



## USING THE MATRIX

The default method used to access the Matrix is via augmented reality (as opposed to full-immersion virtual reality, described on p. 228). When you utilize the Matrix with AR, you act at regular meat-body speeds, using your character's physical standard Reaction and Initiative, as normal (see *Initiative*, p. 132).

## MATRIX PERCEPTION

With augmented reality, you do not perceive yourself as “within” the Matrix—you see aspects of the Matrix digitally overlaid upon the real world around you. When you access a node, you do not “go there,” but you see (or otherwise perceive) an icon of that node “projected” in your vision. In digital terms, your connection is passed from node to node until you reach your destination.

Perception within the Matrix is entirely computer-generated. Because you do not actually see, you are reliant on your commlink and programs to tell you what is “around” you in the Matrix. The vast majority of Matrix activity (data traffic, background processes, etc.) is highly uninteresting and would quickly overwhelm your senses, so the bulk of it is filtered out. Instead, basic AR Matrix perception is usually limited to a very narrow subset of things, such the icons of nodes/users you are interacting with, menus, dots, arrows, and any display features you call up.

## Matrix Perception Tests

If you wish to specifically examine an arrow, dot, or other Matrix object—users, programs, IC, nodes, files, etc.—take a Simple Action to Observe in Detail (p. 136). Make a Matrix Perception test using your Computer + Analyze program (rather than Perception + Intuition). The gamemaster sets the threshold according to the difficulty of the situation (see *Perception Test Thresholds*, p. 117).

If your target is intentionally trying to hide from you, this becomes an Opposed Test, with the target rolling Hacking + Stealth (or Firewall + Stealth for programs/nodes). As a rule, anything running a Stealth program is considered to be hiding.

Your net hits determine how successful the examination is. For each net hit scored, you can ask for one piece of information about the object—this could be type, rating, alert status, or any other pertinent information. You could learn, for example, any Matrix damage an icon has taken, whether a file has been edited, if a file has a Data Bomb program attached to it, whether there's a secret trap door access node here to another network, or whether someone has tapped wired Matrix traffic through this node (see *Intercept Traffic*, p. 224).

When you are accessing a node, you may set your Analyze program to automatically scan and detect other users/icons on that node with a Simple Action. A successful scan will be reported to you. The program will maintain that task for as long