

MODIFIERS -2 Running Silent
+2 Hot VR Silent
-2 if on Public Grid

Outside of a Host:
-2 Target on different Grid
-Noise

Matrix Actions

p. 238

OTHER ACTIONS Reconfigure Deck – Free (your turn only)
Switch Device/Persona to Running Silent – Simple
Command Agent – Simple (Send Message)

	ACTION	SKILL TEST	OPPOSED BY	ACTION TYPE	MARKS REQ'D	DESCRIPTION	
[Attack]	Brute Force	Cybercombat + LOG	WIL + Firewall	Complex	0	Gain Mark (-4 for 2 Marks, -10 for 3), 1 Matrix Damage/2 net hits, Grid Hop	
	Crack File	Hacking + LOG	Protection Rating x 2	Complex	1	Remove protection from file so you can read it (reading sets off Data Bombs)	
	Crash Program	Cybercombat + LOG	INT + Firewall	Complex	1	Program stops running, can't be reloaded until device is rebooted	
	Data Spike	Cybercombat + LOG	INT + Firewall	Complex	0	Cause Matrix Damage = [Attack] + 1/net hit + 2/mark	
	Erase Mark	Computer + LOG	WIL + Firewall	Complex	3	Remove Mark (-4 for 2 Marks, -10 for 3), need 3 Marks on target you are removing Marks from (need none on whoever marked the target)	
	Jam Signals	Electronic Warfare + LOG	-	Complex	Owner	Turn's your device into jammer , can't use device for Matrix actions while jamming, add hits to Noise rating within 100 meters	
[Data Processing]	Change Icon	-	-	Simple	Owner	Change icon to new image (Wrapper program required to disguise icon)	
	Edit File	Computer + LOG	INT + Firewall	Complex	1	Create, change, copy, delete, or protect (test unopposed, Hits = Protection Rating) file, sets off Data Bombs	
	Enter/Exit Host	-	-	Complex	1	Enter or exit host (return to grid you entered from)	
	Grid Hop	-	-	Complex	0	Move to grid you have access to (if no access, Brute Force or Hack on the Fly)	
	Invite Mark	-	-	Simple	Owner	Let other icon put mark on you as Free Action, you decide # of marks & duration	
	Jump into Rigged Device	Electronic Warfare + LOG	WIL + Firewall	Special	3	In VR - Simple Action, in AR - Complex Action. Jump into device with rigger interface, must have a control rig, device can't have someone else already jumped in.	
	Matrix Perception	Computer + INT (+2 for Technomancers)	LOG + Sleaze	Complex	0	Find hidden icons or icons 100+ meters away. Analyze icon: 1 piece of info per hit.	
	Matrix Search	Computer + INT	-	Special	0	Search for information in Matrix (see Matrix Search table). Searching for any info in a Host always has Base Time of 1 minute. Divide Base Time by Hits above Threshold.	
	Reboot Device	Computer + LOG	WIL + Firewall	Complex	3	Can't be link-locked, suffer Dumpshock, resets OS. Back online end of next Turn.	
	Send Message	-	-	Simple	1	Use device to send short message/file or open live feed to commcode you know	
	Switch Interface Mode	-	-	Simple	Owner	Switch from AR to VR or vice versa or enter/exit Matrix (can't be link-locked)	
	Trace Icon	Computer + INT	WIL + Sleaze	Complex	2	Find physical location of device or persona	
	[Sleaze]	Check Overwatch Score	Electronic Warfare + LOG	6 dice	Simple	0	Learn Overwatch Score (before hits from this roll are added)
		Control Device	Electronic Warfare + INT	INT + Firewall	Variable	Varies	Use device, action type same as action device is doing, Marks Req'd = 1 Free, 2 Simple, 3 Complex. Use your skills. Can command multiple Devices with same action if Owner
		Format Device	Computer + LOG	WIL + Firewall	Complex	3	When device is rebooted, won't start back up until Software + LOG (12,1 hour) [Mental]
Hack on the Fly		Hacking + LOG	INT + Firewall	Complex	0	Gain Mark (-4 for 2 Marks, -10 for 3), 1 Matrix Perception/2 net hits, Grid Hop	
Hide		Electronic Warfare + INT	INT + Data Processing	Complex	0	Become hidden to target (can't use if they have mark on you)	
Set Data Bomb		Software + LOG	Device Rating x 2	Complex	1	Rating = net hits, choose if trigger deletes file, does (Rating)d6 Matrix damage	
Snoop		Electronic Warfare + INT	LOG + Firewall	Complex	1	Intercept Matrix traffic to and from target	
	Spoof Command	Hacking + INT	LOG + Firewall	Complex	1	Give device or agent command (need Mark on owner you are imitating)	
[Firewall]	Disarm Data Bomb	Software + INT	Data Bomb Rating x 2	Complex	0	Safely remove Data Bomb (only need 1 net hit, must find w Matrix Perception)	
	Full Matrix Defense	-	-	Interrupt	Owner	-10 Initiative, +WIL to Defense tests against Matrix Actions (lasts for rest of Turn)	
	Jack Out	Hardware + WIL	LOG + Attack	Simple	Owner	Only roll if link-locked, exit Matrix, reboot device, suffer Dumpshock if in VR	

