

## MATRIX ACTIONS

NAME	TYPE	LGL	ACCESS	TEST	REF	DESCRIPTION
Backdoor Entry	Major	Illegal	Outsider	Crack + L vs Will + FW	SR6 180	Only after Probe. Get Admin access; does not count as Illegal. On fail, backdoor removed.
Brute Force	Major	Illegal	All	Crack + L vs Will + FW	SR6 180	Device alerted. User access. For admin access, Will + FW+2, and +4 DR. Attack linked.
Change Icon	Minor	Legal	Usr/Adm	No Test	SR6 180	Change icon.
Check OS	Major	Illegal	Admin	Crack + L (4)	SR6 180	Learn Overwatch Score if successful.
Control Device	Major	Legal	Usr/Adm*	Elec + L vs Will + FW	SR6 180	Roll appropriate skill, or Elec + L if none. If device has a rigger jumped-in, auto fail.
Crack File	Major	Illegal	Usr/Adm	Crack + L vs Encrypt x2	SR6 180	Remove the protection from a file, making it readable.
Crash Program	Major	Illegal	Admin	Crack+L vs DP + Dev Rtn	SR6 181	Targeted program ends, and cannot be restarted until device reboots.
Data Spike	Major	Illegal	All	Crack + L vs DP + FW	SR6 181	Target persona or device takes DV of AR/2 (rounded up) +1 DV per net hit. Attack linked.
Disarm Data Bomb	Major	Legal	Usr/Adm	Crack + L vs Rating x2	SR6 181	Disarm on any net hits. If not, activates and does damage and (maybe) destroys file.
Edit File	Major	Legal	Usr/Adm	Elec+L vs Int+FW/ FW+Slz	SR6 181	Edit 1 detail - short text para, single image detail, 2-3 seconds of video/audio. Continuous.
Encrypt File	Major	Legal	Usr/Adm	Elec + L	SR6 181	Hits become Encryption Rating of file.
Enter/Exit Host	Minor	Legal	Depends	No Test	SR6 181	Enter/leave a host. Host may require access level to enter. Leaving needs no access.
Erase Matrix Sig	Major	Illegal	Usr/Adm	Elec+L vs WP+FW / FW x2	SR6 181	Erase Resonant signature. Must have Resonance. Dissipates on any net hits.
Format Device	Major	Legal	Admin	Elec+L vs WP+FW / FW x2	SR6 181	Cannot reboot - stays off when rebooted. Must be repaired as bricked.
Full Matrix Def.	Major	Legal	All	See Description	SR6 182	Add FW to your defense roll against next attack that will cause direct damage.
Hash Check	Major	Illegal	User	Elec + L	SR6 182	TH 1 if you have hash, 4 if you don't. Find 32 files. Divide in half for each NH. Can repeat, -2 DP.
Hide	Major	Illegal	All	Crack+Int vs Int+DP/DP+Slz	SR6 182	Target stops spotting on success. Can't hide from icon with User/Admin access to your network.
Jack Out	Major	Legal	All	Elec+Will vs Cha+DP/Att+DP	SR6 182	Dumpshock if in VR. DP only applies if link-locked. Must beat each persona that has locked.
Jam Signals	Major	Illegal	Admin	Crack + L	SR6 182	Adds hits to Noise rating for all matrix actions ≤100 meters. Jamming stops if you use device.
Jump In Rigged Dev	Major	Legal	Usr/Adm	Elec + L vs Will+FW / FW x2	SR6 182	Test only if owned by someone else. Fail if occupied.
Matrix Perception	Major	Legal	All	Elec + Int vs Will + Sleaze	SR6 182	Tie: perceive icon. 1 NH: Dev Rtn, Name. 2 NH: Attr ratings, progs. Extra hits: more info.
Matrix Search	Ext.	Legal	All	Elec + Int (Ext, 10 min)	SR6 183	Google it. See Legwork Results (SR6 50) for guidelines on what is found.
Probe	Ext.	Illegal	All	Crack + L vs Will + FW/FWx2	SR6 183	Create backdoor. NH: +DP on Backdoor Entry. Lasts 10-Host/Dev Rating hrs. Slz linked.
Reboot Device	Major	Legal	Admin	Elec + L vs Will + FW/FWx2	SR6 183	Shuts down and reboots. Online at end of next combat round.
Reconfig Attribute	Minor	Legal	Admin	No Test	SR6 183	Swap the base ratings of two attributes in Matrix Persona.
Send Message	Minor	Legal	All	No Test	SR6 183	Send a short text or audio message, or a file. If DNI, longer messages. Open live feed.
Set Data Bomb	Major	Illegal	Admin	Elec + L vs Dev Rating x2	SR6 183	Rating ≤NH. Choose if deletes file. Causes Rating x4 Matrix DV (Will resist). Passcode bypass.
Snoop	Major	Illegal	Admin	Crack + L vs L+FW / DP+FW	SR6 184	Intercept matrix traffic. Can listen, view, read; live or save.
Spoof Command	Major	Illegal	All	Crack + L vs DP/Pilot + FW	SR6 184	Fake a command to a device.
Switch Mode	Minor	Legal	Admin	No Test	SR6 184	Switch from AR to VR, or back.
Tarpit	Major	Illegal	All	Crack + L / DP + FW	SR6 184	1+NH dmg, reduce DP by same amount. If DP=0, cannot act. Restore 1 DP / md. Att linked.
Trace Icon	Major	Illegal	Admin	Elec+Int vs Will+Slz/FW+Slz	SR6 184	Find physical location.

