Issuing Commands

The Pilot programs of 2070 are exceptionally sophisticated. As a general rule, the gamemaster can assume that these robotic brains understand any commands that are issued to them, as long as these commands are within the device's usual range of function (or is covered by an autosoft's specialty). A surveillance rotordrone's Pilot, for example, will understand commands regarding flying directions, tracking targets, using sensors, and so forth. If ordered to bump a ganger off his motorbike or stop a rampaging spirit, however, the Pilot will probably fail to understand. Keep in mind that Pilots are computer programs, and so take their commands literally—sometimes *too* literally.

If the gamemaster feels that a command falls within a gray area or is simply too convoluted, he can roll a secret Pilot + Response Test for the Pilot to see how well it comprehends the order, basing the threshold on an appropriate difficulty level.

tion independently of a (meta)human operator for extended periods. The higher the Pilot rating, the "smarter" it is. Pilot is used in place of System for vehicles, drones, and agents, but otherwise has the same function as System.

In game terms, the Pilot attribute stands in for Computer, Cybercombat, Data Search, and Hacking skills, as called for. It may also represent an agent, IC, or drone's "Mental attributes" when called for (usually Intuition and Logic, and sometimes Willpower). A gamemaster may also make a Pilot + Response Test as a "common sense" test whenever the drone or agent has to make a decision.

ACCESSORIES

There are all sorts of interesting accessories available for your commlink, detailed on p. 318 of the *Gear* chapter. A few deserve specific mention here:

Sim Module

The sim-module accessory coverts simsense data into neural signals, so that you can experience other people's experiences (or programmed sensations)—including emotion. Sim modules are necessary to access virtual reality (see p. 228).

GETTING ONLINE

Though accessing the Matrix is as simple as turning on your commlink, there is much going on behind the scenes. This section discusses commcodes, accounts, and datatrails.

COMMCODES

Everyone using the Matrix has a personal *commcode,* or Matrix address—the equivalent of a cell phone number or email address—to which their calls and messages are directed. Your commcode is usually registered with a paid Matrix service provider, though numerous free (if unreliable) and anonymous shadow-sites offer the same service. Hackers and shadowrunners—and other criminals—typically pay extra for the anonymity and extra security of a black commcode.

When you're online (and when aren't you?), your commlink is usually set to automatically link to your provider(s) so that all calls and messages are immediately forwarded to you. You can choose to cut this link and "run silent" in order to avoid the risk of someone tracing that link to your current whereabouts (meaning your messages will be stored until retrieved later).

You can also take advantage of encrypted re-routing services that route your link through numerous shadow-operated "anonymizer nodes." These nodes intentionally strip all iden-

SAMPLE DEVICES

Device Type	Device Rating	Example
Dumb	1	General appliances, bodyware
Simple	2	Public terminals, entertainment systems
Average	3	Standard personal electronics, headware, vehicles, drones, home/business terminals
Complex	4	Security vehicles, alphaware, research terminals, security devices
Smart	5	High-end devices, betaware, security terminals, military vehicles
Cutting-Edge	6	Deltaware, credsticks

Commlink Model	Response	Signal	Cost
Meta Link	1	2	100¥
CMT Clip	1	3	300¥
Sony Emperor	2	3	700¥
Renraku Sensei	2	4	1,000¥
Novatech Airware	3	3	1,250¥
Erika Elite	3	4	2,500¥
Hermes Ikon	4	3	3,000¥
Transys Avalon	4	4	5,000¥
Fairlight Caliban	4	5	8,000¥