze |
| Defense Rating | Data Processing + Firewall |
| ⚡ AR Intiative | Reaction + Intuition |
| ⚡ VR Initiative (cold-sim) | Intuition + Data Processing + 1d6 |
| ⚡ VR Initiative (hot-sim) | Intuition + Data Processing + 2d6 |
| | |
| Legal tests | Electronics + Logic |
| Illegal tests | Cracking + Logic |

## USING THE MATRIX (cont)

| | |
|---|---|
| Noise | Penalty (-1 per point) to any test in the Matrix |

For Deckers, Matrix attributes are determined by the device they use (A/S from Cyberdecks and D/F from Commlinks/Cyberjacks). Any non-zero attributes can be rearranged, even if they originated from different devices. e.g. Erika MCD-6 (AS 4/3) + Transys Avalon (DF 3/1) can be 4/3/3/1 or 3/3/1/4 etc.

Technomancers access the matrix through their Living Persona (CORE RULBOOK p.189) instead of a device.

## RUNNING SILENT

A user can run silent by simply switching modes on their commlink or deck. They can be detected with an opposed Matrix Perception test (Major Action).

A Matrix Perception test to find someone running silent is a Minor Action if performed by a runner with a cyberdeck, cyberjack, or Resonance attribute.

A successful Hide action will force an icon that has spotted you to lose you again.

## MATRIX DAMAGE

Matrix damage (vs device) is resisted with Firewall.

Biofeedback damage is resisted with Willpower.

Technomancers apply damage to their own Condition Monitors (Stun if not otherwise specified).

Devices have a Matrix Condition Monitor equal to (Device Rating / 2, rounded up) + 8.

All tests using a damaged device have a –1 modifier for every three full boxes of Matrix damage, until the device is repaired.

When a device's Condition Monitor is filled, it is bricked. Users of a bricked device are dumped from the Matrix, and VR users suffer dumpshock. Bricked devices will not funciton again until repaired.

Repair a damaged device = Engineering + Logic (number of boxes, 1 hour) Extended test.

A critical glitch on a repair test means the device is permanently destroyed.

## DUMPSHOCK AND LINK-LOCKING

When you are violently disconnected from the Matrix in VR without gracefully switching to AR first, you suffer dumpshock.

Dumpshock Effects:

⚡ Damage: 3S (cold-sim) / 3P (hot-sim) biofeedback damage, resisted with Willpower

## DUMPSHOCK AND LINK-LOCKING (cont)

⚡ Disoriented and cannot gain or use Edge on actions for (10 - Willpower) minutes, even if all damage was soaked.

Link-lock Effects:Unable to use Enter/Exit Host, Reboot Device, or Switch Interface Mode actions.

You can escape link-lock with a successful Jack Out action (CORE RULEBOOK p.182), and may suffer dumpshock.

## USING EDGE

Whichever opponent whose Attack Rating (if attacking) or Defense Rating (if defending) is 4+ higher gains a bonus Edge.

No player may gain more than two (2) bonus Edge in a single round.

Bonus Edge (above your normal Edge rating) goes away when:

⚡ You leave a host.

⚡ You reboot your device.

⚡ You jack out of the Matrix.

⚡ Your Overwatch Score (OS) triggers Convergence.

## MATRIX EDGE ACTIONS

Any character may use the standard Edge Boosts and Actions (see Spending Edge, CORE RULEBOOK p. 46) when making Matrix-related tests.

The Matrix Edge Actions below require an implanted cyberjack or a Resonance score.

### 1 EDGE

**Emergency Boost:** Temporarily increase a Matrix attribute by 1 for one test.

### 2 EDGE

**Hog:** Blast a host or persona with recursive requests, eating up valuable resources and lowering its Data Processing by 2 and active program slots by 1 for [Attack Rating] rounds.

**Signal Scream:** The next action ignores any penalty from noise.

**Technobabble:** Can only be used by Technomancers. Use Charisma instead of Logic on the next Matrix action.

### 3 EDGE

**Under the Radar:** The next illegal action performed on this turn does not increase OS.

## OVERWATCH SCORE AND CONVERGENCE

When perfoming an Illegal test, the **total number of hits (not net)** scored by the defender becomes the Overwatch Score (OS).

When the Overwatch Score (OS) reached 40, Convergence occurs and GOD zeroes in on your location.

When this occurs, the device used to perform the last Illegal test is bricked, the user is dumped from the Matrix and suffers dumpshock, and the user's physical location is reported to the authorities.

