THE MATRIX

Role-Playing Game

Role-playing in the World of The Matrix Trilogy.

THE MATRIX ROLE-PLAYING GAME

D6 Classic Version

(Updated for *The Matrix: Revolutions*)

Welcome!

This is a role-playing game based on the world of the movies of **The Matrix trilogy**. This is a downloadable version of the game that was originally posted on the web at http://thematrixfreerpg.tripod.com/.

There are two versions of this game available on the site: The first, The Matrix RPG D6 Classic, is a direct adaptation of the Star Wars Second Edition Revised and Expanded Rules (now out of print) published by West End Games. The second, The Matrix D6 Legend, is a success-based system founded on the rules laid out in West End Games' DC Universe.

I highly recommend that you pick up the original rule books for these games. West End Games has several products out that will add to your understanding and experience with this game. There are also some independent game designers who are producing D6 products. Visit http://www.finalswordproductions.com/for the Psibertroopers game, which includes psionic powers and technology that easily could be used in your Matrix game.

SPOILER ALERT: This game was updated in November 2003 to include new elements from *The Matrix: Revolutions*. I recommend seeing the movie before reading more in these pages.

Most of the images at this site are from the The Matrix website (they have a whole section of comics based on the movie) and fan sites. The official site is pretty nifty, so you should check it out. .

Also, this is a free RPG and I'm not trying to make any money on it (so don't sue me!). I just had an idea and few hours to kill and cobbled the thing together. There are a ton of free RPG's on the web, including many others that are based on The Matrix. I've set up links on the Matrix RPG website to them.

The Matrix D6 Classic RPG Table of Contents:

I. THE BASICS

This game is based on West End Game's D6 system, specifically its Star Wars Role-Playing Game. I recommend picking up a Star Wars rule book (available at some game stores and on many online auctions) to fill in gaps that I don't cover here. If you have any questions or comments, please email me and I'll try to answer them for you.

GAME MECHANICS

The Dice

The system requires players to roll six-sided dice (D6), which represent a character's attributes and skills. When appropriate, the Game Master will tell a player to roll a number of dice equal to either the attribute or skill being used. The player rolls the appropriate number of dice, adds the values together and tells the GM the sum. If the sum is equal to or greater than the difficulty number (See below), the character succeeds. If it is lower, the character fails.

> ***Example**: Rom is trying to walk along a thin ledge without falling. He has a Dexterity of 3D. The GM sets a difficulty number and then the player controlling Rom will roll 3 dice and sum the results to see if he is successful.*
>
> ***Example 2:** Rom is trying to operate a forklift and the GM tells him to roll his Mechanical skill (2d+2). Rom rolls two six-sided dice and adds 2 to the resulting sum.*

The Wild Die

Each player should designate one of his or her dice to be the Wild Die (it is helpful if it's a different color or shape).

Whenever the Wild Die comes up with a 2,3,4, or 5, add the result to the other dice as normal. But, if the Die comes up with a 6, add 6 to the dice total and roll the Wild Die again and add the new value to the dice total. If another 6 comes up, roll and add again. This continues as long as the player continues to roll 6's on the Wild Die.

> ***Example**: Rom has a Firearms skills of 4D. When he fires, he rolls 4 dice. His values are 2,5,3 and on the Wild Die, a 6, resulting in 16. He rolls the Wild Die again and gets another 6! The total is now 22 and he gets to roll again. This time, he gets a 1 and adds that to the sum to get a 23 for his shot.*

If the Wild Die comes up with a 1 when a character is first rolling a Skill or Attribute Check, roll the Wild Die again. If the value is 1 through 5, remove the Wild Die and the die with the highest value from the dice to be added.

> ***Example**: Rom is shooting again. He rolls a 2,5,6 and on the Wild Die a 1. He rerolls the Wild Die and gets a 2. He removes the Wild Die and the die that came up 6 and adds the remaining two dice together to get 7.*

If the second Wild Die roll comes up to be a 6, then the character has Complicated. He or she has screwed up in a particularly bad way...perhaps dropping his gun down into a sewer grating or twisting an ankle while trying to dodge. Complications should make a character's life more difficult, but never kill them outright.

> ***Example**: Rom is running away from a pair of Agents on a crowded street. The GM has him make a running roll with a difficulty of 10 to avoid colliding with a bystander. Rom, with a Running skill of 3D, rolls 3 dice. He gets a 2,3 and on the Wild Die a 1. He rerolls the Wild and gets a 6! He not only fails but complicates. The GM tells him that he runs into a homeless woman pushing a shopping cart and drops his cellular phone into the gutter, short-circuiting it. He'll have to find another way to contact his Operator outside the Matrix!*

The GM could have just as well said that Rom got a muscle cramp and is -1D to all Dexterity actions for the next 5 rounds, or that he is stunned for the next round. Anything that makes Rom's life a little more scary.

