SR5 Matrix Action Table

Matrix Action	Roll	Opposed Roll	Type	Marks Req.	Effect
Brute Force	Cybercombat + Logic	Willpower + Firewall	Complex	none	+Mark, 1 Matrix Damage/2 hits, Grid Hop
Crack File	Hacking + Logic	Protection Rating x 2	Complex	1	Remove protection from file
Crash Program	Cybercombat + Logic	Intuition + Firewall	Complex	1	Disable target program
Data Spike	Cybercombat + Logic	Intuition + Firewall	Complex	none	Matrix Damage = [Attack] + 1/hit + 2/mark
Erase Mark	Computer + Logic	Willpower + Firewall	Complex	special	Remove Mark from Target
Erase Matrix Signature	Computer + Resonance	Signature Rating x 2	Complex	none	Erase Matrix signature left by Resonance being
Jam Signals	Electronic Warfare + Logic	none	Complex	Owner	Add hits to noise within 100 meters
Change Icon	none	none	Simple	Owner	Change Target Icon
Control Device*	(as action)	(as action)	Variable	varies	Perform action via controlled device
Edit File	Computer + Logic	Intuition + Firewall	Complex	1	Create, Change, Copy, Delete, or Protect File
Enter/Exit Host	none	none	Complex	1	Enter Host if you have a Mark
Grid Hop	none	none	Complex	none	Move to Grid to which you have access
Invite Mark	none	none	Simple	Owner	Allow other Icons to Mark your device, file, etc.
Jump into Rigged Device	Electronic Warfare + Logic	Willpower + Firewall	Complex	3	Jump into Device with Rigger Adaptation
Matrix Perception	Computer + Intuition	Logic + Sleaze	Complex	none	Find Icons/Analyze Matrix Objects (see table)
Matrix Search	Computer + Intuition	none	special	none	Search Matrix for information (see table)
Reboot Device	Computer + Logic	Willpower + Firewall	Complex	3	Force Reboot on non-Link Locked Device
Send Message	none	none	Simple	none (or 1)	Send short text/audio messages to comm
Switch Interface Mode	none	none	Simple	Owner	Switch from AR to VR or vice versa
Trace Icon	Computer + Intuition	Willpower + Sleaze	Complex	2	Find physical location of Device or Persona
Check OS	Electronic Warfare + Logic	6 dice	Simple	none	Check OS before defense hits are added
Control Device*	E Warfare + Intuition	Intuition + Firewall	Variable	varies	Perform action via controlled device
Format Device	Computer + Logic	Willpower + Firewall	Complex	3	Rewrite boot code for device
Hack on the Fly	Hacking + Logic	Intuition + Firewall	Complex	none	+Mark, 1 Matrix Perception/2 hits, Grid Hop
Hide	E Warfare + Intuition	Int + Data Processing	Complex	none	Target stops spotting you
Set Data Bomb	Software + Logic	Device Rating x 2	Complex	1	Attach (rating)d6 Damage Data Bomb to file
Snoop	E Warfare + Intuition	Logic + Firewall	Complex	1	Intercept Matrix traffic to and from Target
Spoof Command	Hacking + Intuition	Logic + Firewall	Complex	1	Give Device or Agent command as Owner
Disarm Data Bomb	Software + Intuition	Data Bomb Rating x 2	Complex	none	Safely remove and delete Data Bomb (1 net hit)
Full Matrix Defense	none	none	Interrupt	Owner	+Will to Defense, -10 Initiative
Jack Out	Hardware + Willpower**	Logic + Attack**	Simple	Owner	Jack out of Matrix and reboot device***

Limit Key:

Attack	Data Processing
Sleaze	Firewall

* Control Device may or may not use Data Processing as its Limit
** Only roll if Link Locked
*** Suffer Dumpshock if in VR mode

COMMON PROGRAMS

Browse: Cuts the time for a Matrix Search action in half.

Configurator: Stores an alternate configuration for your deck, allowing you to swap to the full configuration instead of only two attributes or programs.

Edit: +2 to Data Processing limit for Edit tests.

Encryption: +1 bonus to your Firewall attribute.

Signal Scrub: Rating 2 noise reduction.

Toolbox: +1 bonus to your Data Processing attribute.

Virtual Machine: Your deck can run two additional programs, but whenever your persona takes Matrix damage, it takes an additional box of Matrix damage that cannot be resisted.

!! HACKING PROGRAMS !!

Armor: +2 dice pool modifier to resist Matrix damage.

Baby Monitor: Keeps track of your movements in the Matrix, so you always know your current Overwatch Score.

Biofeedback: Attacks causing Matrix damage add an equal amount of Stun (if target is in cold-sim) or Physical (if target is in hot-sim) biofeedback damage. Also applies to damage caused by failed attacks against you.

