MATRIX JARGON *(Cont.)*

RFID (Radio Frequency Identification) tags—Small devices that hold data and transmit it over short range to nearby receivers

Rigger—A user who "jumps into" a properly-adapted device (usually a drone, vehicle, or security system) in order to directly control it as if he was that device. Often equipped with a control rig (see p. 332).

Sculpted System—Matrix hosts with detailed, non-standard iconography (when viewed in full virtual reality), usually encompassing a particular metaphor.

Signal—A computer attribute representing the strength of its wireless radio signal.

Simrig—A device for recording simsense (see p. **320**).

Simsense (aka sim, simstim)—Hardware and programs that enable a person to experience the reality of what has happened to someone else.

Spam Zone—An area flooded with invasive and viral AR advertising.

Spider—A security hacker/rigger employed by a corporation or law enforcement agency to protect certain Matrix areas from hackers and/or to rig a specific building's web of security systems, drones, and defenses.

Sprites—Semi-autonomous bots created by technomancers to assist them in manipulating the Matrix. Referred to by some as "spirits of the machine."

Static Zone—An area where wireless access is unreliable.

System—A computer attribute representing the integrity and stability of the operating system.

Tags—RFID tags (see above).

Technomancer—Someone who is able to use and manipulate the Matrix without an actual physical link.

Trodes—A headband or net worn on the head (often under a wig or hat) that allows the reception of simsense.

Virtual Reality—A state where outside stimuli are ignored and the user is only receiving impressions from the Matrix.

Wide Area Network (WAN)—A network, usually wireless, that covers a large area.

WiFi—"Wireless fidelity," or wireless networking.

---

attention between accessed nodes, but you can only act in one node at a time (meaning each action only applies to one node). There is also a limit to how many nodes you can access at once: you can only connect to a maximum of System x 2 nodes at any one time.

If there's ever any need to make a test for a persona in a node that the user has accessed but is not currently "active" in (in other words, his attention is focused on his persona's activities in another node), then the tests should only use the appropriate program rating or computer attribute, and not the user's skill.

Note that your icon appears in each node you access, and each "copy" icon may be attacked in Matrix combat. It is extremely bad news to be attacked in more than one node at once, as you have to divide your attention between two fights (see p. 232). Any Matrix damage inflicted upon your persona's Condition Monitor affects all of the "copies" of your persona icon simultaneously.

> *Netcat is kicking ass in an online game when her team calls her up needing some legwork. She doesn't want to let the pre-teen cyber-warriors she's squashing off-the-hook, so she keeps playing but also takes a quick second to open a new window to access a public database and start searching. Halfway through her third victory, she finds a clue in the database that points to a file in a corporate network. She doesn't want to waste time, so she fires up a link to the network and starts probing it for weaknesses. She can tell it'll be a long night, so she also connects to her kitchen at home and instructs it to prepare dinner. With a System rating of 6, Netcat can access 12 nodes this way simultaneously.*

USING COMPUTER SKILL

Whenever you undertake a task using a computerized electronic device within its standard working parameters, odds are you'll be using Computer skill. Examining a file for traces of tampering? Doctoring up an image for blackmail purposes? Editing the logs to eliminate traces of your activities? These and similar tasks all call for Computer Tests.

When you are dealing with a particular device, you roll Computer + Logic against an appropriate gamemaster-determined threshold. When you are utilizing a particular program, you roll Computer + program rating. Standard situational modifiers may apply, as decided by the gamemaster.

In addition to *Matrix Perception* (p. 217), Computer skill plays a particular role in the following Matrix actions. Note that Computer only applies when you have authorized access—if you are trying to manipulate a node, program, or file illicitly, then you make the test with Hacking skill instead (see p. 223).

Edit

You can take a Complex Action to create, change, or erase a file. You can only make minor changes to a file on the fly per action—manually altering one line of print or one image, for example, subject to gamemaster approval. You may

---

as you are on that node or until you kill that process. The gamemaster secretly conducts Matrix Perception Tests to determine if you detect other icons accessing the system.

Note that technomancers receive an inherent +2 dice pool bonus on all Matrix Perception Tests.

ACCESSING MULTIPLE NODES

It's common practice for Matrix users to connect to more than one node at the same time—this is just a matter of switching between open windows. There is no penalty to switch your