Difficulty Numbers

When a character makes an Attribute or Skill check, they are usually rolling against a difficulty number. Difficulties are divided according to the categories in the able above.

Difficulty	Difficulty Numbers	Description
Very Easy	1-5	Anyone should be able to do this most of the time. Example: Driving a car in moderate traffic.
Easy	6-10	Most characters should be able to do this most of the time, though there is still a chance for failure. Example: Driving a car in moderate traffic during a rainstorm.
Moderate	11-15	Requires a fair amount of skill and/or effort. Most unskilled characters will fail such an attempt. Example: Avoiding jaywalkers who suddenly step in front of your car during a high speed chase.
Difficult	16-20	Only highly skilled characters succeed at these with any regularity. Example: Driving through an intersection full of speeding cross traffic.
Very Difficult	21-30	Even pros have a hard time pulling these attempts off. Example: Steering your car into oncoming traffic and avoiding collisions while at high speeds.
Heroic	30-50	Only the luckiest and most skilled are successful. Example: Jumping from a rooftop into a small window across the alley (like Trinity from the movie).
Unearthly	50-75	A character must have advanced skill in the Matrix in order to even think of attempting such an action. Example: Stopping bullets in mid-air.
Impossible	75+	Only those who have mastered the Matrix may attempt these tests. Example: Decoding an Agent.

Opposed Rolls

When a character is testing his or her Attributes or Skills against those of another (PC or NPC), the parties involved make Opposed Rolls. The one with the highest roll wins.

> ***Example:*** *One character tries to shoot another. The first makes a Firearms roll while the other makes a Dodge roll. If the attacker's roll is higher than the others' Dodge, then he hits.*

Character Points

A character may spend his or her Character Points to gain additional dice during an action. They receive an additional die for each point spent. A character may spend up to 3 CP's per action or attack, and up to 5 CP's for any defensive action (Dodging, Strength rolls versus damage, etc.). If the die purchased with a CP comes up a 6, the player may re-roll it and add the new value to the total (as for the Wild Die, though there is no penalty for rolling a 1).

> ***Example:*** *Rom gets shot with an Assault Rifle for 23 points of damage. He rolls his Strength of 3D and gets a 10. That's 13 points below the damage level, which is Mortally Wounded. Rom's player decides to spend some Character Points. He spend one for an additional die and gets a 5, reducing the difference to 8, meaning Rom's Wounded. The player decides to spend an additional CP and rolls a 6! He gets to roll again and gets a 4, which means his Strength roll is 2 over the damage roll. Rom suffers no damage from the attack!*

Character Points may be used in or out of the Matrix. However, they may not be used the same round a Chi Point is used.

Chi Points

Chi represents a character's inner strength and the extent to which they have control over the Matrix. When a character spends a Chi point, all skill and attribute dice totals are doubled. Anything which is not part of a character (a weapon or vehicle), is not affected.

> ***Example 1:*** *Rom is in hand-to-hand combat with an Agent. He decides to spend a Chi point one round. His Martial Arts is normally 5D while in the Matrix. This round, it goes to 10D! For purposes of damage, his Strength doubles from 3D to 6D!*

> ***Example 2:*** *Rom is in a firefight with an enemy and decides to spend a Chi Point. His Firearms skill doubles from 4D to 8D, but the damage from the gun (5D) remains the same*.

See *Characters: Chi* for rules about using and regaining Chi. Remember, Chi may only be used while inside the Matrix. Also, Chi may not be used the same round Character Points are spent.

II. CHARACTERS

TEMPLATES

In order to play The Matrix RPG, you'll need a character. The first thing you need to decide is whether your character is human, and was Resuscitated from the Matrix or is Freeborn, or whether the character is an Autonomous Program. Only Resuscitated characters have the cybernetic implants to jack back into the Matrix. Autonomous Programs exist entirely within the Matrix and cannot enter the Real World (for the most part...).

You can select one from the list below or create your own. Template sheets for each type are provided in Appendix I of this rulebook.

Exile Program: an autonomous program within the Matrix that has forsaken its initial command code and developed a unique, individual identity and agenda.

Freeborn Operator: a 100% pure child of Zion, born free to liberated parents, who uses his technical expertise to assist the Resistance hackers in the Matrix.

Freeborn Hovercraft Crewman: a gifted mechanic and hardened veteran that crews the hoverships that form the front line in the war against the Machines.

