

# Physical Device

**MATRIX 1.1**  
**General**

	Action	Note	Test
Slave devices (PAN)		Slave (Commlink or Deck Rating x 3) devices.	
Switch to Silent	Simple	-2 dice pool modifier to all Matrix actions.	
Load Program	Free	Load a program (p. 228).	
Switch Two Matrix Attributes	Free	Reconfigure Cyberdeck (p. 228).	
Swap Two Programs	Free	Switch one loaded program for another (p. 228).	
Unload Program	Free	Turn off a running Program (p. 228).	
Repair Formatted device	Extended	See Format Device on page 240.	Extended Software + LOG [Mental] (12, 1 hour)
Change device ownership	Extended	You need a Hardware toolkit (p. 236).	Extended Hardware + Logic [Mental] (24, 1 hour)
Repairing Matrix Damage	Extended	Require a toolkit and 1 hour. Hit remove one box or cut the required time in half (p. 228)	Hardware + LOG [Mental]
Resist Matrix Damage		Resist Damage	Device Rating + Firewall
Resist Biofeedback		Resist Biofeedback.	Will + Firewall
Resist Fading/Distracton		Resist Fading/Distracton	RES+ WIL/(2)
Swap modules in cyberdeck	Extended	About 1 minute (10 Combat Turns). Data Trail p. 64.	Hardware + LOG [Mental] (1)
Dumpshock		6S in Cold-Sim, 6P in Hot-Sim. -2 dice pool for all actions for (10 - WIL) minutes.	

Matrix Condition Monitor equal  $8 + (\text{Device Rating} / 2)$ .

## Commlink, RCC and Cyberdeck Matrix Actions

	Marks	Limit	Action	Note	Test
Change Icon	Owner	Data Proc.	Simple	Change target icon, or self	
Invite Mark	Owner	Data Proc.	Simple	Choose the number of Marks and Duration.	
Switch Interface Mode	Owner	Data Proc.	Simple	AR to VR and vice versa. Can't if Link-locked	
Full Matrix Defence	Owner	Firewall	Interrupt	Reduce Initiative Score by 10. Add WIL to defense test for the rest of the Combat Turn.	
Jack Out	Owner	Firewall	Simple	Jacks you out of the Matrix and Reboot (Dumpshock). Roll only when Link-locked.	Hardware + WIL [Firewall] vs LOG + Attack
Trackback	Owner	Data Proc.	Extended	Follow a mark found on your device to it's owner.	Extended Computer + INT [DataProc.] (10 + Sleaze, 30 Minutes)
Create ARO	0	Data Proc.	Free	Create a private or public ARO in AR (p. 221).	
Mark Icon	0	Data Proc.	Free	Place 1 to 3 marks on an icon when authorized. See Invite Mark on page 240.	
Grid Hop	0	Data Proc.	Complex	Must have permission, must leave host first.	
Matrix Perception	0	Data Proc.	Complex	One information per net hit. Opposed if target is running silent. See table on page 241.	Computer + INT [Data Proc.] (vs LOG + Sleaze)
Send Message	0	Data Proc.	Simple	Send short sentence, image, or file to a Commcode.	
Matrix Search	0	Data Proc.	Variable	Hits above threshold divide search time. See tables on page 241.	Computer + INT [Data Proc.]
Disarm Data Bomb	0	Firewall	Complex	Triggers Data Bomb on failure.	Software + INT [Firewall] vs 2 x Data Bomb Rating
Edit File	1	Data Proc.	Complex	Create, Change, Copy, Delete an unprotected file (Can trigger Data Bomb). Protect a File (Hits is the rating).	Computer + LOG [Data Proc.] vs INT + Firewall
Enter/Exit Host	1	Data Proc.	Complex	Exit Host to where you entered from.	
Trace Icon	2	Data Proc.	Complex	Locate Physical Location of device/persona.	Computer + INT [Data Proc.] vs WIL + Sleaze
Reboot Device	3	Data Proc.	Complex	The device comes back online at the end of the following Combat Turn. It can Dumpshock. Can't reboot if link-locked.	Computer + LOG [DataProc.] vs WIL + Firewall
Jump Into Rigged Device	3	Data Proc.	Complex Simple	No test if owner or have permission. Require 3 marks, be in VR, the device has to have a rigger adaption and you have a control rig. It's a Simple Action in VR.	Electr. Warf. + LOG [Data Proc.] vs WIL + Firewall

You can also use RCC Matrix Actions to manage Drones. See Rigger's Cheatsheet.