## INTRUSION COUNTERMEASURES

NAME	DEF TEST	REF	DESCRIPTION
Acid	Will + FW	SR6 186	Reduce FW by 1 per NH. Lost points restore after leaving host, 1/min.
Binder	Will + DP	SR6 186	Reduce DP by 1 per NH. If DP=0, cannot act. Restore after leaving host, 1/min.
Black	Int + FW	SR6 186	Host Rating + Net Hits DV in Matrix and Biofeedback damage.
Blaster	Log + FW	SR6 187	Does Rating Matrix damage. Link lock.
Crash	Int + FW	SR6 187	Crashes one random program on success. Can't be re-run until rebooted.
Jammer	Will + Att	SR6 187	Reduce Att by 1/NH. If Att=0, cannot attack. Restore after leaving host, 1/min.
Killer	Int + FW	SR6 187	Rating + Net Hits DV in Matrix damage to target.
Marker	Will + Slz	SR6 187	Reduce Slz by 1/NH. If Slz=0, cannot make Slz actions. Restore after leaving host, 1/min.
Patrol	Will + Slz	SR6 187	Roll Matrix Perception 1/min. Scans icons every action. Minor action is always observe.
Scramble	Will + FW	SR6 187	Forces target to reboot on the target's next turn, unless link-locked.
Sparky	Int + FW	SR6 187	Attacks user. Host Rating + NH in biofeedback damage.
Tar Baby	Log + FW	SR6 187	On hit, link-locks target.
Track	Will + Slz	SR6 187	On hit, discover target's physical location.

## NOISE (SR6 177)

PHYS DIST TO TARGET	LEVEL
Directly Connected	0
Up 100 m	0
100 m - 1 km	1
1 km - 10 km	3
10 km - 100 km	5
>100 km	8
Dense Foliage	1 per 5 m
Faraday Cage	None
Fresh Water	1 per 10 cm
Jamming	1/hit on Jam act
Metal-Laced Earth/Wall	1 per 5 m
Salt Water	1 per cm
Spam/Static Zone	Rating
Wireless Negation	Rating

## OVERWATCH (SR6 176)

ACTION	IMPACT
Matrix Act w/ Hacking Prog	+1
Maintaining Illegal Access	+1/md
Maintaining Admin Access	+3/md
Illegal Action	+1/opp hit
Convergence: Bricks Device, Take Dumpshock, Physical Location	40

## RIGGERS (SR6 197)

ATTRIBUTE	JUMPED-IN
Body	Willpower
Strength	Charisma
Agility	Logic
Reaction	Intuition

## MATRIX ATTR (SR6 189)

DEVICE	RESONANCE
Attack	Charisma
Sleaze	Intuition
Data Processing	Logic
Firewall	Willpower

## DUMPSHOCK (SR6 176)

STATUS	EFFECT
Cold Sim	3S
Hot Sim	3P
Resistance	Willpower
No edge.	(10-Will) mins

