Matrix Actions

Matrix Damage

Matrix condition monitor equal 8 + (Device Rating / 2)

Matrix damage does not impose wound penalties.

Resist matrix damage with device rating + firewall

Repairing Matrix Damage

Needs a toolkit or better, hour or work, Hard+logic[mental] test. Every hit either repairs a box of damage, or halves time (Minimum one combat turn). Critical glitch during this permanently bricks device. Glitch just means something funky is up with it once you do repair it.

Biofeedback

This is damage done to your MEAT BODY. Can be stun or physical, unless an attack says otherwise, it is stun if you are cold sim, physical if you are hot sim. Resisted with willpower+firewall

Dumpshock

If you get booted from VR forcibly, resist 6 biofeedback damage. As well, you are disoriented and take a -2 penalty on all actions for (10-willpower) minutes. If you are dumpshocked because your device providing a firewall was bricked, you only resist the dumpshock damage with willpower.

Link Lock

Cannot switch interface mode, reboot, enter or exit hosts. You can escape with a successful Jack Out action, you do suffer dumpshock this way. If you fall unconscious while link locked, you are not switched back to AR, and stay online in VR.

Overwatch Score

When you perform an illegal action, succeed or fail, the defenders hits are added to your Overwatch Score. Every 15 minutes after you have performed an illegal action, without somehow resetting your OS, your OS increases by 2d6 as GOD hones in on your location.

When your overwatch score hits 40 on a grid, the grids DemiGOD converges on you. First, you are hit with 12 Matrix damage, resisted normally, then they force you to reboot, dumping you from the matrix. ON TOP OF THAT, they now have your physical location and it has been reported to the local authorities.

If you are in a host when your overwatch score hits 40, instead the host automatically gets 3 marks on you and begins deploying IC. If the leave the host while converging, the grids DemiGOD converges on you immediately.

Running Silent

WIP
Running silent, -2 to matrix actions

Noise and Spam

Noise due to physical distance;
Up to 100m - 0
101-1,000m - 1
1,001-10,000m - 3
10,001-100,000m - 5
More than 100km - 8

Situational noise modifiers;

Dense Foliage - 1 per 5m
Faraday Cage - No signal, blocked
Fresh Water - 1 per 10cm
Jamming - 1 per hit on Jam Signals action
Metal laced earth or wall - 1 per 5m
Salt water - 1 per 1cm

Spam/Static Zone - Rating

City downtown/abandoned building 1

Sprawl downtown/Abandoned neighborhood, barrens 2

Major event/rural area, abandoned underground, heavy rain or snow 3

Commercial district in city/Wilderness, severe storm 4

Commercial area in sprawl/Remote place with satellite access only 5

Massive gathering or widespread emergency/Remote, enclose space (cave) 6

Wireless Negation (special paint, wallpaper, paneling) - Rating

Matrix Actions

Performing an Attack or Sleaze limited action is illegal, and generates Overwatch Score

Sleaze action Failure; The defender gets a mark on you and the owner of the device is automatically informed of the intrusion attempt. If it is a host, it launches IC.

Attack action Failure; For every net hit the defender gets, you take 1 box of unresisted matrix damage. The owner of the device is automatically informed of the intrusion attempt.

Reckless Hacking

You may take a -5 penalty per missing mark, up to -15, to attempt a matrix action for which you do not have enough marks. The action must have a test, and any reckless hacking attempt generates overwatch score, regardless of the attribute type (Attack, Sleaze, Data Processing, Firewall).

A critical glitch when reckless hacking results in the device you are using to attempt the hack rebooting, with all the bad shit that brings. Any dumpshock suffered this way is physical, regardless of VR mode (Cold or Hot)

TDNL	Action	Type	Marks	Test	Description	Ref
	Break Target Lock	Simple	None	EW+INT[DP]v.LOG+SENS	Every net hit reduces target lock by 1, RCC Noise Reduction is die pool bonus	R5 ???