Biofeedback Filter: +2 dice pool modifier to resist biofeedback damage.

Blackout: Same as biofeedback, but only causes Stun damage, even if the target is using hot-sim.

Decryption: +1 bonus to your Attack attribute.

Defuse: +4 dice pool modifier to resist damage from a Data Bomb.

Demolition: +1 to the rating of any Data Bomb you set while this is running.

Exploit: +2 bonus to Sleaze attribute when attempting a Hack on the Fly action.

Fork: Perform a single Matrix action on two targets with a single test. Modifiers from each target both count toward your dice pool. Each target defends with their own dice pools. Results determined separately against each target.

Guard: Reduces the extra damage you take from marks by 1 DV per mark.

Hammer: +2 DV to Matrix Damage. Does not apply against targets that take damage from failing an Attack action against you.

Lockdown: When you cause damage to a persona, he or she is link-locked until you stop running this program or they successfully Jack Out.

Mugger: Bonus damage from marks is increased by 1 DV per mark.

Shell: +1 dice pool modifier to resist both Matrix and biofeedback damage. Stacks with similar modifiers from other programs.

Sneak: +2 dice pool modifier to defend against Trace User actions. Additionally, if a demiGOD converges on you while this program is running, they don't get your physical location.

Stealth: +1 bonus to your Sleaze attribute.

Track: +2 to Data Processing attribute when making Trace User tests OR if target is running a Sneak program, negate the +2 dice pool bonus.

Wrapper: While this program is running, your icons can be anything you want them to be when you use the Change Icon action. Another persona can see what the disguised icon really is with a Matrix Perception Test, but they need to at least suspect enough to check.

AGENTS

Agents are autonomous programs that can perform Matrix Actions for you. (See SR5 p. 246 for details)

MATRIX PERCEPTION

Each hit on a Matrix Perception test can reveal one of the following (not an exhaustive list)

» Spot a target icon you're looking for.

» The most recent edit date of a file.

» The number of boxes of Matrix damage on the target's Condition Monitor.

» The presence of a data bomb on a file.

» The programs being run by a persona.

» The target's device rating.

» The target's commcode.

» The rating of one of the target's Matrix attributes.

» The type of icon (host, persona, device, file), if it is using a non-standard (or even illegal) look.

» Whether a file is protected, and at what rating.

» The grid a persona, device, or host is using.

» If you're out on the grid, whether there is an icon running silent withing 100 meters.

» If you're in a host, whether there is an icon running silent in the host.

» If you know at least one feature of an icon running silent, you can spot the icon (Running Silent, Spotting Table)

» The last Matrix action an icon performed, and when.

» The marks on an icon, but not their owners.

DEVICE RATINGS

Device Type	Device Rating	Examples
Simple	1	General appliances, public terminals, entertainment systems
Average	2	Standard personal electronics, basic cyberware, vehicles, drones, weapons, residential security devices
Smart	3	Security vehicles, alphaware, corporate security devices
Advanced	4	High-end devices, betaware, military vehicles and security devices
Cutting Edge	5	Deltaware, credsticks, black-ops vehicles and security devices
Bleeding Edge	6	Billion-nuyen experimental devices, space craft

Cyberdecks	Device Rating	Attribute Array	Programs	Availability	Cost
Erica MCD-1	1	4 3 2 1	1	3R	49,500¥
Microdeck Summit	1	4 3 3 1	1	3R	58,000¥
Microtronica Azteca 200	2	5 4 3 2	2	6R	110,250¥
Hermes Chariot	2	5 4 4 2	2	6R	123,000¥
Novatech Navigator	3	6 5 4 3	3	6R	205,750¥
Renraku Tsurugi	3	6 5 5 3	3	9R	214,125¥
Sony CIY-720	4	7 6 5 4	4	12R	345,000¥
Shiawase Cyber-5	5	8 7 6 5	5	15R	549,375¥
Fairlight Excalibur	6	9 8 7 6	6	18R	823,250¥

PROGRAMS

Programs	Availability	Cost
Common Program	—	80¥
Hacking Program	4R	250¥
Agent (Rating 1-3)	Rating x 3	Rating x 1,000¥
Agent (Rating 4-6)	Rating x 3	Rating x 2,000¥

SR5 Host Ratings and Types of IC

SAMPLE HOST RATINGS	
Examples	**Host Rating**
Personal sites, pirate archives, public education	1-2
Low-end commercial, private business, public libraries, small policlubs	3-4
Social media, small colleges and universities, local police, international policlubs	5-6
Matrix games, local corporate hosts, large universities, low-level government	7-8
Affluent groups, regional corporate hosts, major government, secure sites	9-10
Megacorporate headquarters, military command, clandestine head office	11-12