## SPEED

M/RND	KPH	MPH
10	12	7.5
20	24	14.9
30	36	22.4
40	48	29.8
50	60	37.3
60	72	44.7
70	84	52.2
80	96	59.7
90	108	67.1
100	120	74.6
110	132	82.0
120	144	89.5
130	156	97.0
140	168	104.4
150	180	111.9
160	192	119.3
170	204	126.8
180	216	134.2
190	228	141.7
200	240	149.2

## PROGS (SR6 184)

NAME	TYPE	DESC
Baby Monitor	Basic	See OS, no action.
Browse	Basic	+1 Edge for Search.
Configurator	Basic	Swap to alternate config.
Edit	Basic	+1 Edge for Edits.
Encryption	Basic	+2 DP for Encrypt.
Signal Scrubber	Basic	Reduce Noise 2.
Toolbox	Basic	+1 to Data Processing
Virtual Machine	Basic	+2 progs, +1 dmg on attack..
Armor	Hacking	+2 to Defense Rating
Biofeedback	Hacking	Cause Stun/Phys dmg on attack.
BF Filter	Hacking	Roll Dev Rating or Bod to soak.
Blackout	Hacking	Cause Stun dmg on attack.
Decryption	Hacking	+2 dice on Crack File.
Defuse	Hacking	All DR or Bod to Data Bomb soak.
Exploit	Hacking	Reduce DR of target by 2.
Fork	Hacking	2 targets w/1 act, no split DP.
Lockdown	Hacking	Link-lock on attack dmg.
Overclock	Hacking	+2 dice to Matrix actions.

## ACTIONS

NAME	TYPE	WHEN	CATEGORY	REF	DESCRIPTION
Activate/Deactivate Focus	Minor	I	Magic	SR6 40	Activate/deactivate a carried bonded focus.
Avoid Incoming	Minor	A	Combat	SR6 41	If no other Avd Incoming, Move or Spring this rnd: Rx+Ath-Dodge Penalty. Move #Hits m. >2m:Prone.
Block	Minor	A	Combat	SR6 41	Add Close Combat to a single Defense test in melee.
Call a Shot	Minor	I	Combat	SR6 41	Increase DV +2, -4 dice pool penalty. Must be combined with Attack action.
Change Device Mode	Minor	A	General	SR6 41	Activate/deactivate/change mode on any device linked by DNI, wired or wireless.
Command Drone	Minor	I	Rigger	SR6 41	Command a controlled drone. Can issue same command to every drone on RCC.
Command Spirit	Minor	I	Magic	SR6 41	Issue a command to a single controlled spirit or group of spirits, or dismiss them.
Dodge	Minor	A	Combat	SR6 41	Add Athletics skill to a single Defense test in combat.
Drop Object	Minor	A	General	SR6 41	Drop a handheld object.
Drop Prone	Minor	I	Combat	SR6 41	Gain the Prone status.
Hit the Dirt	Minor	A	Combat	SR6 41	+2 dice on Defense test of an incoming attack. Gain Prone status. -2 DP on active skills until they stand up.
Intercept	Minor	A	Combat	SR6 41	Attack an opponent moving into Close attack range. Must have a Major action still available. Melee only.
Move	Minor	I	General	SR6 42	Move 10 meters. Only one Move action per player turn.
Multiple Attacks	Minor	I	Combat	SR6 42	Attack multiple targets. Split pool evenly among targets, or divide normal pool by targets if different attacks.
Quick Draw	Minor	I	Combat	SR6 42	Draw a pistol or similar sized weapon. In conjunction with Attack action. Must have gear/quality/aug to do this.
Reload Smartgun	Minor	I	Combat	SR6 42	Eject a clip while sliding in a new one.
Shift Perception	Minor	I	Magic	SR6 42	Shift perception to/from astral space.
Stand Up	Minor	I	Combat	SR6 42	Remove the Prone status.
Take Aim	Minor	I	Combat	SR6 42	+1 DP bonus. 1 per combat round. Can chain if continuous. Max bonus of Will. Use image mag or scope on 1st.
Take Cover	Minor	I	Combat	SR6 42	Gain Cover 1, 2, 3, or 4 status.
Trip	Minor	I	Combat	SR6 42	Use melee weapon to trip. DV -2P. If attack hits, target rolls Ath + Agil with TH of Adjusted DV. Prone on fail.
Assist	Major	A	General	SR6 42	Help on a teamwork test.
Astral Projection	Major	I	Magic	SR6 42	Shift consciousness to and from the Astral Plane. Shift happens immediately.
Attack	Major	A	Combat	SR6 42	Perform an attack.
Banish Spirit	Major	I	Magic	SR6 43	Banish a spirit. SR6 147
Cast Spell	Major	I	Magic	SR6 43	Cast a spell. SR6 130
Cleanse	Major	I	Magic	SR6 43	Cleans magical traces. SR6 160
Counterspell	Major	A	Magic	SR6 43	Counterspell. SR6 143
Full Defense	Major	A	Combat	SR6 43	Add Willpower to all defense tests until their next combat round.
Manifest	Major	I	Magic	SR6 43	Astrally projecting characters can appear in ghostly form on the physical plane. SR6 160
Observe in Detail	Major	I	General	SR6 43	Allows a Perception or Assensing test.
Pick Up/Put Down Object	Major	I	General	SR6 43	Pick up/put down an object carefully. If a weapon, counts as readying the weapon.
Ready Weapon	Major	I	Combat	SR6 43	Get a weapon ready to use - draw from holster/sheath/belt. Can ready Agility small weapons at once.
Reload Weapon	Major	I	Combat	SR6 44	Reload a non-smart weapon.
Rigger Jump In	Major	I	Rigger	SR6 44	Jump into a vehicle connected to their RRC.
Sprint	Major	I	General	SR6 44	Move Sprint (15m). +1 m/hit on Ath+Agil test. Only 1 per turn. Cannot be same turn as a Move.
Summon Spirit	Major	I	Magic	SR6 44	Summon a spirit.
Use Simple Device	Major	I	General	SR6 44	Use a simple device without DNI - press button, flip a switch, tap an icon.
Use Skill	Major	I	General	SR6 44	Use a skill.