SUMMARY OF MATRIX ACTION MODIFIERS

+2 Hot VR *Outside of a Host:*
 -2 Running Silent -2 Target on different Grid
 -2 On Public Grid -Noise

OTHER MATRIX-RELATED ACTIONS

Reconfigure Deck – Free (your turn only)
Switch Device/Persona to Running Silent – Simple
Command Agent – Simple (Send Message)

SPOTTING ICONS

Use 'Matrix Perception' action
Automatically spot:
 Icons not Running Silent within 100meters of your physical location
 Hosts not Running Silent (anywhere in the world)
 Icons you have a Mark on
Icon not Running Silent, more than 100meters away:
Computer + INT [Data Processing]: first hit finds icon. Additional hits give info about icon (see Matrix Perception list for examples)
Icons Running Silent:
 'Matrix Perception' can tell Silent icons are near 'Matrix Perception' action (opposed test, defender wins ties) can spot Silent icon. Can spot specific icon if you know one of its features (i.e. 'icon that deleted that file'), otherwise choose randomly.

Once spotted, Running Silent doesn't cancel spot, must use 'Hide' Matrix Action or reboot
 Gain info about icon you've spotted – each hit gives 1 piece of info (see Matrix Perception list for samples)

Attack Actions: Target does not automatically spot Attacker on successful Attack, but knows its under attack. Will likely search next action (Hosts launch IC).
 Failed Attack: Icon not aware Attack even happened
Sleaze Actions: Gain Mark on failure (auto spot)

RUNNING SILENT Simple Action – Switch any device/ persona to Running Silent
 -2 to all Matrix Actions
 Spotting you Requires opposed Matrix Perception

MATRIX PERCEPTION

When you take a Matrix Perception action, each hit can reveal one piece of information:

- Spot a target icon you're looking for.
- The most recent edit date of a file.
- The number of boxes of Matrix damage on the target's Condition Monitor.
- The presence of a data bomb on a file.
- The programs being run by a persona.
- The target's device rating.
- The target's commode.
- The rating of one of the target's Matrix attributes.
- The type of icon (host, persona, device, file), if it is using a non-standard (or even illegal) look.
- Whether a file is protected, and at what rating.
- The grid a persona, device, or host is using.
- If you're out on the grid, whether there is an icon running silent within 100 meters.
- If you're in a host, whether there is an icon running silent in the host.
- If you know at least one feature of an icon running silent, you can spot the icon (Running Silent, below).
- The last Matrix action an icon performed, and when.
- The marks on an icon, but not their owners.

FILE PROTECTION RATING Set by Edit File action

MATRIX SEARCH TABLE

INFORMATION IS:	THRESHOLD	TIME
General Knowledge or Public	1	1 minute
Limited Interest or Not Publicized	3	30 minutes
Hidden or Actively Hunted and Erased	6	12 hours
Protected or Secret	N/A	N/A

INFORMATION IS:	DICE POOL MODIFIER
Intricate or Specialized	-1
Obscure	-2
On another grid	-2

PROGRAMS Running programs appear as icons connected to persona. Small & thematically match program purpose (Hammer program = hammer/gun)
Can't run on Commlink
Can't run multiple copies of same program
 Deck programs NOT compatible with RCC & vice versa

AGENTS Occupies program slot on deck
 Autonomous program that performs Matrix Actions
Command Agent: Send Message Simple Action
 When running, has own Persona icon

Attributes: Use Matrix Attributes of device running Agent (your deck)
 Other Attributes/Skills = Agent Rating
 Initiative: 4d6 + Rating + Data Processing
 Skills: Computer, Hacking, Cybercombat
 Benefits from other programs running on their device
Damage on Agent just damages device it's running on (No separate Condition Monitor for Agent)

Not smart, lacks human intelligence ("dog-brain")
 When faced with unexpected situation:
Agent Rating x 2 test, threshold set by GM
 Failure = does not respond correctly or stops and asks for instructions

MATRIX ATTRIBUTES

Cyberdeck: Assign Array to all 4 Attributes
Other Devices: No Attack/Sleaze Attribute. Use Device Rating for Data Processing & Firewall.

Slaved Devices: Use Master's attributes for Defense tests

Attack & Sleaze: illegal actions, generate Overwatch Score

MATRIX Matches physical map of the world. Black flatland with black sky. Hosts float in sky overhead. Travel anywhere in the world instantly, can 'fly' Every device/persona/file/PAN represented by icon Matrix protocols require icons to look like their purpose/function (break with Wrapper program) Personas always roughly metahuman-sized

ARO Augmented Reality Object. Signs/Logos/Decorations/Audio in AR. Can create ARO (highlight, arrow) on real world object and send to others.

