

The skill used with the program to make tests is listed in parentheses after the program's name below. Note that if a node, agent, IC program, or sprite is running the program, substitute System (rating) for skill.

COMMON USE PROGRAMS

These programs find common use among all users and nodes in the Matrix.

Analyze (Computer)

Analyze programs gather data about other “things” in the Matrix—nodes, users, programs, etc.—by issuing queries, analyzing system resources, performing registry look-ups, and so on. Use Analyze for Matrix Perception (see p. 217) and for detecting hacking attempts (p. 221).

Browse (Data Search)

Browse programs are specialized search routines that help track down information on a particular node or in the Matrix at large. Use Browse programs for Data Search actions (p. 219).

Command (misc.)

Command programs allow the user to control a device through the Matrix, whether it be a surveillance camera, a drone (p. 238), an agent (p. 227), or an electronic system.

Edit (Computer/Hacking)

Edit is a combination word processor, graphic design tool, and layout and video/animation editor. You can use it to create, alter, and remove files of any media type: text, graphics, video, trideo, etc. Edit sees common usage in the corporate world, but hackers use it for their own subversive ends. Use Edit for the Edit action (p. 218).

Edit can also be used as a file transfer, text messaging, video-conferencing, and email program. You can use a Transfer Data action (p. 219) to transfer data and files of any media type: text, graphics, video, trideo, etc.

Encrypt (Electronic Warfare)

Encrypt programs utilize various cryptographic schemes and ciphers to secure files, access nodes, and communications between nodes. Encrypted items are accessed with the proper passcode (see *Authorized Access*, p. 214); otherwise they are gibberish. Use Encrypt programs for the Encrypt action (p. 225).

Multiple files may be archived and encrypted together.

Reality Filter (Response)

A Reality Filter program translates a node's VR simsense sculpting (see *Virtual Reality*, p. 228) into the metaphor of your choice. In order to determine which system's metaphor dominates, make an Opposed Test pitting Reality Filter + Response versus the node's System + Response. If the filter wins, your pre-programmed paradigm overrides the node's signals and you receive a +1 Response bonus while in that node. If the node wins, or a tie results, its metaphor overwhelms the filter enough that you suffer -1 Response while in the node.

Scan (Electronic Warfare)

Scan programs allow you to locate wireless networks. Every wireless device OS has a built-in Scan program at rating 1, but users who want better access control may upgrade to a superior utility. Scan is used for Detecting Wireless Nodes (p. 225).

HACKING PROGRAMS

The following programs are generally only used by hackers and security specialists. In some jurisdictions, these programs may be illegal without proper licensing. Hackers use these programs to exploit security flaws and attack icons. IC programs use them against intruders (see *Intrusion Countermeasures*, p. 228).

Armor

Armor programs are software redundancy systems that protect icons from attacks that cause Matrix damage. See *Cybercombat*, p. 230.

Attack (Cybercombat/Hacking)

Attack programs are hostile code carriers that attempt to kill processes, introduce random input, create buffer overflows or program faults, and otherwise make a program/icon crash. See *Cybercombat*, p. 230.

Biofeedback Filters

Biofeedback filters are software routines that monitor for and prevent dangerous simsense signals. Hackers specifically use biofeedback filters as a defense against Black Hammer and Blackout programs (see *Cybercombat*, p. 230).

Note that technomancers have an inherent Biofeedback Filter complex form equal to their Charisma.

Black Hammer (Cybercombat/Hacking)

Black Hammer samples the command transactions between the target and his commlink and injects dangerous biofeedback responses into the target's simsense interface. These aggravated BTL-level signals may overload the target's neural connections and in turn render him unconscious, trigger psychological disorders, brainwash him, or cause death from stroke, heart failure, respiratory paralysis, aneurysm, or neurotransmitter autotoxicity—and those are just a few of the possible effects. For more details, see *Cybercombat*, p. 230.

Black Hammer is intended as a weapon against hot-sim full-VR hackers; against cold-sim VR users it only inflicts Stun damage. It has no effect on programs, agents, IC, or sprites, nor will it affect AR users.

Blackout (Cybercombat/Hacking)

Blackout is a nonlethal version of Black Hammer—it causes Stun damage rather than physical. For more details, see *Cybercombat*, p. 230.

Data Bomb

Data Bombs are a specialized form of reactive attack program. A Data Bomb is attached to a specific file or device and set to activate if someone accesses the file/device without authorization. When triggered, Data Bombs “explode” and