## Interface Modes and Modifiers

**MATRIX 1.1**  
**Hacking**

	Initiative	Initiative Dice	Biofeedback	Note
<b>Augmented Reality</b>	As Physical	As Physical	None	-2 dice pool penalty on any Perception tests in the physical world.
<b>Virtual Reality - Cold-Sim</b>	Data Proc. + INT	+2D6	Stun	
<b>Virtual Reality - Hot-Sim</b>	Data Proc. + INT	+3D6	Physical	Addictive. +2 dice pool modifier to all Matrix actions.
<b>Silent Running</b>				-2 dice pool modifier to all Matrix actions. Search vs LOG + Sleaze to Spot.
<b>On Public Grid</b>				-2 dice pool modifier to all Matrix actions.
<b>Acting across Grids</b>				-2 dice pool modifier to all Matrix actions.
<b>Sustaining Complex Form</b>				-2 dice pool modifier to all Matrix actions.

### Cyberdeck only Matrix Action (Hacking)

	Marks	Limit	Action	Note	Test
<b>Jam Signals</b>	Owner	Attack	Complex	Add Hits to Noise Rating for 100m	Electr. Warf. + LOG [Attack]
<b>Check Overwatch Score</b>	0	Sleaze	Simple	Get Overwatch Score from GM.	Electr. Warf. + LOG [Sleaze] vs 6 Dice
<b>Hide</b>	0	Sleaze	Complex	Disappear from target that hasn't Marked you.	Electr. Warf. + INT [Sleaze] vs INT + Data Proc.
<b>Hack on the Fly</b>	0	Sleaze	Complex	+1 Mark. +1 Matrix Perception Hit per 2 Net Hits. -4 dice pool for +2 Marks. -10 dice pool for +3 marks.	Hacking + LOG [Sleaze] vs INT + Firewall
<b>Hack on the Fly Grid Hop</b>	0	Sleaze	Complex	Hop to Grid you don't have Access to. Doesn't alert the grid or its demiGOD.	Hacking + LOG [Sleaze] vs 4 (Local) or 6 (Global)
<b>Brute Force Attack</b>	0	Attack	Complex	+1 Mark. Optional +1 Matrix DV per 2 Net Hits (Resisted with Device Rating + Firewall). -4 dice pool for +2 Marks. -10 dice pool for +3 marks.	Cybercombat + LOG [Attack] vs WIL + Firewall
<b>Data Spike</b>	0	Attack	Complex	DV = Attack Rating + Net Hits + (2 x Marks).	Cybercombat + LOG [Attack] vs INT + Firewall
<b>Brute Force Grid Hop</b>	0	Attack	Complex	Hop to Grid you don't have Access to. Doesn't alert the grid or its demiGOD.	Cybercombat + LOG [Attack] vs 4 (Local) or 6 (Global)
<b>Erase Matrix Signature</b>	0	Attack	Complex	You eradicate a Matrix signature.	Computer + RES [Attack] v. (Signature Rating) x 2
<b>Crack File</b>	1	Attack	Complex	Remove File Protection.	Hacking + LOG [Attack] vs 2 * Protection Rating
<b>Spoof Command</b>	1	Sleaze	Complex	Send command as though Owner.	Hacking + INT [Sleaze] vs LOG + Firewall
<b>Set Data Bomb</b>	1	Sleaze	Complex	Choose Rating. Does (Rating)D6 Matrix DV.	Software + LOG [Sleaze] vs 2 x Data Bomb Rating
<b>Snoop</b>	1	Sleaze	Complex	View/Record traffic to/from Marked Device.	Electr. Warf. + INT [Sleaze] vs LOG + Firewall
<b>Crash Program</b>	1	Attack	Complex	Crash a specific program until Reboot.	Cybercombat + LOG [Attack] vs INT + Firewall
<b>Format Device</b>	3	Sleaze	Complex	Device is Formatted on next Reboot.	Computer + LOG [Sleaze] vs WIL + Firewall
<b>Garbage In/Out</b>	3	Sleaze	Complex	Change the command result of an action (Data Trail p. 178)	Software + LOG [Sleaze] vs LOG + Firewall
<b>Erase Mark</b>	3	Attack	Complex	Remove one Mark on one single icon from an other icon with 3 marks. -4 dice pool to remove 2 marks, -10 dice pool for 3 marks.	Computer + LOG [Attack] vs WIL + Firewall
<b>Control Device</b>	Variable	Sleaze	Variable	Free Action require 1 Mark, Simple 2 Marks, Complex 3 Marks. Optional Multiple devices. Limit is the lower of action or (Sleaze or Data Proc.). See page 238.	(as action) [Data Proc. (or special)] vs (as action) or Electr. Warf. + INT [Sleaze] vs INT + Firewall

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