RFID 'Tag'. Tiny chip. Can be microscopic or size of matchbox. Holds data (1 or 2 files), can create ARO

AR Requires (Image Link & Earbuds) OR DNI OR Technomancy
Image Link: Vision Enhancement for contacts/glasses/goggles/cybereyes)
Earbuds: Come w Commlink (OR Cyberbear Sound Link)

VR Requires DNI & Sim Module (with Hot-Sim Mod for Hot-Sim VR – incl w Cyberdeck) OR Technomancy

DNI Direct Neural Interface (plug brain into devices)
Requires: Trodes (no Essence) OR Technomancy, OR Implanted Datajack/Commlink/Cyberdeck/Control Rig
Change Linked Device Mode: Free Action (not Simple)
Allows AR without Image Link & Earbuds
DNI & Sim Module (incl with Cyberdeck): **Allows VR**

NOISE Distance, materials,... create Noise
Noise (less any Noise Reduction from gear) = penalty to all Matrix Actions
Never applies to Defense/Dmg Resistance

NOISE AND MATRIX USE

PHYSICAL DISTANCE TO TARGET	NOISE LEVEL
Directly connected (any distance)	0
Up to 100 meters	0
101-1,000 meters (1 km)	1
1,001-10,000 meters (10 km)	3
10,001-100,000 meters (100 km)	5
Greater than 100 km	8

SITUATION	NOISE LEVEL
Dense foliage	1 per 5 meters
Faraday cage	no signal, action blocked
Fresh water	1 per 10 cm
Jamming	1 per hit on Jam Signals actions
Metal-laced earth or wall	1 per 5 meters
Salt water	1 per centimeter
Spam zone or static zone	Rating
Wireless negation (e.g., wallpaper or paint)	Rating

SPAM AND STATIC ZONES

SPAM ZONE	STATIC ZONE	NOISE RATING
City downtown	Abandoned building	1
Sprawl downtown	Abandoned neighborhood, barrens	2
Major event or advertising blitz	Rural area, abandoned underground area, heavy rain or snow	3
Commercial area in a city	Wilderness, severe storm	4
Commercial area in a sprawl	Remote place with satellite access only	5
Massive gathering or during widespread emergency	Remote, enclosed place (cave, desert ruin)	6

COMMLINKS Size of a smartphone
 Computer, smartphone, media player, wallet, credit card, camera, GPS navigator,...
 Share images, floor plans, tactical instructions...
 Holds SIN, licenses, permits, music, files, pictures,...
 Device is visible on Matrix, so usually keep personal files in protected folder
 Matrix Attributes (Firewall, Data Processing) = Device Rating (if slaved, use Master's Firewall)
 Can slave Device Rating x 3 other devices (gun,...)
 Typical Matrix Actions: Full Matrix Defense, Change Icon, Edit File, Matrix Search, Send Message

CYBERDECKS Like Commlink, but has Attack & Sleaze
 Size of a tablet, incl. data cable for Direct Connections
 Includes Sim Module with illegal Hot-Sim mod, need DNI for VR (unless Cyberdeck is implanted)

RECONFIGURE DECK Free Action (can't be out of turn), not Matrix Action, Swap 2 attributes/program

PERSONA Subsumes Device icon (commlink/deck)
 Can't have multiple Personas
 Also includes Agents, IC, Technomancers, Sprites

GRIDS Like Internet Provider – provide connection to Matrix, determine connection speed/quality
 Doesn't restrict what Hosts/Targets you can access
 -2 to Matrix Actions if Target on different Grid (Doesn't apply inside Hosts)
 Change Grids (without access): Brute Force or Hack on the Fly
 Public: Free, low quality, -2 to Matrix Actions
 Local: Provided by local government, must be physically in region to use (Seattle: Emerald City grid, Salish-Shidhe: ChinookNet)
 Global: accessible anywhere in world, run by 1 of 10 Megacorps
 Lifestyle: Low/Lower - Public, Middle - Local, High - Global (choose any 1 Megacorp), Luxury - All

DEVICE RATINGS

DEVICE TYPE	DEVICE RATING	EXAMPLES
Simple	1	General appliances, public terminals, entertainment systems, camera
Average	2	Standard personal electronics, basic cyberware, vehicles, drones, weapons, residential security devices, door lock, sensor
Smart	3	Security vehicles, alphasware, corporate security devices, security drone, workstation
Advanced	4	High-end devices, betaware, military vehicles and security devices, corporate server
Cutting Edge	5	Deltaware, credsticks, black-ops vehicles and security devices, security controller
Bleeding Edge	6	Billion-nuyen experimental devices, space craft

DEVICES Commlinks, guns, power tools, toasters,...
All have own icon in Matrix (smaller than Persona)
Attributes = Device Rating (unless specified, i.e. Cyberdeck/RCC specify certain Matrix Attributes)
Defend with higher of: Device's Attrib
OR Owner's Attrib if attended by Owner (Mental Attrib only)
OR Master's Attrib (Higher of Device/Owner for Mental Attrib) if Slaved

PANS AND WANS

PAN: Private Area Network
Commlink/Deck can Slave Device Rating x 3 Devices
Commlink/Deck is 'Master'
WAN: Wide Area Network
Host can slave any number of Devices
Devices can still be hacked from outside of Host (wirelessly or by Direct Connection)
Rarely not protected physically because of potential Direct Connection hack
Only Devices can be Slaved, no Personas

Benefits: Use Master's Attributes to Defend if higher
Direct Connection: Slave can't use Master's ratings
Drawbacks: Mark on Slave = Mark on its Master (even if Mark gained via Direct Connection)
Failed Sleaze: Slave & Owner get Mark (not Master)

