CYBERDECK_____ Array:_____ Device Rating:____

Reconfigure Deck (Free Action, your Action Phase only): swap 2 attributes/program slot

ATTACK	1	2	3	4	5	6	7	8	9	10
SLEAZE	1	2	3	4	5	6	7	8	9	10
DATA PROCESSING	1	2	3	4	5	6	7	8	9	10
FIREWALL	1	2	3	4	5	6	7	8	9	10

ACTIVE PROGRAMS: _____

FULL MATRIX DEFENSE
WIL ____

Noise Reduction
_____

Noise
**Penalty to all Matrix actions
(unless Directly Connected)**

TARGET ON DIFF GRID
−2 Matrix Actions

PUBLIC GRID
−2 Matrix Actions

MATRIX DAMAGE

8 + Device Rating/2 (round up)
(No Wound Modifiers)

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15

MATRIX USER MODE

AR   **VR: COLD-SIM**   **VR: HOT-SIM** +2 Matrix Actions

RUNNING SILENT
−2 Matrix Actions

BROWSE Matrix Search action takes ½ time

CONFIGURATION Reconfigure Deck action can change all attributes & programs to preset configuration

EDIT +2 Data Processing [limit] for Edit tests

ENCRYPTION +1 Firewall

SIGNAL SCRUB 2 Noise Reduction

TOOLBOX +1 Data Processing

VIRTUAL MACHINE run 2 extra programs, if you take Matrix dmg take 1 extra that can't be resisted

ARMOR +2 dice to resist Matrix damage

BABY MONITOR always know your current Overwatch Score

BIOFEEDBACK all your attack damage also causes Biofeedback (incl. failed Attacks against you)

BIOFEEDBACK FILTER +2 dice to resist Biofeedback damage

BLACKOUT all your attack damage also causes (Stun only) Biofeedback (incl. failed Attacks against you)

DECRYPTION +1 Attack

DEFUSE +4 dice to resist damage from Data Bombs

DEMOLITION +1 rating to any Data Bomb you set

EXPLOIT +2 Sleaze [limit] for Hack on the Fly action

FORK do single Matrix action to 2 targets - single test each must defend, both targets' modifiers apply

GUARD attackers' marks do -1 damage per mark on you

HAMMER +2 damage when you cause Matrix damage with an action (not incl. failed Attacks on you)

LOCKDOWN Link-lock when you damage a persona (link-lock ends if you stop running this program)

MUGGER your marks do +1 damage per mark

SHELL +1 dice to resist Matrix & Biofeedback damage (modifier stacks with others)

SNEAK +2 dice to resist Track Icon action, Convergence doesn't reveal your physical location

STEALTH +1 Sleaze

TRACK when you use Trace Icon action: EITHER +2 [limit] OR negate target's Sneak bonus of +2 dice

WRAPPER Change Icon action can disguise icons, others must use Matrix Perception to see through

---

AGENT: RATING 1

AGENT: RATING 1

AGENT: RATING 2

AGENT: RATING 2

AGENT: RATING 3

AGENT: RATING 3

AGENT: RATING 4

AGENT: RATING 4

AGENT: RATING 5

AGENT: RATING 5

AGENT: RATING 6

MARKS

Icon:_____

| 1 | 2 | 3 |

Icon:_____

| 1 | 2 | 3 |

Icon:_____

| 1 | 2 | 3 |

Icon:_____

| 1 | 2 | 3 |

Icon:_____

| 1 | 2 | 3 |

Icon:_____

| 1 | 2 | 3 |

AGENT RATING:_____

Initiative: (4d6 + Rating + Data Processing) _____

Mental Attributes = Rating

Matrix Attributes: Same as Device Agent is running on

Active Programs: Same as Device Agent is running on

Skills: Computer, Hacking, Cybercombat

Skill Rating = Rating

Marks	Icon:_____
Marks	Icon:_____
Marks	Icon:_____
Marks	Icon:_____

FULL MATRIX DEFENSE

RUNNING SILENT
−2 Matrix Actions

Noise Reduction

_____

Noise
Penalty to all Matrix actions
(unless Directly Connected)

TARGET ON DIFF GRID
−2 Matrix Actions

PUBLIC GRID
−2 Matrix Actions

INITIATIVE

50	40	30	20	10
49	39	29	19	9
48	38	28	18	8
47	37	27	17	7
46	36	26	16	6
45	35	25	15	5
44	34	24	14	4
43	33	23	13	3
42	32	22	12	2
41	31	21	11	1

Your Device is being Hacked!

Device:_____

MATRIX DAMAGE

8 + Device Rating/2 (round up)
(No Wound Modifiers)

1	2	3
4	5	6
7	8	9
10	11	12

OVERWATCH SCORE

Persona:_____

+Defender's Hits from Attack/Sleaze Action
  (Regardless of Success/Failure)
If Score > 0, +2d6 every 15 minutes

1	11	21	31
2	12	22	32
3	13	23	33
4	14	24	34
5	15	25	35
6	16	26	36
7	17	27	37
8	18	28	38
9	19	29	39
10	20	30	40

COMMLINK_____ Device Rating:_____

MATRIX USER MODE

AR

VR: COLD-SIM

VR: HOT-SIM
+2 Matrix Actions

RUNNING SILENT
–2 Matrix Actions

FULL MATRIX DEFENSE
WIL _____

Noise Reduction
_____

Noise
Penalty to all Matrix actions
(unless Directly Connected)

PUBLIC GRID
–2 Matrix Actions

MATRIX DAMAGE

8 + Device Rating/2 (round up)
(No Wound Modifiers)

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15