

UNWIRED ERRATA

v. 1

All corrections are represented in the corrected second printing of *Unwired*. To determine which printing you have, see p. 3.

p. 36 Chatty (This also in relevant *Runner's Companion* Quality listings)

Change quality price to 10 BP.

p. 50 Nexi

Change the first sentence to read:

"Nexi is the catch-all term for high-performance mainframes, multi-user wireless workspaces, and high-traffic hubs able to run a larger number of programs than standard nodes."

p. 51 Personas

Add the following text following the second paragraph:

"As a user interface for a particular OS, a persona is designed to be used exclusively — one persona at a time. While a user actually may have more than one persona running on different nodes or devices, each persona must be controlled separately. This means it requires a Complex Action to switch between persona interfaces a user might have active on different devices. Users may attempt to control multiple personas at the same time at a +4 modifier to all actions for each persona after the first. As personas are user shells or interfaces for physical users, they are not designed to use node scripts (p. XX)."

p. 55 Subscriptions

Add the following text to the end of this section.

"Agents or other constructs running on a persona do not take up a subscription slot. For security reasons, agents (or IC) loaded onto a persona may not be subscribed or commanded by other any other persona. Agents loaded onto other nodes rather than personas may be commanded as normal."

p. 55 Clusters

Add the following text to the end of this section.

"To avoid conflicts in data routing, the cluster connects to the Matrix as a single node. One node is selected when the cluster is formed and this node provides the access ID for all persona and programs running on the cluster."

p. 58 Portals

Change the final sentence of the first paragraph to:

"Public node access IDs are easily located via search engines, secured nodes may require some legwork to uncover."

p. 109 Pirated Software

Replace the final paragraph of this section with the following text:

"Degradation of pirated software owes as much to systemic software and firmware upgrades demanding compatibility updates as to the megacorporations making regular updates

an anti-piracy feature. In 2070, obsolescence and latent program degradation is hardcoded into software and is triggered when compromised software is flagged. Patching and upgrades are transformed into a security feature.

Software programmed by the hacker and Open Source programs never degrade in this fashion, but may require patching to remain current at the gamemaster's discretion.

For more on cracked software degradation, see the *Warez Degradation* sidebar below."

Following the above text insert the following text as a sidebar:

"Warez Degradation

By default Unwired assumes that all forms of cracked software, from agents to autosofts, degrade as described under *Pirated Software*. Groups, however, are free to adjust what programs are affected by degradation to suit their games and play styles. To reduce book keeping gamemasters may wish to limit degradation to cracked Hacking and Common Use programs, Firewalls, and autonomous constructs (ie. Pilots, IC and agents.) While the remaining types of cracked software would still suffer degradation and enforced obsolescence, the rates at which they degrade would be slower and their effects less obvious.

Getting Hooked Up

To circumvent or prevent degradation of their utilities, hackers have several options available to them.

First, skilled hackers with programming resources can patch programs (see *Patching*, p. 118) on their own. Programming suites (p. 118) and nexi running programming environments (p.118) are particularly useful tools.

Second, those that have connections to warez sites can go looking for an updated pirated copy to buy (see *Finding Pirate Networks*, p. 94), or join and trade with one of the many groups of the Cracker Underground (in the form of virtual contacts see p. 129, *Runner's Companion*.) Such groups even allow hackers to trade patches they wrote for patches they need (typically for software with equal ratings though not necessarily, as supply and demand varies)— note that such groups are traditionally finicky about allowing script kiddies and autonomous agents access to their hard work and valuable warez.

Third, daredevil hackers of course always have the option of hacking the corporate patching nodes directly to steal the patch for themselves and their contacts.

Gamemasters wishing to reduce bookkeeping may allow hackers to update all their programs in a single go by adding the total of the patch costs to the character's monthly Lifestyle expenses—assuming the character has a dependable source such as a cracker group and makes a point of maintaining their contacts. Alternatively, at the gamemaster's discretion, all patches required can be located and bought from a warez group or cracker collective with a single Availability Test (using the highest Availability of the programs involved) and paying the sum total for all the patches."





p. 110 Access IDs

Remove the following sentence from the second paragraph:

“An agent’s access ID may be spoofed (see *Spoofing the Datatrail*, p. 224, *SR4*), but only when it is being loaded onto a node.”

p. 113 Adaptability header

Add the word “Rating” before the rating values in the brackets.

p. 114 [Profession] Autosoft

Add the following text to the end of this section.

“What skills are available as [Profession] autosofts are up to individual gamemasters, but as a rule of thumb Technical and Knowledge skills that require creative ability and sophisticated decision-making like Artisan and Hacking should not be available to drones.”

p. 114 Biofeedback

In the third sentence insert the word “either” between “inflict” and “(rating)”

p. 119 Advanced Programming Table

Change the Threshold of the “Bugs (finding/repairing)” entry to 16.

p. 147 Swap

Change the first sentence to read:

“Swap reduces the sustaining modifier when threading a Complex Form by one.”

p. 149 Emulation

Add the following sentence to the end of this section:

“Memorized Complex Forms emulating skillsofts are limited to the rating of the original skillsoft and cannot be improved either by Threading or Karma-expenditure.”

p. 202 Software

Replace the second sentence following this header as follows:

“Unrestricted agents (see *To Mook or not to Mook* sidebar) are on p. 101, Telematics Infrastructure software on p. 62, pre-packaged IC can be found on p. 71, and reality amplifiers on p. 188.”