DIRECT CONNECTIONS Plug directly into Device with data cable (or use a Data Tap on a data cable)
In Host: Directly Connected to Slaved Devices (WAN)
Data Cable: 5¥ per meter
Technomancer: requires Trodes & Data Cable

Benefits: Ignore all Noise, no modifiers for Grids
Slaved Devices use Device Rating only, not Owner/Host/Master Rating

Throwback: device without Wireless, access only with direct connection

OWNERS Only 1 Owner for each Matrix object (device, file, persona, host)
Can't simulate ownership with Marks (like 4 Marks)
Owner always automatically spots their icons
Ownership registered with Device/Matrix
Intentionally transfer ownership in about a minute

Illegally changing owner
Device: need Hardware toolkit
Hardware + LOG [Mental] (24, 1 hour)
Glitch: report sent to authorities
File: Edit File to copy (copy's owner is you),
Then Edit File to delete original
Persona / Host: Can't change owner

ENTER/EXIT MATRIX Simple Action: Switch Interface Mode to enter AR or VR.
Can't exit if link-locked

USER MODES Switch Interface Mode – Simple Action (can't use if link-locked)

AR (Augmented Reality): see Matrix as overlay of reality
Requires DNI OR (Image Link & Sound Link/Earbuds)
Normal/physical initiative
No Biofeedback Damage
–2 to Perception Tests in real world

Cold Sim VR (Virtual Reality): body goes unconscious, fully experience Matrix as reality, sim sense filters protect against dangerous signals
Requires DNI plus Sim Module
Initiative: Data Processing + INT + 3d6
Biofeedback: Stun Damage

Hot Sim VR: as Cold Sim VR, but protective filters are turned off
Requires DNI plus Sim Module with Hot-Sim Mod
Initiative: Data Processing + INT + 4d6
Biofeedback: Physical Damage
+2 to all Matrix Actions
Requires Addiction Test
Technomancer bonus to Addiction Test: +RES

MARKS Matrix Authentication Recognition Key
In Matrix, literally slap your Mark on icon
Can only see Marks with Matrix Perception Action

Accept as valid user (More Marks = More Authority)
Max on any 1 icon: 3
Cannot simulate Owner (same as 4 Marks)

Obtain legally (Icon Invites Mark to you)
OR illegally (Hack on the Fly, Brute Force)
Cannot transfer Marks or have others place for you
All Marks lost with reboot

MATRIX COMBAT Basic Attack: Data Spike Matrix
Action (Damage enhanced by Marks)
Full Matrix Defense: -10 Initiative, +WIL to Defense

MATRIX DAMAGE Resist with:
Device Rating + Firewall
Condition Monitor: 8 + Device Rating / 2

Damage = Overheats, power spikes, shorts out
Persona damage – applies to device its running on
Technomancers = Stun damage
No Wound Modifiers for Matrix Damage

Full Matrix Damage: Device **bricked** (doesn't function)
Decker - dumped from Matrix, suffer Dumpshock

BIOFEEDBACK DAMAGE AR: No damage
Cold-Sim VR: Stun damage
Hot-Sim VR: Physical damage
Resist with: **WIL + Firewall**
If knocked unconscious: Commlink/Deck switches to AR, unless link-locked – IC will keep attacking you

DUMPSHOCK Disconnected from Matrix in VR without switching to AR first
Suffer Biofeedback Damage & Disoriented
Biofeedback damage: Cold-Sim VR: 6S
Hot-Sim VR: 6P
Resist with **WIL + Firewall**
If dumped because deck just bricked, no Firewall (Device not currently functioning)
Disoriented: -2 to all tests for 10 – WIL minutes

CONSEQUENCES: ATTACK & SLEAZE

Attack: Succeed or Fail: Defender's Hits (not Net Hits) added to Overwatch Score
Fail: Take Defender's Net Hits as Matrix Damage, No Resistance (target is not notified of Attack)

Sleaze: Succeed or Fail: Defender's Hits (not Net Hits) added to Overwatch Score
Fail: Defender & Defender's Owner (not Master) notified, gain Mark on you

OVERWATCH SCORE GOD – Grid Overwatch Division
demiGOD – oversees specific grid
Operatives called G-Men (1930's FBI persona icon)

Overwatch Score (OS) reset every time you reboot
Attack/Sleaze generate OS (regardless of success)
Once you generate any OS, gain additional 2d6 every 15 minutes
OS is secret, unless running Baby Monitor program

Convergence: Overwatch Score = 40+
12DV Matrix Damage (resist normally)
Forced reboot, Suffer Dumpshock (if in VR)
Report physical location, Host you were in to authorities

Host Convergence: OS continues normally inside Host
Convergence: Host gets 3 marks, starts deploying IC
Suffer normal (GOD) Convergence if leave Host

LINK-LOCKING Can't Switch Interface Mode (to exit VR), Enter/Exit Host, or Reboot
Can only exit Matrix with Jack Out action (opposed by icon link-locking you), suffer Dumpshock.