Freeborn Soldier: a dedicated defender of Zion, ready to take arms against the Machines in the Real World.

Guardian: an autonomous program designed for one specific purpose, though it may not know what that purpose is.

Inform: an autonomous program that traffics in information to gain power within the Matrix.

Resuscitated Bodyguard: a soldier in Zion's army against the Machines, awakened from stasis and using her abilities to protect her brethren within the Matrix.

Resuscitated Hacker: a member of the Zion resistance, freed from the prison of the Matrix and returning again to fight for the liberation of humanity.

Resuscitated Seer: a gifted child with exceptional sensory abilities within the Matrix, often capable of amazing psychic feats.

Attributes

Each human character has 18 dice to divide among the six Attributes. At least 1D must be placed in each attribute and no more than 4D can be assigned to any one attribute. Dice may be broken up into 3 "pips", or "+1's", per die (See example below).

Autonomous programs receive 19 Attribute dice to divide among the Attributes. Up to 5D may be placed in any one Attribute. The Attributes are:

- Dexterity
- Knowledge

- Mechanical
- Perception
- Strength
- Technical

Example: *Bob is making a character named Rom, a Resuscitated Hacker. He decides to create his own template rather than use the one provided. He comes up with the following Attributes:*

- *Dexterity: 3D*
- *Knowledge: 3D*
- *Mechanical: 2D+2*
- *Perception: 3D*
- *Strength: 3D*
- *Technical: 3D+1*

Note: *Once an Attribute is raised beyond XD+2, it moves to the next dice level (If Bob had assigned the "pip" in Technical to his Mechanical Skill instead, it would be 3D, not 3D+3).*

Neurals

When in the Matrix, a character has the ability to exceed the limits of his or her physical body. With the proper training and strength of will, an individual will learn that the only limits that exist in the Matrix are those placed on oneself by the mind.

Autonomous programs have sub-routines that may be developed to resemble a human's Neurals. However, only extremely rare programs are able to break free of the physical restraints of the Matrix. Thus, to advance in the development of a Neural costs a Program twice what it would cost a human (See Advancement below).

There are three main Neurals that control an individual's ability to supersede the "physical" limits.

Quickness: this score is added to the Dexterity of the character while they are in the Matrix. All Dexterity skills are increased by this amount.

Awareness: this score is added to the character's Perception while in the Matrix. It augments any Perception skills and abilities.

Endurance: add these dice to the character's Strength dice whenever a Strength roll is made in the Matrix. Also, these dice may be added to any roll demanding physical or mental endurance, such as Willpower and Intimidation.

All characters begin with 1 die to divide as the players see fit among the Neural Abilities.

Example: *Bob decides to put the entire 1D into Rom's Awareness Neural. He could have also decided to put 1 pip in each category, or 2 pips in Quickness and 1 in Awareness, etc.*

DETAILS

In order to have a more interesting character, you'll want to flesh them out a bit. Below are some categories to consider--appearance, past experience, personal motivations, etc. Players and GM's should feel free to create more details for the characters as they see fit.

Description

Describe your character: How tall is he? What kind of clothes does he wear? Does he have any noticeable marks such as tattoos or scars?

Background

Give your character a history. How did they come to fight against the machines? If they were Resuscitated, what did they do during their life in the Matrix? How long have they been liberated?

Personality

Is your character a grouch? Is she impulsive, always itching for a fight, or is she more thoughtful and cautious?

Objectives

Almost every human seeks to end the reign of terror of the Machines and liberate humanity, but there are many disagreements as to how to go about this. Some believe that Jumpers are never justified in killing other humans while in the Matrix, while others see that as a necessary means to and end. How does your character envision defeating the machines, and what will the world be like then. Also, does he have any personal stake in the fight? Perhaps a lover is still in the Matrix or the Machines have killed one's family.

Connection to other Characters

Usually, the character will be serving aboard a Hovership together. But, some may have known others for longer periods. They may be related, or lovers, or even enemies.

CHOOSING SKILLS

Realworld skills

Resuscitated characters and Autonomous Programs (Informs, Guardians, and Rogues) begin with 7 dice and Freeborn characters begin with 11 dice to divide among their skills. These are abilities that they may perform both in and out of the Matrix. Skill dice may be broken up into 3 pips, just as Attribute dice.

Matrix skills

These are special skills or abilities that a character may only attempt while in the Matrix. In general, they deal with denying the physical laws of the Matrix.

Characters do not begin with any Matrix skills. They may be purchased as the character becomes more experienced. See *Advancement* below.