Overwatch Score increases when:

**Using hacking programs:** OS increases by 1 for each Matrix action modfied by running a hacking program.

**Maintaining illegal access to anything on the Matrix:** +1 OS/round for each host where you maintain illegal User-level access, +3 OS/round for each host where you maintain illegal Admin-level access.

**Performing illegal actions (as noted above):** +1 OS per hit on the opposing roll, whether the defense was successful or not.

## PROGRAMS

The maximum number of running programs = Data Processing rating of the device.

OS increases by +1 for each Matrix action modified by a hacking program. Multiple programs on a single action only increase OS by +1 (one action).

Defending against an attack is not an action, so Armor and Biofeedback Filter do not increase OS.

Temporary Edge provided by programs must be immediately used on the action they modify or are lost.

## BASIC PROGRAMS

**BABY MONITOR**
Shows current OS without an action.

**BROWSE**
+1 temporary Edge when using the Matrix Search action.

**CONFIGURATOR**
Store an alternate deck configuration & swap to it instead of swapping only 2 attributes with Reconfigure Matrix Attributes.

**EDIT**
+1 temporary Edge when using the Edit File action.

**ENCRYPTION**
+2 dice when using the Encrypt File action.

**SIGNAL SCRUBBER**
Reduce noise level by 2.

**TOOLBOX**
+1 Data Processing

**VIRTUAL MACHINE**
+2 program slots. +1 unresisted Matrix damage when attacked.

## HACKING PROGRAMS

**ARMOR**
+2 Defense Rating

**BIOFEEDBACK**
Causes Stun damage (if target is in cold-sim) or Physical damage (hot-sim) with a Matrix attack.

**BIOFEEDBACK FILTER**
Allows Device Rating or Body roll to soak Matrix damage.

**BLACKOUT**
Causes Stun biofeedback damage with a Matrix attack.

**DECRYPTION**
+2 dice on the Crack File action.

**DEFUSE**
Allows Device Rating or Body roll to soak damage from Data Bomb.

**EXPLOIT**
Reduce Defense Rating of hacking target by 2.

**FORK**
Hit 2 targets with a single Matrix action without splitting dice pools.

**LOCKDOWN**
Cause link-lock when you do Matrix damage.

**OVERCLOCK**
+2 dice to a Matrix action. One of the dice is a Wild die.

**STEALTH**
+1 temporary Edge when using the Hide action.

**TRACE**
+1 temporary Edge when using the Trace Icon action.

## NOISE

| PHYSICAL DISTANCE TO TARGET | NOISE LEVEL |
| --- | --- |
| Direct connection (any distance) | 0 |
| 0-100m | 0 |
| 100m-1000m (1km) | 1 |
| 1km-10km | 3 |
| 10km-100km | 5 |
| Greater than 100km | 8 |
| OBSTACLES | |
| Dense foliage | 1 per 5m |
| Faraday cage | No signal, action blocked |
| Fresh water | 1 per 10cm (10 per 1m) |
| Jamming | 1 per hit on Jam Signals actions |
| Metal-laced earth or wall | 1 per 5m |
| Salt water | 1 per 1cm (100 per 1m) |
| Spam zone or static zone | Rating |

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## NOISE (cont)

Wireless negation (e.g. wallpaper or paint)    Rating

If noise is greater than the device rating of the device being used (cyberdeck and/or commlink), the device cannot access the Matrix or provide wireless bonuses.

## LOGGING ON/OFF

SWITCH INTERFACE MODE | Legal | Minor - No test

RECONFIGURE MATRIX ATTRIBUTE | Legal | Minor | Admin - No test

JACK OUT | Legal | Major | Outsider/User/Admin
Electronics + Willpower vs Charisma + Data Processing or Attack + Data Processing
Jacks out of the Matrix and reboots the device you are using. You suffer dumpshock if you were in VR.
Defense pool applies if you were link-locked. A single test vs against all icons that have locked your link.

SEND MESSAGE | Legal | Minor | Outsider/User/Admin - No test

## ENTRY/INTRUSION

ENTER/EXIT HOST | Legal | Minor | Entry restricted by access level on host - No test

## ENTRY/INTRUSION (cont)

PROBE | Illegal | Extended, 1-minute interval | Outsider/User/Admin
Lasts [10 - Host/Device Rating] hours or until you go offline.
Net hits = bonus dice pool on future BACKDOOR ENTRY test

BACKDOOR ENTRY | Illegal | Major | Outsider
Cracking + Logic vs Willpower + Firewall

BRUTE FORCE | Illegal | Major | Outsider/User/Admin
Cracking + Logic vs Willpower + Firewall

## DATA GATHERING

MATRIX PERCEPTION | Legal | Major | Outsider/User/Admin
Electronics + Intuition vs. Willpower + Sleaze
Analyze one particular icon or search for a hidden icon (find someone Running Silent).