TDNL	Action	Type	Marks	Test	Description	Ref
	Brute Force	Complex	0	CC+LOG[ATK]v.WIL+FW	No penalty on test for one mark, -4 penalty for 2 marks, -10 penalty for 3 marks Success; Target marked, optional 1DV matrix damage per 2 net hits resisted by targets DR + FW.	CRB 238
	Calibration	Simple	1 per	EW+LOG[DP]	Increase the initiative score of a number of marked personas, up to your data processing, at 1 init per 2 hits	KC 37
	Change Icon	Simple	Owner	None[DP]	Changes targets icon to copy of existing icon, or newly designed icon. Doesn't fool matrix perception	CRB 238
	Check OW Score	Simple	0	EW+LOG[SLZ]v.6 Dice	Find OW score. Action adds to OW after results.	CRB 238
	Confuse Pilot	Complex	None	EW+LOG[ATK]v.PIL+FW	Success: Pilot becomes confused, Pilotx2 to determine what it oes (sr5 269), threshold is half net hits. RCC Noise Red Added as die pool bonus	R5 ???
Y	Control Device	Varies	Varies	Act.[DP]v.Act. OR EW+INT[SLZ]v.INT+FW	1 mark for free action, 2 for simple, 3 for complex Perform an action through a device. The test is the skill appropriate for using that device, such as Pilot Groundcraft for controlling a car, Gunnery for firing a turret, etc, limited by Data processing. If there is no particular skill associated with the action, like making a smart-linked gun eject its clip, the test is Electronic Warfare + Intuition [SLZ] v Intuition +	CRB 238

TDNL	Action	Type	Marks	Test	Description	Ref
					Firewall. If performed as a sleaze action, or when hacking recklessly, this test generates OW. Success; Device performs the action, results depending on the test	
	Crack File	Complex	1	HACK+LOG[ATK]v.PRx2	Remove encryption from file, making it accessible.	CRB 238
	Crash Program	Complex	1	CC+LOG[ATK]v.INT+FW	Specify a program running on target, the program crashes and cannot be used until the target device is rebooted	CRB 238
	Data Spike	Complex	0	CC+LOG[ATL]v.INT+FW	Deals matrix damage to target equal to your attack rating + net hits + 2 per one mark on the target. Damage is resisted with targets device rating + firewall	CRB 239
	Denial of Service	Simple	Special	CC+LOG[ATK]v.WIL+FW	Targets wireless Device or PAN, flooding it with noise. Apply the number of net hits x 2 as a negative dice pool modifier to all tests made with the device until the beginning of the next turn. Each mark you have on the enemy pan allows you to target two additional devices slaved to the target PAN	KC 37
	Detect Target Lock	Free	Owner	COMP+LOG[DP] (2)	Must be wireless. Detects Target lock. RCC Noise Reduction added as die pool bonus.	R5 ???
Y	Disarm Data Bomb	Complex	0	SW+INT[FW]v.RATINGx2	Must know a data bomb is on file before attempting	CRB 239

TDNL	Action	Type	Marks	Test	Description	Ref
					Success; Disarm databomb Failure; Data Bomb activates	
	Edit File	Complex	1	COMP+LOG[DP]v.INT+FW	Create, Change, Copy, Delete, or Encrypt any kind of file. Defender is the host holding the file, or owner of the file if not on a host. If you own the file, no test. Each test accounts for a single, small change or addition to the file. Short paragraph of text, single detail of an image, two or three seconds of video or audio. Longer edits require more, continuous tests. If you copy a file, you are the owner of the new copy. Encrypted files cannot be copied, and Data bombs are triggered by attempts to copy a file with one. To encrypt a file, make the test unopposed. Hits become the encryption rating. Encrypted files cannot be read, changed, deleted, or copied. Activates Databombs.	CRB 239
	Enter/Exit Host	Complex	1	None	Enter host (with mark on host), or leave. No text, only mark needed.	CRB 239
	Erase Mark	Complex	Special	COMP+LOG[ATK]v.WIL+FW	Need 3 marks on the device you are removing the marks from. No penalty to remove one mark, -4 to remove 2 marks, -10 to remove 3 marks. All marks removed must be from the same icon, on the same icon. Cannot use this action to change the target's owner.	CRB 239