## EDGE BOOSTS (SR6 46)

NAME	WHEN	COST	REF	DESCRIPTION
Roll One Die	Post	1	SR6 46	Pick any die & reroll it. Including opponent.
Boost Initiative	Any	1	SR6 46	Add +3 to your Initiative Score.
Emergency Boost	Matrix	1	SR6 175	Increase a Matrix attribute by 1 for one test.
+1 to Single Die	Any	2	SR6 46	Add 1 to a single die.
Give Ally 2 Edge	Any	2	SR6 46	Give an ally 1 edge.
Negate 1 Edge	Pre	2	SR6 46	Negate 1 edge from an opponent.
Hog	Matrix	2	SR6 175	Lower DP by 2; prog slots by 1 for AR rnds.
Signal Scream	Matrix	2	SR6 175	Ignore penalty from noise for next action.
Technobable	Matrix	2	SR6 175	TM only. Cha for Logic next Matrix action.
Buy 1 Auto Hit	Any	3	SR6 47	Add a hit to your total.
Heal 1 Stun	Any	3	SR6 47	Heal 1 box of stun damage.
Under the Radar	Matrix	3	SR6 175	Next illegal action does not increase OS.
Add Edge to DP	Pre	4	SR6 47	Add Edge as DP bonus. 6's Explode.
Heal 1 Phys	Any	4	SR6 47	Heal 1 box of physical damage.
Reroll Failed	Post	4	SR6 47	Reroll all failed. Cannot on glitch/crit glitch.
Count 2s as Glitch	Pre	5	SR6 47	All 2s count as 1's for glitches.
Create Special Eff.	Any	5	SR6 47	Something fortuitous happens.
Use an Edge Action	Pre	1-5	SR6 47	Use an edge action.
Smackdown	Any	1 Perm	SR6 48	Auto success.
Not Dead yet	Any	1 Perm	SR6 48	Survive miraculously.
Wild Die	Any	-	SR6 48	5 or 6: 3 hits. 1 cancels all 5s.

