Communications and Countermeasures

Headjammer: The headjammer is used by security personnel to prevent the use of headware commlinks and communication systems. When the headjammer is attached to a person's head and activated, it works in the same way as a jammer (see below), but its effects are limited to that person's head.

Jammer: This device floods the airwaves with electromagnetic jamming signals to block out wireless and radio communication. The jammer automatically jams any device with a Signal rating lower than its Device rating. The area jammer affects a spherical area—its rating is reduced by 1 for every 5 meters from the center (similar to the blast rules for grenades). The directional jammer affects a conical area with a 30-degree spread—its rating is reduced by 1 for every 20 meters from the center. Walls and other obstacles may prevent the jamming signal from spreading or reduce its effect (gamemaster's discretion).

Micro-Transceiver: This classic short-range communication device is perfect for discreet operations. The micro-transceiver consists of an earbud and adhesive subvocal microphone (see p. 318). The transceiver's Signal rating is equal to its Device rating.

Tag Eraser: This handheld device creates a strong electromagnetic field that burns out RFID tags. The eraser must be brought within 1 centimeter of the target, but will automatically burn any non-hardened tag out, no test required. The eraser's electromagnetic field is also capable of erasing/scrambling other non-optical electronic circuit systems at the gamemaster's discretion. The eraser cannot burn out security RFID chips (p. 318).

White Noise Generator: This devices creates a field of random noise, masking the sounds within its area. All Perception Tests to overhear a conversation within 10 meters of a white noise generator receive a negative dice pool modifier equal to the generator's rating. If more than one generator is in use, only count the highest rating.

DATACHIPS AND SOFTWARE

Storing data is rarely a concern in 2070, as omnipresent wireless systems allow a tremendously fast and always-available transfer of information, games, music, trideo, and simsense, and other data between devices, whenever and wherever a user wants them. Thanks to modern tech, size and transfer rates are no longer an issue.

Software can be purchased online or on hardcopy chip. The programs commonly used for Matrix activities are detailed under *Programs,* p. 225.

Datachip: For those occasions when you want to transfer data by physical means—like bringing those stolen weapon specs to Mr. Johnson, when you wouldn't trust a Matrix transfer—optical memory chips (OMCs) can hold hundreds of gigapulses of data in a small finger-sized chip, accessible by any electronic device.

Datasoft: Datasofts encompass a wide variety of information files, from databases to textbooks to literature.

Mapsoft: Mapsoft programs feature detailed information on a particular area, from streets to business/residential listings to topographical, census, GPS, and environmental data. An interactive interface allows you to quickly determine the best routes/directions, locate the nearest spot of your choice, or create your own customized maps. The mapsoft automatically updates itself with the latest data and will retrieve correlating online data (GridGuide traffic reports, restaurant menus, etc.) as necessary.

Tutorsofts: These virtual private tutors aid the user in learning a specific skill. The tutorsoft makes Instruction Tests with a dice pool equal to its rating x 2. Tutorsofts are available for all skills except Magic and Resonance skills.

Skillsofts

A skillsoft program is a programmed/recorded skill—as in, a person's knowledge and memory (including "muscle memory"). When used in conjunction with the proper hardware or cyberware, skillsofts allow users to know and do things they never otherwise learned. When a skill test is called for, the character may use the skillsoft rating in place of an appropriate skill. If the character already possesses the skill, use whichever rating is higher.

Since skillsofts prevent users from gaining experience on their own, they are not useful as a learning tool. They are highly favored, however, by corporations interested in cheap labor (no need to spend years of education on technicians when you can simply equip some grunt with a knowsoft).

Tests made while using a skillsoft may not be boosted with Edge.

Activesofts: Activesofts replicate skills that require physical activity, including all Combat, Physical, Social, Technical, and Vehicle skills (but not Magic or Resonance skills). Recording and programming physical skills is more difficult, so Activesofts are limited in rating. Activesofts must be accessed with a skillwire system (p. 335); the rating of the activesoft is limited by the skillwire system's rating.

Knowsoft: Knowsofts replicate Knowledge skills, actively overwriting the user's knowledge with their own data. Knowsofts must be accessed with a direct neural link (either a sim module or datajack).

Communications	Availability	Cost
Headjammer (Rating 1–6)	6R	Rating x 250¥
Jammer, Area (Rating 1–10)	(Rating x 3)F	Rating x 500¥
Jammer, Directional (Rating 1–10)	(Rating x 2)F	Rating x 500¥
Micro-Transceiver (Rating 1–6)	Rating x 2	Rating x 200¥
Tag Eraser	6F	150¥
White Noise Generator (Rating 1–6)	Rating +1	Rating x 50¥