TDNL	Action	Type	Marks	Test	Description	Ref
					Success; Remove marks	
	Format Device	Complex	3	COMP+LOG[SLZ]v.WIL+FW	Rewrite the boot code for a device, next time it is rebooted it instead shuts down for good, until all of its software can be replace with an extended test (Software + Logic [Mental] (12, 1 hour))	CRB 239
	Full Matrix Defense	Interrupt	Owner	None[FW]	-10 initiative, add WIL to your defense pool on any defense test taken against a matrix action. Lasts for the rest of the Combat Turn	CRB 240
	Garbage In/Garbage Out	Complex	3	SW+LOG[SLZ]v.LOG+FW	Alter one simple input to one simple output, such as making the "close" button on a door make the doors open, or making the trigger of a smart-linked gun eject the magazine, or making the "lobby" elevator button take you to the 13th floor.	DT 178
	Grid Hop	Complex	0	None[DP]	GM NOTE: I DON'T USE GRIDS THEY ARE STUPID, IGNORE THIS, HERE FOR COMPLETION Hop from the grid you are in, to another grid that you have access to.	CRB 230
	Hack on the Fly	Complex	0	HACK+LOG[SLZ]v.INT+FW	No penalty on test for one mark, -4 penalty for 2 marks, -10 penalty for 3 marks Success; Get marks, every 2 net hits counts as one hit on a matrix perception test.	CRB 240

TDNL	Action	Type	Marks	Test	Description	Ref
	Haywire	Complex	0	CC+LOG[ATK]v.WIL+FW	Target must be a persona not running in VR. Disables all of the targets PAN functions. Devices still function, but do not gain wireless or PAN benefits. Lasts until the target succeeds an extended Computer+Logic [DP] (Hacker's net hits, Simple) test. The device may be rebooted as a complex action to fix it as well, the device coming online at the end of the next combat turn. Glitching on the extended test adds hits to the threshold. A critical glitch causes all devices on the PAN to have their OS reinstalled. This takes many hours and a connection to a wireless device.	KC 38
Y	Hide	Complex	0	EW+INT[SLZ]v.INT+DP	Use this to hide from someone who has spotted you. Cannot be used against targets that have a mark on you Success; They lose sight of you and have to find you again.	CRB 240
	I Am The Firewall	Complex	0	COMP+INT[DP]	Can also be -5 init interrupt. Give a defense test bonus equal to the number of hits on the test to all allies with access to an AR feed from you. This bonus lasts until the beginning of your next combat pass. Limited to a number of users up to your data processing.	KC 38
	Intervene	Interrupt	0	COMP+INT[DP]	-5 initiative, add hits to a single allies defense test. The attacker must have a wirelessly enabled	KC 39

TDNL	Action	Type	Marks	Test	Description	Ref
					device, and the hacker must be aware of the device. This defense bonus applies only to the current defense test.	
	Invite Mark	Simple	Owner	None[DP]	Invite other Icon the ability to place marks. Determine number of marks, duration of marks, and duration of invite. Invitee can mark as free action. May revoke the offer at any time before marks are placed.	CRB 240
	Jack Out	Simple	Owner	HW+WIL[FW]v.LOG+ATK	Jacks out of the matrix and reboots the device you are using. Suffer dumpshock if you were in VR. Defense pool only applies if you have been Link Locked. If you have been link locked by multiple icons, you must beat each of them individually. Compare your single roll against each opponent's roll.	CRB 240
	Jam Signals	Complex	Owner	EW+LOG[ATK]	Turns the wirelessly enabled device you are using into a jammer, as long as it is not used for any other actions, it adds hits from this test to the noise for all devices within 100 meters. If you want selective or directional jamming, buy an actual jammer.	CRB 240
	Jump into Rigged Device	Complex	3	EW+LOG[DP]v.WIL+FW	Target must have rigger adaptation, must have 3 marks on target, must be in VR, must have to have control rig. If you are the device's owner, or the owner has given you permission, you do not have to make a test. If someone	CRB 241