## EDGE ACTIONS (SR6 47)

NAME	CST	ACT	REF	DESCRIPTION
Anticipation	4	Multi Rng Att	SR6 47	Roll full dice pool for each target.
Big Speech	4	Influence	SR6 47	Inf + Cha. Hits from first add to DP of second.
Bring the Drama	2	Con	SR6 47	200% from quick con. +20% on asking price.
Called: Disarm	5	Attack	SR6 47	No damage, but lose weapon.
Called: Vitals	5	Attack	SR6 47	+3 DV
Fire From Cover	2	Rng Att	SR6 47	Att. from cover made w/o Minor Action.
Knockout Blow	2	Melee Att	SR6 47	If dmg > target Will, fill stun condition monitor.
Shank	1	Melee Att	SR6 48	Blade only. Reduce Call Shot penalty to -2.
Sudden Insight	1	Any	SR6 48	No penalty for untrained skill.
Tactical Roll	1	Hit the Dirt	SR6 48	No penalty from hit the dirt/prone for next rnd.
Tumble	1	Melee Att	SR6 48	If dmg > Bod, target gains Prone status.
Wrest	2	Block	SR6 48	On Block, CC+Agil(Target Str) to take. Tie drop.

## STATUSES (SR6 51)

STATUS	REF	DESCRIPTION
Blinded 1-3	SR6 51	1, 2: -3 DP penalty to all visibility-related tests. 3: Auto fail.
Burning #	SR6 51	Resist # DV damage each rnd. Major Agil+Rx(2) to remove.
Chilled	SR6 51	-4 to Init Score, -1 to all DP except Dmg Resist. Burning cancels.
Confused #	SR6 51	# DP penalty on all actions.
Corrosive #	SR6 52	Resist # DV dmg each rnd. Wet may remove.
Cover 1-4	SR6 52	+# to DR, +# to Def Tests. Minor to att. 4: -2 D; No edge on att.
Dazed	SR6 52	-4 to Init Score. Cannot gain/spend edge.
Deafened 1-3	SR6 52	1, 2: -3 DP penalty to all hearing-related tests. 3: Auto fail.
Fatigued 1-3	SR6 52	-2 DP/level on all tests except Dmg Resist. Move 5m, Sprint 10m.
Frightened	SR6 52	-4 DP on tests directed to or defending against source of fear.
Hazed	SR6 52	Cannot astrally project or manifest. Stuck if projecting.
Hobbled	SR6 52	Any movement is halved (round up).
Immobilized	SR6 52	Cannot move. AR -3. -3 DP on all attacks. No Rx on Def tests.
Invisible #	SR6 52	TH to perceive on Perception test. Cameras unaffected.
Nauseated	SR6 52	Bod+Will (2) at start of rnd. Fail: no action. Succeed: Lose Minor.
Panicked	SR6 52	Cannot act except to avoid the condition causing effect.
Petrified	SR6 53	Turned solid. No actions. +10 armor. All other statuses cancelled.
Poisoned #	SR6 53	At end of each rnd, resist # DV (P or S) with Bod. -1 DV each rnd.
Prone	SR6 53	Med: +2 Def DP; Close/Near:-2. -4 DP melee/bow. +2 AR mg.
Silent #	SR6 53	TH to perceive on Perception test. Microphones unaffected.
Stilled	SR6 53	-10 to DR. Aware. No Def tests. No dmg from ongoing effects.
Wet	SR6 53	-6 to Damage Resistance tests against electricity and cold.
Zapped	SR6 53	-2 to Init Score. No Sprint actions. DP -1 on all actions.

## COMBAT ROUND

STEP	DETAILS
Duration	3 Seconds
Major Actions	1 Major Actions
Minor Actions	1+1/Init Die, 5 Max
Actions	4 Minor -> 1 Major
Surprise	Rx+Int(3), No Actions/Edge

## RANGES

RANGE	METERS
Close	0-3
Near	4-50
Medium	51-250
Far	251-500
Extreme	501+

## COMBAT FLOW

STEP	DETAILS
Grab Dice	Skill + Agil vs. Rx + Int
Dist. Edge	AR vs DR (>4 gets edge)
Roll Dice	Count hits. Use edge.
Soak Dmg	Body. Hits cancel damage.
Bring Pain	Take the damage.

## SHOT MODES (SR6 108)

MODE	RNDS	EFFECT
Single Shot (SS)	1	No change.
Semi-Auto (SA)	2	AR +2, DV +1
Narrow Burst (BF)	4	AR +4/DV +2
Wide Burst (BF)	4	Split DP: 2 SA
Full Auto (FA)	10	Split DP: AR -6