

Matrix Action	Roll	Opposed Roll	Type	Marks Req.	Effect
Brute Force	Cybercombat + Logic	Willpower + Firewall	Complex	0	+Mark, 1 Matrix Damage/2 hits, Grid Hop
Crack File	Hacking + Logic	Protection Rating x 2	Complex	1	Remove protection from file
Crash Program	Cybercombat + Logic	Intuition + Firewall	Complex	1	Disable target program
Data Spike	Cybercombat + Logic	Intuition + Firewall	Complex	0	Matrix Damage = [Attack] + 1/hit + 2/mark
Erase Mark	Computer + Logic	Willpower + Firewall	Complex	3 on Target	Remove Mark from Target
Erase Matrix Signature	Computer + Resonance	Signature Rating x 2	Complex	0	Erase Matrix signature left by Resonance being
Jam Signals	Electronic Warfare + Logic	none	Complex	Owner	Add hits to noise within 100 meters
Check OS	Electronic Warfare + Logic	6 dice	Simple	0	Check OS before defense hits are added
Control Device*	Electronic Warfare + Logic	Intuition + Firewall	(as action)	(by type)	Perform action via controlled device
Format Device	Computer + Logic	Willpower + Firewall	Complex	3	Rewrite boot code for device
Garbage In/Garbage Out	Software + Logic	Logic + Firewall	Complex	3	Crosswire one input/output or binary logic pair
Hack on the Fly	Hacking + Logic	Intuition + Firewall	Complex	0	+Mark, 1 Matrix Perception/2 hits, Grid Hop
Hide	Electronic Warfare + Int	Int + Data Processing	Complex	0	Target stops spotting you
Set Data Bomb	Software + Logic	Device Rating x 2	Complex	1	Attach (rating)d6 Damage Data Bomb to file
Snoop	Electronic Warfare + Int	Logic + Firewall	Complex	1	Intercept Matrix traffic to and from Target
Spoof Command	Hacking + Intuition	Logic + Firewall	Complex	1	Give Device or Agent command as Owner
Break Target Lock	EWar + Int + RCC NR****	Logic + Sensors	Simple	0	Reduce sensor lock be net hits
Change Icon	none	none	Simple	Owner	Change Target Icon
Confuse Pilot	EWar + Int + RCC NR	Pilot + Firewall	Complex	0	Confuses pilot program. Simple Rx2 (net) to fix.
Control Device*	(as action)	(as action)	(as action)	(by type)	Perform action via controlled device
Detect Target Lock	Computer + Logic + RCC NR	Threshold 2	Free	Owner	Detect active target lock
Edit File	Computer + Logic	Intuition + Firewall	Complex	1	Create, Change, Copy, Delete, or Protect File
Enter/Exit Host	none	none	Complex	1	Enter Host if you have a Mark
Grid Hop	none	none	Complex	0	Move to Grid to which you have access
Invite Mark	none	none	Simple	Owner	Allow other Icons to Mark your device, file, etc.
Jump into Rigged Device	Electronic Warfare + Logic	Willpower + Firewall	Complex	3	Jump into Device with Rigger Adaptation
Matrix Perception	Computer + Intuition	Logic + Sleaze	Complex	0	Find Icons/Analyze Matrix Objects (see table)
Matrix Search	Computer + Intuition	none	Other	0	Search Matrix for information (see table)
Reboot Device	Computer + Logic	Willpower + Firewall	Complex	3	Force Reboot on non-Link Locked Device
Send Message	none	none	Simple	1	Send short text/audio messages to comm
Supress Noise	EWar + Logic + RCC NR	none	Complex	0	Reduce noise untill the end of Combat Round
Switch Interface Mode	none	none	Simple	Owner	Switch from AR to VR or vice versa
Target Device	Electronic Warfare + Logic	Willpower + Firewall	Complex	0	Lock on to a wireless device
Trace Icon	Computer + Intuition	Willpower + Sleaze	Complex	2	Find physical location of Device or Persona
Trackback	Computer + Intuition	none	Extended	0	Find Persona from markon a Grid. (10+S, 30 min)
Disarm Data Bomb	Software + Intuition	Data Bomb Rating x 2	Complex	0	Safely remove and delete Data Bomb (1 net hit)
Full Matrix Defense	none	none	Interrupt	Owner	+Will to Defense, -10 Initiative
Jack Out	Hardware + Willpower**	Logic + Attack**	Simple	Owner	Jack out of Matrix and reboot device***