TDNL	Action	Type	Marks	Test	Description	Ref
					else is jumped into the device, you may not attempt until they vacate.	
	Load/Unload Program	Free	Owner	None	It is a free action to Load, unload, or swap programs. Technically not a matrix action, but I listed it here for reference	CRB ???
	Masquerade	Complex	2/2	HACK+INT[SLZ]v.LOG+FW	Impersonate a persona on the Matrix. Requires 2 marks on the target being fooled, and 2 marks on the target you are impersonating. For every net hit scores on the test, you have fooled them into believing you are the other persona for one minute. This can be used to impersonate someone online, intercept their calls, use their social media accounts, use their email accounts, or other mischief, but not to change device owners or perform major financial actions like bank transfers.	KC 39
Y	Matrix Perception	Complex	0	COMP+INT[DP]v.LOG+SLZ	Used for both finding icons and analyzing matrix objects. For analyzing a matrix object, each hit scored lets you ask for one piece of information about the object. Type of object, any files it may be carrying, marks on it, an attribute like firewall, etc. One fact per hit. You can only recognize the origin of marks you have seen before, or are from icons you have marks on. If you are trying to spot or analyze objects further than 100 meters away, the first hit lets you spot the	CRB 241

TDNL	Action	Type	Marks	Test	Description	Ref
					target, and further hits can be used to gain information. If you are looking for an object that is running silent, this becomes an opposed test against the targets Logic + Sleaze. Hits work like with far away targets.	
Y	Matrix Search	Special	0	COMP+INT[DP]	Matrix search is an extended test, the threshold and time interval of which varies based on the rarity of the information you are looking for. Some things just can't be found through a matrix search, as they are too protected or rare, though you may find where you need to go to get that information.	CRB 241
	Popup	Simple	1	HACK+LOG[SLZ]orCC+LOG[ATK]v.WIL+FW	Target must be a persona not running in VR. If the target has wireless AR, they are flooded with matrix spam, taking penalty to all actions equal to net hits until the start of the hackers next combat turn. If using cybercombat, the hack also does matrix damage equal to net hits. If the hack uses hacking + logic, it may act as net hits on a matrix perception test.	KC 39
	Reboot Device	Complex	3	COMP+LOG[DP]v.WIL+FW	When the device you are on reboots, your OW is reset to 0, all marks placed by you or on you are erased. If you are in VR when it reboots, you suffer from Dumpshock. Can specify delay time, though anyone with physical access to the device can override this delay time. Owner of the	CRB 242

TDNL	Action	Type	Marks	Test	Description	Ref
					device does not make a test. Cannot be used on a link locked device. Success; Target device shuts down and reboots, coming online at the end of the following combat turn, or after the specified delay time.	
	Send Message	Simple	0/1	None[DP]	Send a text or audio message the length of a short sentence, image, or file via matrix to a user whose commcode you have. Using DNI, even in AR, can send longer and more complicated messages, about a paragraph. Can use this action to open live feeds to one or more recipients from any digital recording device you have.	CRB 242
	Set Data Bomb	Complex	1	SOFT+LOG[SLZ]v.DRx2	Choose rating, up to net hits on test, when setting databomb, and if the databomb destroys the file it is attached to, and what the passcode is to deactivate it. A file can only have one databomb at a time. Databomb causes RatingD6 matrix damage, resisted normally, to the icon that set it off, then is deleted. If the passcode is used, the databomb does not activate and remains attached. Can be detected with matrix perception. Disarmed data bombs are deleted.	CRB 242
Y	Snoop	Complex	1	EW+INT[SLZ]v.LOG+FW	Intercept matrix traffic to and from target, as long as you have target marked. Listen to calls, view video	CRB 242

TDNL	Action	Type	Marks	Test	Description	Ref
					feeds, read texts, and save it all for later viewing.	
Y	Spoof Command	Complex	1	HACK+INT[SLZ]v.LOG+FW	Spoof the target device owners identity, making it think that your command is from the owner. You need one mark on the owner's icon, you do not need a mark on the device you are sending the fake command to. Only works on devices and agents.	CRB 242
	Squelch	Simple	0	EW+LOG[ATK]v.INT+SLZ	Prevents target from calling or sending messages for a number of minutes equal to net hits	KC 39
	Subvert Infrastructure	Complex	1	EW+INT[SLZ]v.INT+FW	Test allows hacker to control one simple device (Traffic lights, vending machines, home appliances, desk lamps) slaved to the marked host per net hit. Control can be sustained as a complex action taken once per combat turn.	KC 39
	Suppress Noise	Complex	Owner	EW+LOG[DP]	Reduce noise by hits on test, cumulative with other noise reduction. Lasts for remainder of combat turn. RCCs Noise Reduction added as bonus	
	Switch Interface Mode	Simple	Owner	None[DP]	Switch between AR and VR. Being in VR causes your body to go limp. Switching from VR to AR causes you to lose your bonus initiative dice from VR. If you are link locked, you can not switch interface modes. Self-only, cannot change other peoples interface modes.	CRB 243