MATRIX SEARCH | Legal | Extended, 10-minute interval | Outsider/User/Admin
Electronics + Intuition
Use Legwork Results table (CORE RULEBOOK p.50) as a general guideline for what is uncovered.
Search publicly-available information and databases for a hit on a particular subject.

HASH CHECK | Illegal | Major | User/Admin
Electronics + Logic (threshold 1 if you have the hash value, 4 if you are guessing)
Net hits divide possible files by 2, starting at 32 (16 with 1 net hit, 8 with 2, etc)
May be repeated with -2 penalty for repeating actions (CORE RULEBOOK p.36)

## DATA GATHERING (cont)

CHECK OS | Illegal | Major | Admin
Cracking + Logic (4)

SNOOP | Illegal | Major | Admin
Cracking + Logic vs. Logic + Firewall or Data Processing + Firewall

TRACE ICON | Illegal | Major | Admin
Electronics + Intuition vs Willpower + Sleaze or Firewall + Sleaze

## ATTACK

DATA SPIKE | Illegal | Major | Outsider/User/Admin
Cracking + Logic vs Data Processing + Firewall
Does [Attack / 2, rounded up] Matrix damage to target icon, plus 1 per net hit.

TARPIT | Illegal | Major | Outsider/User/Admin
Cracking + Logic vs Data Processing + Firewall
Does 1 + net hits Matrix damage to target icon plus reduces their Data Processing by same amount.

CRASH PROGRAM | Illegal | Major | Admin
Cracking + Logic vs Data Processing + Device Rating

## DEFENSE

ERASE MATRIX SIGNATURE | Illegal | Major | User/Admin
Electronics + Logic vs Willpower + Firewall or Firewall x 2
You must have a Resonance rating to attempt this action.

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## DEFENSE (cont)

**CHANGE ICON** | Legal | Minor | User/Admin - No test

**FULL MATRIX DEFENSE** | Legal | Major | Outsider/User/Admin
Add your Firewall to all Matrix-based defense tests until the end of the combat round.

**HIDE** | Illegal | Major | Outsider/User/Admin
Cracking + Intuition vs Intuition + Data Processing or Data Processing + Sleaze
Cannot hide from an icon that has gained User or Admin to anything in your system.

## FILE MANAGEMENT

**SET DATA BOMB** | Illegal | Major | Admin
Electronics + Logic vs Device Rating x 2
Data Bomb Rating = user choice, up to total net hits. Matrix damage = Rating x 2, resisted with Willpower

**EDIT FILE** | Legal | Major | User/Admin
Electronics + Logic vs Intuition + Firewall or Firewall + Sleaze

**ENCRYPT FILE** | Legal | Major | User/Admin
Electronics + Logic, hits = Encryption Rating

**DISARM DATA BOMB** | Legal | Major | User/Admin
Cracking + Logic vs Data Bomb Rating x 2

**CRACK FILE** | Illegal | Major | User/Admin
Cracking + Logic vs Encryption Rating x 2

## DEVICE CONTROL

**SPOOF COMMAND** | Illegal | Major | Outsider/User/Admin
Cracking + Logic vs Data Processing + Firewall or Pilot + Firewall

**FORMAT DEVICE** | Legal | Major | Admin
Electronics + Logic vs Willpower + Firewall or Firewall x 2

**REBOOT DEVICE** | Legal | Major | Admin
Electronics + Logic vs Willpower + Firewall or Firewall x 2

**JAM SIGNALS** | Illegal | Major | Admin
Cracking + Logic
Hits = +noise for all Matrix actions by or targeting any devices within 100m.

**JUMP INTO RIGGED DEVICE** | Legal | Major | User/Admin Electronics + Logic vs Willpower + Firewall or Firewall x 2
No test if you are the owner or the owner of the device has given you permission.
⚡ You must have the proper access level on the device, the device must have a rigger adaptation & you must have a control rig, and you must be in VR.

**CONTROL DEVICE** | Legal | Major | User/Admin (varies with chosen action)
Electronics + Logic vs Willpower + Firewall
Automatically fails vs a device currently "-jumped into" by a Rigger.

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