\* Control Device may or may not use Data Processing as its Limit

\*\* Only roll if Link Locked

\*\*\* Suffer Dumpshock if in VR mode

\*\*\* Rigger Command Console Noise Reduction Rating

Limit Key:	
Attack	Data Processing
Sleaze	Firewall

<b>AGENTS</b>	Agents are autonomous programs that can perform Matrix Actions for you (See SR5 p 246 for details)
<b>COMMON PROGRAMS</b>	
<b>Browse</b>	Cuts the time for a Matrix Search action in half.
<b>Configurator</b>	Allows to reconfigure deck to a pre-set instead of standard rules.
<b>Edit</b>	+2 to Data Processing for Edit.
<b>Encryption</b>	+1 bonus to your Firewall attribute.
<b>Signal Scrub</b>	-2 Noise.
<b>Toolbox</b>	+1 to Data Processing.
<b>Virtual Machine</b>	Can run two additional programs, but doubles all Matrix Damage taken.
<b>Bootstrap</b>	Allows for hidden commands to be input into the device after the next reboot.
<b>Search</b>	+2 on a Matrix Search action when looking for specific data on a host that contains that data.
<b>Shredder</b>	+2 to Data Processing for the purpose of deleting a file with the Edit File action.
<b>!! HACKING PROGRAMS !!</b>	
<b>Armor</b>	+2 dice pool modifier to resist Matrix damage.
<b>Baby Monitor</b>	Keeps track of your movements in the Matrix, so you always know your current Overwatch Score.
<b>Biofeedback</b>	All Matrix damage dealt causes Stun (VR) or Physical (hot-sim VR) biofeedback damage .
<b>Biofeedback Filter</b>	+2 dice pool modifier to resist biofeedback damage.
<b>Blackout</b>	Same as biofeedback, but only causes Stun damage, even if the target is using hot-sim.
<b>Cat's Paw</b>	Replace Data Spike damage with negative dice pool modifier equal to 2+Marks.
<b>Cloudless</b>	Allows the user to use a successful Edit File action to move a file off the Matrix into device. Opposed by 6/8/10 from grids.
<b>Crash</b>	+2 to Data Processing when attempting Reboot Device action.
<b>Decryption</b>	+1 bonus to your Attack attribute.
<b>Defuse</b>	+4 dice pool modifier to resist damage from a Data Bomb.
<b>Demolition</b>	+1 to the rating of any Data Bomb you set while this is running.
<b>Detonator</b>	Sets a Data Bomb to go off after file has been accessed a set number of times. Has DR 3 and Sleaze [Remaining actions – 1]
<b>Evaluate</b>	Calculates how much a certain amount of paydata might be worth.
<b>Exploit</b>	+2 bonus to Sleaze attribute when attempting a Hack on the Fly action.
<b>Fly on a Wall</b>	While performing no actions other than Matrix Perception, OS only increases by 1D6 per half-hour. Hide action to activate.
<b>Fork</b>	Perform a single Matrix action on two targets single test, Each target defends on it's own.
<b>Guard</b>	Reduces the extra damage you take from marks by 1 DV per mark.
<b>Hammer</b>	+2 DV to Matrix Damage. Does not apply against targets that take damage from failing an Attack action against you.
<b>Hitchhiker</b>	Take your non-hacker friends to foundations and UV hosts.
<b>Lockdown</b>	When you cause damage to a persona, he or she is link-locked until you stop running this program or they successfully Jack Out.
<b>Mugger</b>	Bonus damage from marks is increased by 1 DV per mark.
<b>Nuke from Orbit</b>	Ensures no recovery from matrix when deleting file. OS is doubled.
<b>Paintjob</b>	+2 to Attack for Erase Mark
<b>Shell</b>	+1 dice to resist both Matrix and Biofeedback damage. Stacks.
<b>Smoke&amp;Mirrors</b>	+X Sleaze, +X Noise, -X to Trace Icon against the device. X between 1 and 5.
<b>Sneak</b>	+2 dice to defend against Trace User. DemiGOD convergence does not reveal physical location.
<b>Stealth</b>	+1 bonus to your Sleaze attribute.
<b>Swerve</b>	+1 to the Firewall for Reboot Device.
<b>Tantrum</b>	Data Spike instead of doing damage causes Nausea for 3 Combat turns.
<b>Tarball</b>	+2 Attack +1 dice for Crash Program
<b>Track</b>	+2 to Data Processing for Trace User tests OR Negate Sneak.
<b>Wrapper</b>	Icons can break matrix appearance rules. Matrix Perception Test to see trough.