TDNL	Action	Type	Marks	Test	Description	Ref
	Tag	Simple	0	COMP+LOG[DP]v.INT+SLZ	May tag a number of targets on a single PAN equal to their net hits, within line of sight. Allies who can see those tags negate up to 2 dice in penalties for visibility and light/glare to any ranged attack rolls, including blind fire or shooting through cover. Allies may also take one additional take aim action against a marked target as a free action on each initiative pass. Tags may be sustained by spending a simple action to refresh the tags each combat turn. When using a pi-tac, the rating of the pi-tac may be added to the number of targets they may tag.	KC 40
	Target Device	Complex	None	EW+LOG[DP]v.WIL+FW	Pick Wireless device, slaved attackers against target get net hits as bonus. RCC Noise Reduction added as bonus	R5 ???
Y	Trace Icon	Complex	2	COMP+INT[DP]v.WIL+SLZ	Find target device or persona's physical location. Maintain this tracking as long as you have a mark on the target.	CRB 243
	Trackback	Extended	Owner	COMP+INT[DP](S, 30min)	Track a mark on an icon you own to the mark's owner. The threshold for the extended test is 10 + the sleaze rating of the persona who marked the device. If the sleaze changes during the test, the threshold changes as well. If the owner of the mark is running silent, you will be led to the vicinity.	DT 170

TDNL	Action	Type	Marks	Test	Description	Ref
	Watchdog	Complex	0	EW+LOG[SLZ]v.LOG+FW	Target must be persona or device. If test is successful, place one mark on the target. Hacker is now aware of the matrix actions the target is going to use before they use them, and may attempt to stop them. Watchdog allows the hacker to use Haywire or Popup as -10 init interrupt actions, or squelch as a -5 init interrupt action, against the watchdog target. Watchdog lasts as long as the mark placed by watchdog	KC 40

AI Actions

Can only be taken by an AI

Action	Type	Marks	Test	Desc
Emulate	Variable	Special	None	Emulate device to perform matrix actions. Choose action, rating of action is added to OW. Dice penalty of Rating/2, round up. Emulated Attribute up to depth. Can be used anywhere with matrix connection. Emulated rating replaced host/device if in one.
Reset Ownership	Special	Special	COMP+LOG[Depth] (DR+FW, 1 Combat Turn)	Overwrite Owner with self. Must be running on device to steal, using Spoof or Control Device. Only on devices that can load Apps, Autosofts, or Programs. Extended test. If succesful, reboot, then owner is changed on boot. -2 penalty to all actions for turns = depth after reboot. Glitch adds Depth to OW. Crit Glitch is immediate convergance.

Technomancer Actions

Can only be taken by Technomancers

Action	Type	Marks	Test	Desc
Call/Dismiss Sprite	Simple	Special	None	Call a registered sprite from the resonance, appearing in the matrix at the beginning of the next combat turn. Can also send a sprite back to the resonance, releasing it from any tasks it may still owe, which it does on its next action.
Command Sprite	Simple	Special	None	Command a sprite, using one of its tasks
Compile Sprite	Complex	Special	Compiling + RES[LVL]v. Sprite LVL	Compiles chosen sprite type, net hits are Tasks
Decompile Sprite	Complex	Special	Decompiling + RES[LVL]v. Sprite Rating (+ Compilers RES)	Attempt to Decompile Sprite, Net Hits remove Tasks
Erase Matrix Signature	Complex	Special	COMP+RES[ATK]v. Signature Ratingx2	Removes the matrix signature left behind by a technomancer or sprite
Kill Complex Form	Complex	Special	SOFT+RES[LVL]v.LVL+RES	Attempt to end complex form
Register Sprite	Complex	Special	Registering+RES[LVL]v.LVLx2	Register a sprite! wow! :O
Thread Complex Form	Complex	Special	SOFT+RES[LVL]v Special	do complex form

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

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

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