You can also alter a device's output—video taken by a security camera, for example, or telemetry data taken by a vehicle sensor. A single Edit action only alters output for a short period (one Combat Turn). In order to alter output for a longer period, you must first take control of the device (see p. 220) prior to the Edit action.

Edit can also be used for creative output, such as crafting a life-like 3-D holo to use as a distraction, or forging a convincing set of fake credential printouts.

Repair Icon

You can repair Matrix damage an icon has taken in cybercombat (p. 230) with a Repair Icon action. Make a Computer + Medic (1 Combat Turn) Extended Test; each hit heals one box of Matrix damage on the icon's Matrix Condition Monitor.

This action may not be used to repair technomancers.

Track

With a Track action, you can trace a user's datatrail from his icon back to his physical location. This is different from a Data search action (which is like looking up someone's commode in a directory); a trace follows the target's current connections node-by-node all the way back to the source. Note that you must have detected the target with a Matrix Perception Test (p. 217) in order to trace him.

Make an Extended Computer + Track Test (10, 1 Initiative Pass), applying modifiers from the Track Modifiers Table (p. 220). If the target performs a Redirect action (p. 224), add the hits from this action to the threshold. If the target is running a Stealth program, apply it as a dice pool modifier.

Once you've scored hits equal to the threshold, you've identified the target's originating node and access ID (see *Authorized Access*, p. 215). If the node is wired to the Matrix, you've ascertained its physical location. If the node is a mobile wireless device, the device's rough current physical location has been triangulated (to within 50 meters). You can continue to monitor the device's location if it moves, as long as the device stays on and maintains a wireless connection.

System security will often trace hackers this way, and then either dispatch a corporate threat response, notify the police, or launch their own hacking attack on the hacker's home node (either by dispatching a security specialist or IC programs) to give the hacker a taste of his own medicine.

Transfer Data

You can transmit or receive data from one node to another—including uploading and downloading files, sending messages, and so on—with a Transfer Data Simple Action. If the gamemaster calls for a test to accomplish this, use Computer + Edit program.

Note that bandwidth and transfer speeds in the modern Matrix are fast enough to make all but the largest of file transfers almost instantaneous. Unless the gamemaster rules

MATRIX ACTIONS

Any Matrix user can undertake these actions, whether you are accessing with augmented or virtual reality.

	mented or virtual reality.	
	Free Actions	See Page:
	Alter/Swap Icon	211
	Change Linked Device Mode	135
	Detect Wireless Node	225
	Jack Out	220
	Speak/Text Phrase	136
	Terminate Data Transfer	219
	Simple Actions	
	Observe in Detail	217
	Call/Dismiss Sprite	235
	Deactivate Program or Agent	228
	Decrypt (with key)	225
	Issue Command	221
	Log Off	220
L	Observe in Detail	137
	Transfer Data	219
	Complex Actions	
	Attack	230
	Compile Sprite	234
	Control Device	220
	Crash Program/OS	223
/	Data Search	219
	Decrypt (without key)	225
	Detect Hidden Node	225
	Disarm Data Bomb	224
	Edit	218
	Intercept Traffic	223
	Intercept Wireless Signal	225
	Jam Signal	225
	Log On	220
	Reboot	221
	Redirect Trace	224
	Repair Icon	219
	Run Program or Agent	227
	Shut Down a Sprite	236
	Spoof Command	224

otherwise, transfers complete at the end of the Combat Turn in which they were started. A transfer can be terminated at any time with a Free Action.

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USING DATA SEARCH SKILL

Track User

Your Data Search skill represents your ability to track down information online, whether you're sorting through a single database or mining the entire Matrix. Though everybody in 2070 knows the basics of using a search engine, there is so much data online that filtering the wheat from the chaff—or

