

even knowing where to start—is often a challenge. Data Search reflects your skill in refining search parameters, correlating hints, unearthing hidden sources, and utilizing special search tools. Use it to track down Mr.

Johnson's real identity, the latest online rumors about Ares, a mob goon's phone number, or the specific paydata file you were hired to snatch.

Most Search actions are handled as an Extended Test using your Data Search skill + Browse program. The gamemaster sets the threshold and interval based on how easy or difficult he wants the information to be, as suggested on the Search Table. The gamemaster may also modify the dice pool or thresh-

old to account for additional factors, such as familiarity with the target, or how secret/protected the data is. Once you've found what you're looking for, you don't need to search for it again—unless the information has been relocated or deleted, of course.

You can also run Browse on a particular node or device and set it to alert you if what you are looking for turns up. In this case, the gamemaster secretly conducts a Data Search + Browse Test to see if it works. If you don't want to maintain a connection to that node, you can run a Browse-equipped agent (p. 228) instead.

In some cases, Data Search actions may be handled using other programs. If you wanted to pick out a particular person's PAN in a crowded club, for example, you'd roll Data Search + Scan program. If you want your commlink to alert you if it picks up any wireless smartlink signals in the vicinity, make the same Data Search + Scan test as you run that program and set it to auto-scan. Likewise, if you've tapped someone's commlink and want to auto-monitor their calls/messages for certain keywords or details, use Data Search + Sniffer program.

Note that good old-fashioned legwork via the Matrix with contacts and the like is handled as a standard social interaction, not a Search Test.

OTHER MATRIX ACTIONS

Standard Matrix users may also take advantage of the following Matrix actions.



TRACK MODIFIERS TABLE

Dice Pool Modifier	Situation
-Rating	Target running Stealth program,
Threshold Modifier	Situation
+1	Each hit on a Redirect action
-2	User's connection jammed open by Black IC



SEARCH TABLE

Threshold	Difficulty
2	Easy
4	Average
8	Hard
16	Extreme
Interval	Search Area
1 Initiative Pass	Same device
1 Combat Turn	Same network
1 Minute	Entire Matrix



Logging On/Off

Logging on to a node with the proper passcodes does not require a test, but it does require a Complex Action (accessing a node without authorization requires hacking, see p. 221). Logging off is a simple matter of severing your connection with a Simple Action. The only time logging off is difficult is when Black IC is involved (see p. 232).

Note that in order to log on to a wireless node, the user must be within the node's Signal range and vice versa, or else the user must leapfrog to the node through other nodes.

Jacking Out

Rather than terminating your Matrix session at any time by logging off or turning off the commlink, you can "jack out" by taking off the trodes, pulling the plug on your datajack, or otherwise separating yourself from the commlink. This won't necessarily disrupt the Matrix connection (though connections may time out and end

after long periods of inactivity), but it will disconnect you from your persona (which is just a sitting duck in the meantime). Jacking out is a Free Action.

Jacking out is usually a last resort measure taken by hackers prevented from logging off by a Black IC program (see p. 231).

Note that technomancers can jack out, but it is a matter of mentally severing their wireless link rather than pulling wires.

Controlling Devices

You can control all sorts of Matrix-enabled devices remotely through the Matrix, from simple automatic security doors and elevators to drones and agents to entire automated factories full of robotic assemblers—virtually any device that can be electronically accessed. Note that you must first gain access to the device before you can control it.

At the gamemaster's discretion, some control tasks may be simple enough that no test is necessary, such as opening a locked door. Some tasks may require an appropriate skill to be used—controlling a repair drone to remotely fix a car, for example, may call for a Mechanic + Command Test. Remotely controlling a drone would take a Command + vehicle skill Test, and so on.

Note that remotely controlling a drone in this matter is different from rigging a drone (requiring you to "jump into" the drone with full VR and "become" the drone) or issuing commands to a drone (in which case it acts on its own accord).