

## MATRIX REFERENCE

### HOST RATING

Device Type	Host	Examples
Simple	1-2	Personal sites, pirate archives, public education
Average	3-4	Low-end commercial, private business, public libraries, small policlubs
Secure	5-6	Social media, small colleges, local police, international policlubs
Advanced	7-8	Local corp hosts, large universities, low-level government, matrix games
Cutting Edge	9-10	Regional corp hosts, major government, secure sites, affluent groups
Bleeding Edge	11-12	Megacorp HQ, military command, clandestine government

### CONVERGENCE (OS 40)

#### DemiGOD Convergence

12 DV Matrix damage

Reboot Device (Automatic Success)\*

Trace Icon (Automatic Success)

#### Host Convergence

Mark Target 3 (Automatic Success)

Launch 1 IC per Combat Turn

Max 1 IC per type; Max 1 IC per Host Rating

\***Dumpshock:** 6 DV biofeedback damage (v. Willpower + Firewall); plus Disorientation for (10 - WIL) min.

### INTRUSION COUNTERMEASURES

Detection IC	Defense Test	Primary Effect	Secondary Effect
Patrol	Logic + Sleaze	Matrix Perception	
Marker	Intuition + Firewall	Mark Target	
Tracker	Intuition + Sleaze	Trace Icon	
Response IC	Defense Test	Primary Effect	Secondary Effect
Crash	Intuition + Data Processing	Crash Program	
Scramble	Intuition + Firewall	Reboot Device	
Tar Baby	Intuition + Firewall	Link-Lock	
Degrade IC	Defense Test	Primary Effect	Secondary Effect
Acid	Intuition + Firewall	Reduce Firewall by 1	1 DV
Jam	Intuition + Attack	Reduce Attack by 1	1 DV
Probe	Intuition + Sleaze	Reduce Sleaze by 1	1 DV
Bind	Intuition + Data Processing	Reduce Data Processing by 1	1 DV
Attack IC	Defense Test	Primary Effect	Secondary Effect
White IC (Killer)	Intuition + Firewall	Data Spike	
Grey IC (Blaster)	Intuition + Firewall	Data Spike + Link-Lock	Stun Biofeedback
Black IC (Psycho)	Intuition + Firewall	Data Spike + Link-Lock	Phys Biofeedback

All IC Attacks = Host Rating x 2 [Attack]

Patrol IC Matrix Perception = Host Rating x 2 [Data Processing] every (Host Rating) Combat Turns.

## MAGIC REFERENCE

### SPELL RESISTANCE

Combat Spell	Resistance Test	Notes
Direct Combat	Willpower or Body (or Object Resistance)	No damage resistance
Indirect Combat	Reaction + Intuition	Normal damage resistance
Detection Spell		
Active Detection	Logic + Willpower (or Object Resistance)	One test for all targets
Health Spell		
Decrease [Attribute]	[Attribute] + Willpower	Affected by Essence
Illusion Spell		
Mana Illusion	Logic + Willpower	Assensing always detects
Physical Illusion	Logic + Intuition (or Object Resistance)	
Manipulation Spell		
Mental Manipulation	Logic + Willpower	Complex Action to re-resist
Physical Manipulation	Body + Strength (or Object Resistance)	

Counterspell may be added to resistance tests if allocated.

### OBJECT RESISTANCE

Object Type		Dice Pool
Natural Objects	Trees, soil, water, hand-carved wood, cold-worked metal	3
Low-Tech Objects	Brick, leather, simple plastics, simple metals	6
High Tech Objects	Advanced plastics, alloys, electronic equipment, sensors	9
Highly Processed	Computers, toxic waste, drones, vehicles	12+

### ASSESSING TABLE

Hits	Information Gained
0	None
1	General state of subject's health ( <i>healthy, injured, ill, etc.</i> ). General state of subject's emotions ( <i>happy, sad, angry, etc.</i> ). Detect Mundane or Awakened.
2	Presence and location of cyberware implants. Class of magical subject ( <i>fire elemental, manipulation spell, power focus, curse ritual, etc.</i> ). Recognize a previously seen aura (regardless of disguises).
3	Presence and location of alphaware cyberware implants. Relative Essence, Magic, or Force of a subject, and any astral signatures present. General diagnosis of any maladies ( <i>disease or toxin</i> ).
4	Presence and location of betaware cyberware or bioware implants. Exact Essence, Magic, or Force of subject. General cause of astral signature ( <i>combat spell, alchemical, air spirit, etc.</i> ).
5+	Presence and location of deltaware cyberware implants, nanotech, or genetechnology. Accurate diagnosis of any disease, toxin, or drug. Detect Technomancer Emergence.