REPAIRING MATRIX DAMAGE Requires toolkit, 1hr.
Hardware + LOG [Mental]: each hit repairs 1 Matrix Damage or halves time required (30mins, 15mins,...)
Critical Glitch = device permanently bricked

HOSTS Sculpted like a building/place to visit
Most float in sky in Matrix, unless associated with specific physical location
Can spot/access from anywhere in the world
Every Host is on a specific Grid
No -2 for 'Target on Different Grid' once inside Host (-2 for Public Grid still applies)

Host Rating: 1 to 12
Matrix Attributes Array = Host Rating +0/1/2/3
Other Attributes/Skills = Host Rating

If outside, can't directly interact with icons inside
If inside, can't directly interact with icons outside (But can always make commcalls / send message)
Slaved Devices can be hacked from outside of Host (wirelessly or with Direct Connection)
Archives: hold files not in use, can't hack normally

Overwatch Score doesn't change from entering Host
Still generate Overwatch Score inside Host (no GOD Convergence, instead suffer Host Convergence)

Spotting Hackers
Most Hosts have (only) Patrol IC running at all times
If spot Hacker: Inform owner (and/or security spider)
Begin launching other IC

SAMPLE HOST RATINGS

EXAMPLES	HOST RATING
Personal sites, pirate archives, public education	1-2
Low-end commercial, private business, public libraries, small policlubs	3-4
Social media, small colleges and universities, local police, international policlubs	5-6
Matrix games, local corporate hosts, large universities, low-level government	7-8
Affluent groups, regional corporate hosts, major government, secure sites	9-10
Megacorporate headquarters, military command, clandestine head office	11-12

IC – Intrusion Countermeasures

IC	ATTACK	LIMIT	OPPOSED BY	ACTION TYPE	MARKS REQ'D	DESCRIPTION
Acid	Host Rating x 2	Attack	WIL + Firewall	Complex	0	Reduces Firewall by 1 (regardless of Net Hits). If Firewall already 0, 1DV Matrix Damage per Net Hit. Reduction is cumulative with multiple attacks, lasts until Reboot.
Binder	Host Rating x 2	Attack	WIL + Data Processing	Complex	0	Reduces Data Processing by 1 (regardless of Net Hits). If Data Processing already 0, 1DV Matrix Damage per Net Hit. Reduction is cumulative with multiple attacks, lasts until Reboot.
Black IC	Host Rating x 2	Attack	INT + Firewall	Complex	0	Link-Locks target. Matrix Damage: (Attack)DV, +1/Net Hit, +2/Mark. Equal amount of Biofeedback Damage.
Blaster (Grey IC)	Host Rating x 2	Attack	LOG + Firewall	Complex	0	Link-Locks target. Matrix Damage: (Attack)DV, +1/Net Hit, +2/Mark. Equal amount of Biofeedback Damage (always only Stun Damage).
Crash	Host Rating x 2	Attack	INT + Firewall	Complex	1	If IC/Host has 1 Mark, randomly crashes 1 of your programs (that program is unavailable until Reboot)
Jammer	Host Rating x 2	Attack	WIL + Attack	Complex	0	Reduces Attack by 1 (regardless of Net Hits). If Attack already 0, 1DV Matrix Damage per Net Hit. Reduction is cumulative with multiple attacks, lasts until Reboot.
Killer	Host Rating x 2	Attack	INT + Firewall	Complex	0	Matrix Damage: (Attack)DV, +1/Net Hit, +2/Mark.
Marker	Host Rating x 2	Attack	WIL + Sleaze	Complex	0	Reduces Sleaze by 1 (regardless of Net Hits). If Sleaze already 0, 1DV Matrix Damage per Net Hit. Reduction is cumulative with multiple attacks, lasts until Reboot.
Patrol	Host Rating x 2	Data Processing	LOG + Sleaze	Complex	0	Patrols host, scans for marks, looks for illegal activity, icons running silent. Uses Matrix Perception Action – not an Attack, no damage on failed attempt. Shares info with Host & other IC
Probe	Host Rating x 2	Attack	INT + Firewall	Complex	0	Gains Mark (shared with Host & other IC). Max Marks = 3.
Scramble	Host Rating x 2	Attack	WIL + Firewall	Complex	3	If IC/Host has 3 Marks, forced to reboot. Suffer Dumpshock if in VR.
Sparky	Host Rating x 2	Attack	INT + Firewall	Complex	0	Matrix Damage: (Attack)DV, +1/Net Hit, +2/Mark. Equal amount of Biofeedback Damage.
Tar Baby	Host Rating x 2	Attack	LOG + Firewall	Complex	0	Link-locks target. If target already Link-locked, gains Mark (shared with other IC/Host). Max Marks = 3.
Track	Host Rating x 2	Attack	WIL + Sleaze	Complex	2	If IC/Host has 2 Marks, Host (and owners/security spiders) discover physical location of target's body. Usually immediately reported to real-world authorities.