!! ----- INTRUSION COUNTERMEASURES ----- !!			
Type	**Attack**	**Resist With**	**Effect**
Acid	Host Rating x2	Willpower + Firewall	-1 Firewall if net hits ≥ 1, if Firewall is 0 take 1 DV Matrix damage/net hit, reduction is cumulative and lasts until reboot
Binder	Host Rating x2	Will + Data Processing	-1 Data Processing if net hits ≥ 1, if Data Processing is 0 take 1 DV Matrix damage/net hit, reduction is cumulative and lasts until reboot
Black IC	Host Rating x2	Intuition + Firewall	Link-lock, (Attack) DV Matrix damage (+1 DV/net hit & +2 DV/mark) +equal amount of biofeedback damage
Blaster	Host Rating x2	Logic + Firewall	Link-lock, (Attack) DV Matrix damage (+1 DV/net hit & +2 DV/mark) +biofeedback damage(stun only)
Crash	Host Rating x2	Intuition + Firewall	Host must have at least 1 Mark on you, Crash random program which cannot be run again until reboot
Jammer	Host Rating x2	Willpower + Attack	-1 Attack if net hits ≥ 1, if Attack is 0 take 1 DV Matrix damage/net hit, reduction is cumulative and lasts until reboot
Killer	Host Rating x2	Intuition + Firewall	(Attack) DV Matrix damage (+1 DV/net hit & +2 DV/mark)
Marker	Host Rating x2	Willpower + Sleaze	-1 Sleaze if net hits ≥ 1, if Sleaze is 0 take 1 DV Matrix damage/net hit, reduction is cumulative and lasts until reboot
Patrol	n/a	n/a	Patrols host scanning marks & looking for illegal activity using Matrix Perception action on all targets in the Host
Probe	Host Rating x2	Intuition + Firewall	Add 1 Mark for the Host and it's IC on the target
Scramble	Host Rating x2	Willpower + Firewall	Reboot immediately if the Host has 3 Marks on you, take dumpshock from reboot if in VR mode
Sparky	Host Rating x2	Intuition + Firewall	(Attack) DV Matrix damage (+1 DV/net hit & +2 DV/mark) +biofeedback damage
Tar Baby	Host Rating x2	Logic + Firewall	Link-lock, if already link-locked it puts a Mark on you
Track	Host Rating x2	Willpower + Sleaze	If Host has 2+ Marks on you, the Host (and it's owners) discover your physical location, which is usually reported to real-world authorities immediately

SR5 Assorted Matrix Tables

MATRIX SPOTTING TABLE

Target is...	Not Running Silent	Running Silent
Within 100 meters	Automatic	Opposed Comp + Int
Outside 100 meters	Simple Comp + Int	versus
a Host	Automatic	Logic + Sleaze Test

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

USER MODES TABLE

User Mode	Initiative	Initiative Dice	Notes
Augment Reality	Physical Initiative	Physical Initiative Dice	can be distracting
Cold-Sim	Data Processing + Intuition	3d6	
Hot-Sim	Data Processing + Intuition	4d6	+2 Dice Pool bonus to Matrix Actions

SPAM & 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

NOISE & 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
Metal-laced earth or wall	1 per 5 meters
Salt water	1 per centimeter
Spam zone or static zone	Rating
Wireless negation	Rating

agent: A semi-autonomous program that is capable of taking independent action in the Matrix

archive: an area of a host that stores files securely away from all users, legitimate or otherwise

artificial intelligence (AI): Self-aware and self-sustaining intelligent programs that evolved with the Matrix

augmented reality (AR): Information added to or overlaid upon a user's normal sensory perceptions in the form of visual data, graphics, sounds haptics, smell, and/or limited simsense.

augmented reality object (ARO): virtual representations (usually visual graphics, but other sensory data can be included, typically sound) that are connected to a physical object or location in the physical world and viewable through augmented reality. The abbreviation, ARO, is pronounced "arrow."

avatar: The icon of a persona.

Better-than-life (BTL, beetle): Hyper-real levels of simsense that are addictive and potentially dangerous

brick: To destroy a device by Matrix damage; also, a device destroyed in that fashion.

cold-sim: Standard simsense that operates at legal, safe levels. Used by most people to access virtual reality.

commcode: Combination email address, phone number, and IM name that identifies an individual for communications; if people want to get a hold of you, this is what they need.

commlink ('link): The handheld or worn personal computer used by nearly everyone to access wireless services.

complex form: Mental algorithms that technomancers use to manipulate the Matrix—their equivalent of programs.

control rig: An implanted augmentation that allows a rigger to "jump" into a vehicle, drone, or other device, giving him or her superior control and performance.

deck: A tablet-sized computer used to hack the Matrix; it is restricted or illegal in most of the civilized world.

