Matrix Basics

Table Of Contents:

Basics:

Unfortunately, Deckers cannot simply breeze into systems and do what they will without resistance by the corporations. These mega-corporations have the money and resources to ensure security of their systems. One of the most basic ways that the corps can increase the security of their matrix systems is by upping the Security Rating of their system. See the table below for the effect of ratings.

Security Rating	Blue	Green	Orange	Red
Modifiers	-1 skill checks	-2 skill checks	-4 skill checks	-8 skill checks

Decking Stats:

The most important Stats for a Decker are DEX, IQ, and WP. A Decker's Hacking skill is based on DEX, Coding skill is based on IQ, and WP affects resistance to the neural feedback and damage associated with matrix combat.

Effect of Cyberdecks:

Better decks increase the effectiveness of programs and skill checks run by the Decker. In addition, each deck has integrity points (IP) that act like hit points, the amount of damage a deck can take before crashing. If a Decker's deck crashes, they are automatically jacked out of the system and can take physical damage as well. See the table below for a run-down of these effects.

Cyberdeck	Description	Hacking	Programs	ESPs	Evasion	Integrity Points
Sony CY-150	A beginner's deck, just enough to get ya into the grid	+1	2	0	0	100
Fuchi X-999	Fuchi's cheaper street-deck, they sell them on the sly to boost their profits	+2	3	1	+1	150
Sony CTY-360	Simple, street ready and nearly indestructible.	+2	4	1	+2	175
Renraku Kraftwerk	Renraku's best deck and easily modified for the streets.	+3	4	2	+3	175
Fuchi Virtua-X	Fuchi created the Virtua-X for employees. Now deckers love to use it against them.	+4	5	2	+3	200
Fairlight Excaliber	The deck that every decker dreams about. It's the Holy Grail of cyberdecks.	+6	6	3	+5	300

Initiative:

DEX also affects Matrix Combat in terms of initiative in the virtual world. When the team or an individual enters combat, each character involved, including the enemy, is ranked highest to lowest based on their Dexterity score- this determines the order in which characters may perform actions during each combat round. Character's will be able to make combat actions when their initiative turn comes up in the sequence. A combat round concludes when all combatants have completed the initiative sequence. A new combat round then begins and any combatant that still has action points available may use them.

Combat Modifiers:

While in Matrix all actions made during a combat round are modified by an associated Stat (usually DEX). See the table below to determine modifiers:

Stat score	Modifer
3-12	0
13-16	+1
17-20	+2

Matrix Actions:

SIMPLE ACTIONS (2 per combat turn)			
Observe	Delay Action	Turn/Pivot	Drop Prone
Activate Cyberware	Surface Scan Node	Enter/Exit Node	Operate Node Controls
Initiate/Terminate System Connection	Determine System Security Rating	Move up to 10'	Execute Program
Pick Up/Put Down Object	Use Simple Object		

COMPLEX ACTIONS (1 per combat turn)

Jack Out of Matrix	Code Program	Download/Upload Data	Use Skill
Evasion	Sprint up to 50'	Use Complex Object	Deep Scan Node

Programs:

Most Deckers deal with situations in the matrix as they arise and use their Coding skills to program on the fly, however, sometimes it is best to have pre-loaded programs to deal with the most common contingencies. See the table below for a list of some of these common programs.

Program:	Description:	Level 1 Effect:	Level 2 Effect:	Level 3 Effect:	Cooldown:
Strike	A basic program that deals damage to an IC	IP: 25	IP: 50	IP: 75	0
Degrade	Hostile target will take additional damage from incoming attacks for 3 rounds.	IP: +25	IP: +50	IP: +75	0
Firewall	Creates firewall that cause damage when moving through it.	IP: 25	IP: 50	IP: 75	1
Killer	A powerful attack program directed at one target.	IP: 75	IP: 100	IP: 125	1
Medic	Heals yourself or a friendly target.	+40 IP	+60 IP	+90 IP	1
Shield	Incoming damage from attacks is reduced for 4 rounds.	IP: - 15	IP: -25	IP: -50	0

Slow	Reduces Initiative of target for 2 rounds.	Init: -3	Init: -5	Init: -8	3
Lock-on	Increases your chance to hit vs enemy IC and deckers for 3 rounds.	+1 mods	+2 mods	+3 mods	3
Erosion	Erodes integrity points of IC instant damage, with ongoing -25 IP for 2 turns.	IP: 50	IP: 75	IP: 100	2
Blaster	An area-effect (AOE 2) matrix attack that deals damage to IC and deckers.	IP: 50	IP: 75	IP: 100	2
Suppression	Reduces alarm state by 4.	-	-	-	6
Tar Bomb	An area-effect (AOE 2) matrix attack that deals damage to IC and deckers. In addition, any affected cannot move for 3 combat rounds.	IP: 50	IP: 75	IP: 100	4
Stealth	Allows the Decker to slip past IC as if they were invisible. The effect is a mod to Evasion skill.	+2 mod Evasion	+4 mod Evasion	+6 mod Evasion	2
Sniffer	A program that increases success of finding useful data when scanning a datastore.	+2 mod	+3 mod	+4 mod	2

Expert System Programs (ESP's):

ESPs are summoned helper programs that will help you for a run until they are defeated. You can only summon them once per matrix session, but they are not single-use, you will retain them in your inventory and be able to summon them again next matrix, even if you summon them and they are defeated (One exception to this is the Exploder ESP - see below). These must be purchased, they are not on-the-fly programmable.

Name:	Description:	Skills/Programs:
Striker	Attacker ESP	Provides a Level 2 Strike program during a matrix run. Can endure 100 IP of damage before destroyed.
Doc	Healer ESP	Provides a Level 2 Medic Program during a matrix run. Can endure 100 IP of damage before destroyed.
Shield	Protection ESP	Provides Shield program during a matrix run. Additionally, if Shield is dropped can perform a Shield Rush - effect is a light attack for 25 IP and -2 Init. Once per mission, can create a Firewall. Can endure 150 IP of damage before destroyed.
Mage	Matrix magic ESP	Provides a lvl 1 Killer program during a matrix run. Once per combat turn, may execute any program loaded on the cyberdeck at level 3 effect. Can endure 150 IP of damage before destroyed.
Assassin	Attacker ESP	Provides a Level 2 Strike program during a matrix run. Provides a Level 2 Stealth program during a run. Can endure 100 IP of damage before destroyed.
Exploder	Attacker ESP	Provides a Level 1 Strike program during a matrix run. Once per mission, the exploder program can create an explosion (AOE 3) that causes 150 IP. The program is then unusable and must be re-purchased. Can endure 100 IP of damage before destroyed.