

5.7.Matrix

Running the shadows as a Decker. => No rules for Technomancers yet, sorry!

Being a Decker

Extra	Archetype: Decker
Permission	Your minimum Resource Priority must be a “C”.
Cost:	One Refresh
Advantage:	Enables the “Cyberdeck” extra. Enables Special: Cyberdeck resource. Choose a cyberdeck corresponding to your Special: Cyberdeck resource level (see character generation chapter)

Cyberdeck Extra - Option Basic

Extra	Cyberdeck
Permission	Choosing the “Decker” archetype at character generation
Name	Brand of Cyberdeck
Stunts (Programs)	Choose a number of Programs according to the Cyberdeck table. Programs cost no refresh.
Advantage	Get +1 on any test using Cracking or Electronics while using your cyberdeck
Stress Track	Your deck has a stress track labeled “Matrix”. Two Boxes is the baseline for a device rating “1” cyberdeck. Rating 2-3 = 3 Boxes, 4+ = 4 boxes.

Cyberdeck Extra - Option Advanced (Recommended)

Extra	Cyberdeck
Permission	Choosing the “Decker” archetype at character generation
Name	Brand of Cyberdeck
Skills (System Attributes)	Device Rating, System Attributes: Attack, Sleaze, Data Processing, Firewall. See Cyberdeck table for values. Assign the attribute numbers as you like.
Stunts (Programs)	Choose a number of Programs according to the Cyberdeck table. These stunts cost no refresh.
Advantage	Add system attributes as die roll modifiers to the corresponding matrix actions. See Matrix table for details.
Stress Track	Your deck has a stress track labeled “Matrix”. Two Boxes is the baseline for a device rating “1” cyberdeck. Rating 2-3 = 3 Boxes, 4+ = 4 boxes.

Cyberdeck Table									
Cyberdeck	Device Rating	Attribute Array				Programs	Price	Availability	Notes
Erika MCD-1	1	1	1	0	0	1	6	1	Restricted
Microdeck Summit	1	1	1	1	0	1	6	1	Restricted
Microtrónica Azteca	2	2	1	1	0	2	7	2	Restricted
Hermes Chariot	2	2	1	1	0	2	7	2	Restricted
Novatech Navigator	3	2	2	1	1	3	7	2	Restricted
Renraku Tsurugi	3	2	2	2	1	3	7	3	Restricted
Sony CIY-720	4	3	2	2	1	4	7	4	Restricted
Shiawase Cyber-5	5	3	3	2	2	5	8	5	Restricted
Fairlight Excalibur	6	4	3	3	2	6	8	6	Restricted

You have some Options how to integrate Cyberdecks with the skill system. Option A works best with the Cyberdeck (Advanced), Option B with Cyberdeck (Basic), Option C works with both – if you mix C with Cyberdeck (Basic) then just assign a “1” to each System Attribute .

Using Cyberdeck (Advanced) with Option C worked well in playtest with a “casual” Decker.

Option A:

		ATTACK	SLEAZE	DATA PROCESSING	FIREWALL
Mark Manipulation	Cracking	Brute Force	Hack on the fly		
	Electronics	Erase Mark			
Device and File Manipulation	Cracking	Crack File	Spoof Command, Control Device	Jump into Rigged Device	
	Electronics		Format Device, Set Data Bomb	Edit File, Reboot Device	Disarm Data Bomb
Information Gathering	Cracking		Check Overwatch Score, Snoop		
	Electronics			Matrix Perception, Matrix Search, Trace Icon	
Matrix Combat	Cracking	Crash Program, Data Spike			
	No Test				Full Matrix Defense
Miscellaneous	Cracking	Jam Signals	Hide		
	Electronics	Erase Matrix Signature			Jack Out
	No Test		Enter/Exit Host, Grid Hop, Invite Mark, Send Message, Change Icon, Switch Interface Mode (All actions are Data Processing Action)		

Option B (important actions are **bold**)

Mark Manipulation	Cracking	Hack on the fly, Brute Force
	Electronics	Erase Mark
Device and File Manipulation	Cracking	Crack File, Spoof Command, Control Device, Jump into Rigged Device
	Electronics	Edit File, Format Device, Reboot Device, Disarm Data Bomb, Set Data Bomb
Information Gathering	Cracking	Check Overwatch Score, Snoop
	Electronics	Matrix Perception, Matrix Search, Trace Icon
Matrix Combat	Cracking	Crash Program, Data Spike
	No Test	Full Matrix Defense
Miscellaneous	Cracking	Jam Signals, Hide
	No Test	Grid Hop, Enter/Exit Host, Change Icon, Invite Mark, Switch Interface Mode

Option C (recommended):

	ATTACK	SLEAZE	DATA PROCESSING	FIREWALL
Skill	Cracking	Cracking	Electronics	System Rating
Matrix Combat				
File Manipulation				
Device Manipulation				
Information Gathering				
Mark Manipulation				

How to Deck

1. Choose a mode:
 - a. Hot VR (+1 to all cracking tests, Biofeedback is physical damage)
 - b. Cold VR (“Normal mode”, , Biofeedback is stun damage)
 - c. AR (Loser mode, -1 to all cracking tests, no Biofeedback damage, other tasks are at +1 difficulty because of distraction)
2. Look what you want to do, then check skill and type of action.
Example: you want to put a mark on a toaster in a coffee shop. This is Mark Manipulation. You use Cracking with either Attack or Sleaze bonus to “Create an Advantage” (namely “Mark!”).

Reassigning System Attributes

Reconfiguring takes one action/exchange and succeeds without test.

Overwatch Score

Each Cracking test may earn you Overwatch, depending on your result:

Fail: 3, Tie: 2, Success: 1, Succeed with style: 0

Convergence

As soon as you enter the Matrix for nefarious purposes, your friendly GM has rolled 4dF and added the result to 14. As soon as your OS hits that magic number, GOD gets angry.

Dumpshock

Make a Willpower test with a difficulty of +4. Damage is Stun if in Cold VR and Physical if in Hot VR. Regardless of the outcome, you get the “Dumpshock” aspect till the end of the scene which may be tagged for all kind of nuisance by your friendly GM.

Linklocked

All the nasty results you find in the rulebook. Trying to Jack out is an Overcome action using the deckers Willpower vs the System Difficulty he is in.

Suggested Scene Aspects

Static Zone, Spam Zone, Noise

System Difficulties

System	Difficulty	Example
Simple	+1	General appliances, public terminals, entertainment systems
Average	+2	Standard personal electronics, basic cyberware, vehicles, drones, weapons, residential security devices
Smart	+4	Security vehicles, alphaware, corporate security devices
Advanced	+6	High-end devices, betaware, military vehicles and security devices
Cutting Edge	+8	Deltaware, credsticks, black-ops vehicles and security devices
Bleeding Edge	+10	Billion-nuyen experimental devices, space craft