IC Lacks human intelligence (like Agent)
Always considered legal, no Overwatch Score

LAUNCHING IC Hosts can launch 1 IC per Turn at Start of each Turn
Newly launched IC rolls initiative and acts as normal that turn

Max IC programs running at 1 time = Host Rating

IC ATTRIBUTES Use Host Attributes

Each IC has own Condition Monitor:
8 + Host Rating / 2
If bricked, IC crashes, but Host can relaunch next turn

Each IC Has own Initiative: as Hot-Sim VR
Data Processing + INT + 4d6

IC ATTACKS Complex Action, **Defender wins ties**
Attack pool: Host Rating x 2, [Limit] = Host's Attack
Failed Attack damages IC as normal
If target knocked unconscious while link-locked, IC will continue attacking

IC MARKS IC & Host share Marks they get on other icons (offensively only)

TECHNOMANCERS Some territories: Technomancy illegal and/or punishable by death
Resonance reduced if Essence reduced (round up)
Resonance beings: Technomancers, Sprites,...

+2 to all Matrix Perception Tests
Bonus to Addiction Tests for Hot-Sim VR: +RES
Naturally have DNI
Direct Connection: requires Trodes+Data Cable (5¥/m)
Can only use Living Persona in AR or Hot-Sim VR
Can perform Resonance Actions and Matrix Actions
All normal rules apply to Matrix Actions
+2 for Hot-Sim VR (if in VR)
Overwatch Score for Attack/Sleaze actions

Reboot Living Persona: works same as Reboot Device Matrix Action. Disconnects you from Matrix.
Does NOT count as Matrix Action

Can access Matrix with device (Commlink/Cyberdeck)
Can't use Resonance abilities
Only 1 Persona at a time: no Living Persona if using device, normal device/persona rules apply

RESONANCE ACTIONS Only usable in Matrix

NOT Matrix Action: no Hot-Sim bonus, no Overwatch Score generated
Do NOT require Marks

List of Resonance Actions

Complex Forms

Kill Complex Form (Complex Action)
Thread Complex Form (Complex Action)

Sprites

Call/Dismiss Sprite (Simple Action)
Command Sprite (Simple Action)
Compile Sprite (Complex Action)
Decompile Sprite (Complex Action)
Register Sprite (Special)

FADING Resist with **WIL + RES**

Only healed by natural processes (no First Aid/Magic)
Always Minimum 2

RESONANCE SIGNATURES Resonance beings have own Signature on themselves at all times
Left on target whenever Resonance ability is used
Left in Host if you enter Host
Sprite has Signature of Compiler (and its abilities leave Signature of Compiler)
Signature is unique to each person
Signature Rating = Resonance of Compiler
Signature lasts for (Rating) hours

Noticing Signatures

Resonance beings can detect Signature with **Matrix Perception Test**:

3 Hits: Notice Signature
5 Hits: Get impression of what type of being/ability created Signature

Noticing Signature is in addition to normal info from Matrix Perception action

Can recognize Signatures you've seen before (GM may require Memory test)

Erase Matrix Signature: Matrix Action (Attack)

Marks Req'd: 0

Test: **Computer + RES [Attack]**
vs. Signature Rating x 2

Success: Signature that has been left behind is completely erased OR Temporarily conceal Signature on yourself or another being for 1 Turn/Net Hit
Failure: as any failed Matrix Attack – take damage

LIVING PERSONA Persona icon, must follow normal rules for Persona icon (can't be part of PAN/WAN)
Change icon with Change Icon Matrix Action
No onboard file storage
Cannot use in PAN as Master or Slave
Cannot reconfigure Matrix Attributes
Cannot run Programs
Initiative: Calculate normally for AR or Hot-Sim VR

Device Rating = RES
Attack = CHA
Sleaze = INT

Matrix Dmg = Stun Dmg
Data Processing = LOG
Firewall = WIL

THREAD COMPLEX FORM Complex Resonance Action

Target icon must be spotted
Choose Level (Max: RES x 3)

Software + RES [Level]
vs. Varies (see Complex Form)

-2 if on Public Grid
If Outside of a Host:
-Noise
-2 if Target on Different Grid

Fading: based on Complex Form (Minimum 2)
If Hits (after applying Limit) > RES, Fading is Physical

Target

Device: can be used on Device or Persona
Persona: can be used only on Persona

Duration

Immediate (I): happens instantly, no lasting effects
Sustained (S): -2 on all actions. GM may call for test if concentration could be broken: **RES + WIL (2)**. Sustain automatically broken if unconscious.
Permanent (P): Becomes Permanent if Sustained for (Level) Turns

LEARNING COMPLEX FORMS Max Known = RES x 2

Resonance Library: common/shared Complex Forms
Learn by analyzing Complex Form: **Software + INT [Mental]**, takes days = 12/Hits (and spend Karma)

KILL COMPLEX FORM Complex Resonance Action

Software + RES [Mental]
vs. Complex Form's Level + Threader's RES

Each Net Hit reduces Complex Form's Net Hits from Thread Complex Form test
If Net Hits reduced to 0, Complex Form ends
Fading: as if you Threaded the Complex Form

SPRITES Persona icon with no Device (no PAN/WAN)
Level = Device Rating = RES = Mental Attributes/Skills
Matrix Condition Monitor: 8 + (Level / 2)

Mental link with Compiler: can communicate with images/text/words anywhere in Matrix
Link lost if Compiler leaves Matrix: Sprite will complete current task. Unregistered Sprite then vanishes, Registered Sprite waits for Compiler to return

