

A NOTE ON STORAGE MEMORY

Major advances in computer storage memory and data compression technologies by 2070 allow vast amounts of information to be stored in relatively minute spaces. Storage memory has become so large and efficient that, for the most part, gamemasters and players can assume that characters have enough storage memory on any particular device to meet their needs, so there is no need to micromanage file sizes and available memory. The gamemaster can, of course, rule in some situations that a particular device is full or does not have the capacity needed to store something new, though this should be reserved for either small devices and/or massively large file collections. The ease and availability of wireless networking, however, means that even in cases like this, the character can quickly transfer the file to any number of remote storage devices.

shapes and forms, from animated characters and anthropomorphic creatures to more artsy or abstract designs like mobile waterfalls or swirling color patterns. All Matrix-capable devices have default icons loaded in case the user doesn't have his own—usually simple blank-white anonymous anthroform shapes, often emblazoned with the device manufacturer's stylized logo. Occasionally, programs you have loaded will add additional elements to your logo's look, such as the glowing green force field of an Armor program or the blurring effects of a Stealth program.

Altering or swapping out your icon takes a Free Action.

LINKING AND SUBSCRIBING

Now, just because all of your devices *can* talk to other devices doesn't mean that they *will*. For simplicity, privacy, and

security, you may configure your devices so that they only interact with another specific device (usually your commlink, as your PAN's hub) or a specific network (your PAN). This prevents confusion between users (am I accessing my guncam or yours?) and also offers a degree of protection from snoopers and hackers. Rather than allowing any stranger access to all of your electronics, anyone that wants to interact with your PAN must connect to your commlink first.

In game terms, your persona maintains a subscription list of nodes that you are accessing and that are allowed to establish communication with you. The subscription list may be unlimited in size, but the number of nodes, agents, or drones that a persona may actively subscribe to (access) at any one time is limited to the persona's System x 2.

MATRIX ATTRIBUTES

Matrix attributes generally range in scale from 1 to 6, with the lower ratings indicating cheap, outdated, or salvaged components/software and higher ratings reflecting well-made parts/code. Some cutting-edge and prototype models may exceed rating 6 attributes, but these are exceptionally rare and hard to come by.

Response (Hardware)

Response is the device's processing power, or how quickly it reacts to input and processes commands and information. Combine Response with your Intuition to determine your Matrix Initiative (see p. 230).

Response may be affected if you run too many programs. For every x number of programs you have actively running, where x = System rating, your Response is reduced by 1. So if you're running 10 programs with a System 5, your Response will be reduced by 2.

Signal (Hardware)

Signal represents a device's raw broadcasting power. The higher the Signal, the farther the device can transmit. Though many factors can affect a device's Signal rating, the most important are antenna size and raw electrical power. Consequently, a device's size tends to limit how high its Signal rating can be. Implanted cyberware may be limited to a Signal of 1 or 2, while



SIGNAL RATING TABLE

Signal Rating	Signal Range	Examples
0	3 m	Nanoware transceivers, cyberware, intra-PAN devices
1	40 m	RFID tags, handheld electronics
2	100 m	Headware transceivers, micro-drone sensors
3	400 m	Average commlinks, residential/small business wi-fi routers, vehicular autonav sensors
4	1 km	Crawler-drone sensors
5	4 km	Cyberlimb transceivers, heavy drone surveillance sensors
6	10 km	Cell-phone towers, public access wi-fi routers
7	40 km	Targeting sensors for ground vehicle weapons (ATGMs, tank guns, etc)
8	100 km	Flight radar, dedicated ground surveillance radar
9	400 km	Maritime/naval radar, commercial AM/FM radio