Specializations

Many skills have specializations which allow the character to focus on a certain aspect of the skill. If a specialization is taken, a character may advance in that specialized aspect of the skill at half the normal cost of advancement. However, uses of the skill not covered in the Specialization remain at the base skill level.

> ***Example:*** *Rom has Firearms at 4D. He decides to take the specialization* Firearms: Submachine Gun *to advance to 5D at a cost of 6 CP rather than 12 CP. Anytime he fires a submachine gun, he gets to roll 5D, but all other firearms are used at 4D.*

Specializations may be selected at Character Creation. When this occurs, the character's skill increases 2 pips for every 1 pip put in the skill. Note: Characters may not start with skills greater than 6D!

Specializations are independent of the skill from which they are derived. If the player later increases the skill, the Specialization does not increase. If the Specialization increases, there is no change in the base skill.

Advanced skills

Some particularly complicated skills require two times the normal amount of Character Points to allow for Advancement. They also typically require some other prerequisite skill.

Flash skills ("Crash Courses")

Tank, I need a pilot program for a military M-109 helicopter.

-Trinity.

With modern technology, it is possible to upload the information necessary to carry out certain task directly into someone's brain. The Operator controlling the hacker's broadcast chair must be the one to upload the skill file. The uploaded program is very specific and remains in the person's memory only while they are in the Matrix.

Characters may temporarily learn a number of skills equal to their Knowledge dice each time they are in the Matrix. These skills must be Specializations. Thus, if a character needs to know how to pilot a helicopter, the operator will upload Pilot Helicopter: Military M-109. It takes a number of rounds equal to the skill level for it to be uploaded.

Autonomous programs are capable of benefiting from Flash Skills, but typically have no connection to a source that would upload the file. However, Autonomous Programs may link themselves to human Operators through hardlines. Also, agents of the Machines can receive immediate uploads of necessary skills.

WAS THE CHARACTER RESUSCITATED FROM THE MATRIX?

Most the characters in a Matrix campaign will be individuals who have been resuscitated from the Matrix by the Resistance. If so, then they are equipped with the cybernetics that allow them to jack back into the Matrix with the proper broadcast chair and communications link to the Matrix mainframes.

Furthermore, each Resuscitated character begins with 1 point of Chi.

CHI

Chi symbolizes the inner strength and resources of a character. It also reflects how well they understand the reality of the Matrix. A character may spend a maximum of one point of Chi per round to double the dice values of ALL actions in that round (See *Using Chi*). Autonomous programs cannot gain Chi (and therefore, can never use it).

When a character spends a Chi point it may be regained immediately after an action or lost according to the following criteria:

If the character attempts a relatively difficult or daring action and succeeds, she automatically regains the Chi point spent and gains an additional one as well. *(Note: the action should be risky to the character relative to their abilities. Shooting a gun out of someone's hand is not difficult if you have a Firearms skill of 9D!)*

If the character attempts a difficult or daring action and fails, she may make a Willpower roll of Moderate difficulty. If she succeeds, she regains the lost point.

If the character attempts a moderately difficult or tricky action and succeeds, she automatically regains the Chi point and may make a Moderate Willpower check to see if she gains an additional point.

If the character attempts a Moderately difficult or trick action and fails, she may make a Difficult Willpower check to see if she regains the point.

If the character succeeds as a relatively easy task by using the Chi point, she may make a Difficult Willpower check to regain the point and does not gain another.

If the character fails a relatively easy task while using a Chi point, she loses it and may not make a Willpower check to regain it.

SKEPTIC POINTS

Skeptic points represent a character's doubt or inability to see the Matrix for what it is. Characters gain Skeptic Points when they fail miserably or when they fall into the lure of accepting the Matrix as "real." Autonomous Programs are immune from accumulating Skeptic Points.

GM's may also assign Skeptic Points when characters act cowardly or villainously (such as killing a Coppertop without reason, abusing his powers in the Matrix, or allowing some evil act to occur). For each Skeptic Point that a character has, any attempted Matrix Skill is a +5 Difficulty. When a character reaches 5 Skeptic Points, he can no longer attempt Matrix Skills or access Neurals. At 7 Skeptic Points, the character cannot operate in the Matrix at all (though he can still enter Training Constructs with a Difficult Willpower roll.

Shedding Skeptic Points: Characters can work to lose Skeptic Points with long hours of training and meditation in a Training Construct (or the Matrix itself, if they can still access it). For each Skeptic Point, a character must spend 1 day practice Matrix Skills and Neurals (i.e. testing the "reality" of the Matrix) and make a Moderate Willpower roll. If they fail the roll, they must spend another day and make another Willpower Attempt. This continues until the Willpower roll is successful.