Not smart, lacks human intelligence (“dog-brain”) When faced with unexpected situation:
Device Rating x 2 test, threshold set by GM
Failure = does not respond correctly or stops and asks for instructions

Overwatch Score begins when Sprite is compiled (+2d6 every 15 minutes) even if no illegal actions
Convergence: Sprite vanishes, remaining tasks lost
demiGOD learns Compiler’s physical location

SPRITE ACTIONS **Call Sprite** (Simple Action): Call Registered Sprite to you, appears at beginning of next Turn
Dismiss Sprite (Simple Action):
Unregistered Sprite: returns to Resonance, remaining tasks lost.
Registered Sprite: uses 1 Task, Sprite returns to Resonance, can be called back in future
Command Sprite (Simple Action): Give Sprite command – uses 1 Task

COMPILE SPRITE Complex Resonance Action
Max: 1 unregistered Compiled Sprite
Choose Level (Max: RES x 2)

Compiling + Resonance [Level] vs. Level

Net Hits = Tasks owed
Fading: 2 x Hits (not Net Hits) on Opposition’s test
Minimum: 2
If Sprite Level > RES, Fading is Physical Damage

REGISTER SPRITE Max Sprites Registered: LOG
Requires (Level) hours. While Registering:
Overwatch Score does not increase due to time
You and Sprite can take no other actions
After required time has passed:

Registering + RES [Level] vs. Level x 2

Success: Sprite is Registered
Overwatch Score reset to 0. Score does not increase due to time unless it takes illegal action.
Net Hits added to Tasks owed
Fading: 2 x Hits (not Net Hits) on Opposition’s test
Minimum: 2
If Sprite Level > RES, Fading is Physical Damage

SPRITE TASKS Must be simple task without conditions or heavy decision-making requirements

Unregistered Sprite Tasks
Remote Task: If not on same grid/host as you. Upon completion, all remaining tasks lost.
Power: Single use of Sprite power. Sustained power does NOT use more tasks unless changed in some way, like switching targets.
Matrix Actions: Work on 1 job for 1 Turn
Cybercombat: Until enemies defeated or you escape

Registered Sprite Tasks
Any Unregistered Sprite Task: If Remote Task is performed, all remaining Tasks are not lost.
Aid Study: +Level to learn 1 Complex Form
Assist Threading: +Level to Thread 1 Complex Form
Loaned Task: Sprite follows orders of another persona (doesn’t have to be Technomancer). You choose # of tasks to give, can’t place any restrictions on tasks
Re-register Sprite: Register Sprite again. Failure: all remaining tasks are lost
Standby: Dismiss Sprite back to Resonance (can call back with Call Sprite action, see ‘Sprite Actions’)
Sustain Complex Form: Sprite takes on –2 penalty for you to Sustain Complex Form for (Level) Turns (you can resume Sustaining when Sprite stops)

DECOMPILE SPRITE Complex Resonance Action
Return Sprite to Resonance
After required time has passed:

Decompiling + RES [Social] vs. Sprite Level (If Registered: + Compiler’s RES)

Each Net Hit reduces Tasks owed
If Tasks reduced to 0, Sprite returns to Resonance on next action
Fading: 2 x Hits (not Net Hits) on Opposition’s test
Minimum: 2
If Sprite Level > RES, Fading is Physical Damage

SUBMERSION Measured by Grade
Karma cost for each Grade: 10 + (Grade x 3)
Max RES increased by Grade (still must spend Karma separately to raise RES)
Grade 1: Gain access to Resonance Realms
Gain 1 new Echo each time Grade is increased

ECHOES Cannot take multiple times unless specified
Attack Upgrade: +1 Attack for Living Persona (can take twice)
Data Processing Upgrade: +1 Data Processing for Living Persona (can take twice)
Firewall Upgrade: +1 Firewall for Living Persona (can take twice)
Mind over Machine: Rating 1 Control Rig (can take 3 times, for up to Rating 3 Control Rig)
NeuroFilter: +1 to resist Biofeedback damage (can take twice)
Overclocking: +1d6 Initiative in Hot-Sim VR
Resonance Link: Empathic link with another Technomancer – know dominant mood and emotions (under attack, stressed, feeling pain, in danger,...). Only one-way (they don’t sense you)
Resonance [Program]: Gain benefits of one common or hacking program (can take multiple times: new program each time)
Sleaze Upgrade: +1 Sleaze for Living Persona (can take twice)

SPRITE POWERS Complex Resonance Action

Camouflage: File can't be found with Matrix Search, must specifically look for hidden file with Matrix Perception test (including Sprite who hid the file)

Cookie: **Hacking + RES [Sleaze] vs. Firewall + INT**, Success: place Cookie on persona (target unaware Cookie is placed). Cookie logs all Matrix activities – hosts entered, when and who communicated with (but not message contents), programs used,... Net Hits indicate detail (1=bare min, 4=detailed report).