demiGOD: A subsection of the Grid Overwatch Division that oversees a single grid, run by the grid's owner.

device: A piece of gear that performs functions integral to a network.

direct neural interface (DNI): A connection between the brain's neural impulses and a computer system that allows a user to mentally interact with that system.

drone: An unmanned vehicle that can be controlled via direct wireless link or through the Matrix.

echo: An enhanced ability a technomancer can learn after undergoing submersion.

fading: Mental drain technomancers sometimes experience when using their abilities.

file: A program or set of data that is collected as a single package; this runs the gamut from annual reports and kitten videos to autosofts and Attack programs.

firewall: A program that guards a node from intrusion. This is the first line of defense of a device or host to fend off unwanted Matrix interference.

geo-tagging: Assigning AROs to a specific physical location, often using RFID tags.

ghost in the machine: Mysterious phenomena and perceived entities that exist entirely within the Matrix. Some believe these are AIs or magical spirits of the Matrix. Others believe they are the disembodied personalities of people trapped within the Matrix during and since the Crash of '64.

GOD: Grid Overwatch Division, an entity run by the Corporate Court to oversee security in the Matrix.

grid: The resources offered by a Matrix provider; typically, you can access information on that provider's grid easily, while accessing info on other grids is more difficult. The term is also used to refer to the Matrix as a whole outside any host.

hacker: Someone who explores and exploits the Matrix.

haptics: Computer interactions based on the sense of touch.

host: A self-contained place in the Matrix. Hosts have no physical location, as they exist purely in the Matrix cloud.

hot-sim: Simsense without the safeguards that prevent potentially damaging biofeedback. Hot-sim is illegal in the civilized world.

icon: The virtual representation of a device, persona, file, or host in the Matrix.

intrusion countermeasures (IC): Software that runs in a host and protects that host from unauthorized users. The abbreviation, IC, is pronounced "ice."

jackpoint: Any physical location that provides access to the Matrix through plugging in with a wired connection.

living persona: The mental "organic software" that allows technomancers to access the Matrix with only their minds.

master: A device, usually a commlink, cyberdeck, or host, that is linked to other devices in order to protect them against Matrix attacks.

Matrix authentication recognition key (mark): A token that measures a user's access to a device, host, or persona.

Matrix object: A persona, file, device, mark, or host in the Matrix.

Matrix: The worldwide telecommunications network and everyone and everything connected to and by that network.

meat: (slang) An unwired individual, or the physical part of a Matrix user in VR.

meshed: (slang) Online, connected to the Matrix.

noise: Unwanted data or wireless signals that make using the Matrix slower or more difficult. (slang) Unwelcome information.

persona: A user, agent, or other autonomous or semi-autonomous icon in the Matrix.

personal area network (PAN): The set of devices slaved to a single commlink or cyberdeck.

pilot: A sophisticated program with semi-autonomous decision-making abilities.

radio frequency identification tag (RFID, pronounced "arfid"): A device no bigger than a matchbox that holds data and other miniaturized electronics.

real life (RL): (slang) Anything not having to do with the Matrix.

Resonance: The measure of a technomancer's ability to access and manipulate the Matrix.

Resonance Realms: A mysterious plane of virtual existence that technomancers can access. It is believed that a copy of every bit of electronic data ever created exists somewhere in the Resonance Realms.

rigger: Someone who uses a control rig to "jump" into a properly adapted device (usually a drone, vehicle, or security system) in order to directly control it as if the device were an extension of his or her own body.

sculpting: The look and feel of a host's internal virtual space.

simrig: A device for making simsense recordings.

simsense (sim, simstim): Hardware and software that enable a person to experience what has happened to someone else as if they had sensed and experienced the events themselves. Requires a direct neural interface.

slave: A device connected to a master device, usually a commlink, cyberdeck, or host, on which the slave depends for defense against Matrix attacks.

spam zone: An area flooded with invasive and/or viral AR advertising, causing noise.

spider: A security hacker/rigger employed by a corporation or law-enforcement agency to protect a physical space or a host from hackers.

sprite: A Resonance-based entity created (or called) by a technomancer.

static zone: An area where the physical environment creates noise.

submersion: A state in which a technomancer strengthens his or her connection to the Resonance.

tag: An RFID tag.

technomancer: A person who is able to use and manipulate the Matrix without hardware. The term often carries connotations of hacking and cyber-terrorism.

trodes: A headband or net worn on the head that creates a direct neural interface. Popular models include an attached hat, wig, or other headware. Short for "dry active electrode array."

virtual reality (VR): A state where outside stimuli are ignored and the user only receives impressions from the Matrix. Requires a direct neural interface.

wide area network: A set of devices slaved to a host.