Cookie transferred to sprite after time set when created (if Sprite not in Matrix, Cookie deleted). Cookie Runs Silent, can see with Matrix Perception test on carrying persona. Can delete if Protection removed (Protection Rating = Sprite Level)

Diagnostics: Evaluate inner workings of electronic device. Can add Teamwork Test to use/repair device: Hardware + Level [Data Processing]. Uses Sprite's entire attention

Electron Storm: Target persona. **Cybercombat + RES [Attack] vs. Firewall + INT**, Success: +2 Noise, (RES) Matrix Damage (resisted as normal), can sustain and use action to inflict (RES) Matrix Damage (resisted as normal). If Sprite damaged, all its Electron Storms end

Gremlins: Target device. **Hardware + Level [Attack] vs. Firewall + Device Rating**, 1-3 Net Hits: Device suffers glitch (malfunction/operate in detrimental manner: jammed control, looped signal, faulty reading). 4+ Net Hits: Critical glitch (crashes, burns out, jolt user with electric shock)

Hash: Protect file for up to (10 x Level) Turns. Only Sprite can unprotect file. If Sprite destroyed while file is Hashed, file is permanently corrupted/worthless

Stability: Requires 1 Mark. Target any persona/device. Ignore glitches (incl from Gremlins/Accident powers). Critical glitch = normal glitch

Suppression: Must be using power when Host launches IC. Launched IC delayed Level/2 Turns (can't act or be targeted)

Watermark: Tag icon with message/markings only Resonance beings can see or overwrite existing Watermark. Permanent unless erased with Erase Matrix Signature Action.

COURIER SPRITE

ATTACK	SLEAZE	DATA PROCESSING	FIREWALL	INITIATIVE
L	L + 3	L + 1	L + 2	(L x 2) + 1 + 4D6
Skills: Computer, Hacking			Powers: Cookie, Hash	

CRACK SPRITE

ATTACK	SLEAZE	DATA PROCESSING	FIREWALL	INITIATIVE
L	L + 3	L + 2	L + 1	(L x 2) + 2 + 4D6
Skills: Computer, Electronic Warfare, Hacking			Powers: Suppression	

DATA SPRITE

ATTACK	SLEAZE	DATA PROCESSING	FIREWALL	INITIATIVE
L - 1	L	L + 4	L + 1	(L x 2) + 4 + 4D6
Skills: Computer, Electronic Warfare			Powers: Camouflage, Watermark	

FAULT SPRITE

ATTACK	SLEAZE	DATA PROCESSING	FIREWALL	INITIATIVE
L + 3	L	L + 1	L + 2	(L x 2) + 1 + 4D6
Skills: Computer, Cybercombat, Hacking			Powers: Electron Storm	

MACHINE SPRITE

ATTACK	SLEAZE	DATA PROCESSING	FIREWALL	INITIATIVE
L + 1	L	L + 3	L + 2	(L x 2) + 3 + 4D6
Skills: Computer, Electronic Warfare, Hardware			Powers: Diagnostics, Gremlins, Stability	

COMPLEX FORMS (Target, Duration, Fading)

Cleaner (Persona, P, L+1): Overwatch Score reduced by Hits

Diffusion of [Matrix Attribute] (Device, S, L+1): One Complex Form for each Matrix Attribute. Opposed by **Firewall + WIL**, reduce target's Matrix Attribute by Net Hits (can't reduce below 1)

Editor (File, P, L+2): Opposed by File's owner: **Data Processing + INT**. Net Hits used as Edit File Matrix Action (even if File is protected)

Infusion of [Matrix Attribute] (Device, S, L+1): One Complex Form for each Matrix Attribute. Level must be \geq current Matrix Attribute. +Hits to Attribute (Max increase = current Attribute). Only 1 Infusion on Attribute at a time. If Attribute changed with Reconfigure Deck action, Infusion ends.

Pulse Storm (Persona, I, L): Opposed by Data Processing + LOG, +Net Hits to Target's Noise

Puppeteer (Device, I, L+4): Target performs Matrix Action of your choice. Opposed by **Firewall + WIL**, Net Hits required: Free Action 2, Simple Action 2, Complex Action 3.

Resonance Channel (Device, S, L-1): Noise to target reduced by Hits

Resonance Spike (Device, I, L): Opposed by **Firewall + WIL**, do (Net Hits) Matrix Damage (no resistance)

COMPLEX FORMS (Target, Duration, Fading)

Resonance Veil (Device, S, L-1): Opposed by **Data Processing + INT**. Success: Illusion – target believes something has happened in the Matrix. If reason to disbelieve, can see through with Matrix Perception Test. Threshold = Net Hits.

Static Bomb (Self, I, L+2): Opposed by all icons that have spotted you: **Data Processing + INT** (compare each icon's hits to yours separately). Success: icon loses spot on you (unless they have marked you)

Static Veil (Persona, S, L-1): Threshold: 1 if Target on Public Grid, 2 any other grid. As long as Target does not change grids (and power is sustained), Target's Overwatch Score doesn't increase due to time (still increases due to illegal actions).

Stitches (Sprite, P, L-2): Remove (Hits) Matrix Damage from Sprite

Tattletale (Persona, P, L-2): If target already has an Overwatch Score, +Hits to Overwatch Score

Transcendent Grid (Self, I, L-3): Connect to all grids at once. No grid penalty for Public Grid. No grid penalty for 'Target on different grid' (enemies also have no grid penalty for attacking you). Effect lasts for (Hits) minutes.