(Note: These points serve much the same function as Dark Force Points and Hero Points in other D6 games, except Skeptic Points cannot be spent to augment actions. Due to the genre of The Matrix, heroes may act "villainously" from time to time. It is up to the GM to decide if Skeptic Points are appropriate).

ADVANCEMENT

At the end of each adventure, players will usually be rewarded Character Points at the end of an adventure by the Game Master. They may keep these CP's for later use or spend them on learning skills.

Increasing skill levels

Skills increase by "pips" (e.g. from 3D to 3D+1, to 3D+2, to 4D).

For normal skills, it costs a number of Character Points equal to the current dice value of the Skill. Thus to advance from 4D to 4D+1, the player must spend 4 CP's. Specializations cost 1/2 the current dice value (moving from 4D to 4D+1 would cost 2 CP's). To learn a new skill, the character must spend 3CP's to get the skill at a level equal to the controlling Attribute.

> ***Example:*** *Rom has Firearms at 4D and wants to increase it to 4D+2. To do so, he must spend 8 CP.*

Matrix Abilities cost 2 x their current dice value. To learn a new Matrix ability, the character must pay 6 CP.

Learning new skills

As per *Star Wars* rules. However, characters that can jack into the Matrix can use simulations to learn faster and without a live teacher--provided they have access to the appropriate software.

Improving attributes

For normal attributes use the standard Star Wars rules (10x current dice value).

Neurals cost 5 x their current dice value. If a character with 0D in a Neural Ability wishes to learn one, he must pay 10 CP. Autonomous programs must pay twice this amount.

III. ATTRIBUTES AND SKILLS

Many of the skills that are used in The Matrix RPG are exactly the same as those used in the Star Wars RPG. However, I have made a few changes. The links below lead to each Attribute and explanations of the skills they control (many of the skills are more completely explained in the Star Wars rulebook).

Attributes:

DEXTERITY

Acrobatics

Time Taken: One round

Specializations: Tumbling, Balancing, Swinging

Acrobatics is used whenever a character attempts to make an unusual or difficult maneuver with her body. A character may attempt an *Acrobatics* check if they fall or are thrown to the ground to roll to her feet or avoid damage (roll *Acrobatics* versus the damage. If the *Acrobatics* roll is higher, subtract the difference from the damage taken).

Acrobatics may also be used in combat. If a character uses *Acrobatics* during combat they can potentially reap one of the following benefits:

A successful check versus a Moderate difficulty adds a +1D to both the character's attack and Dodge (but not Parry) attempts. This ability may be used in the same round as the Dodge or Attack attempt (and counts as an additional action) or may be used as a set up for following round (granting the bonus without requiring an action).

With a Very Difficult check, the character may get a +1D to both her Attack and Dodge attempts this round and the Acrobatics attempt does not count as an action.

Whenever *Acrobatics* is used for one of the above purposes in combat, the character is considered to act last in the round (her attacks will land in the "second segment").

Brawling

Time Taken: One action.

Specializations: none.

Difficulty: Very Easy (5)

Brawling covers basic hand-to-hand combat. It is less graceful than Martial Arts, but can be equally effective. A character will do an amount of damage equal to his Strength + 1D per Effect Value (10 over the Target Number).

Note: Brawling may be taken under Strength of Dexterity.

Dodge

Time Taken: One round.

Specializations: None.

Dodge is the art of getting out of the way. A character need only make one *Dodge* roll per round. The result becomes the base difficulty for anyone shooting or throwing anything at the character. Thus, if a character makes a *Dodge* roll resulting in 20, enemies will need at least a 20 to hit the character. The *Dodge* result *replaces* the base difficulty, thus a bad *Dodge* result can put the character in a worse position than if he had just stood still. *Dodge* may also be used to get out of the way of other objects that are not purposely aimed at the character, such as falling boulders, careening busses or out-of-control skateboarders.

Firearms

Time Taken: One round.

Specializations: Particular weapons types. For example, *Firearms: Rifles*.

Difficulty: Depends on Range.

With *Firearms*, a character is familiar with aiming a gun and pulling the trigger. As you might imagine, it's quite popular among Matrix Hackers.

Heavy Weapons

Time Taken: One action. Most heavy weapons cannot be fired more than once per round.

Specializations: Particular weapons types. For example, Heavy Weapons: Rocket Launcher.

Difficulty: Depends on Range.

Heavy Weapons represents the serious military-style armament that normal citizens will never see, let alone use. It includes mortars, grenade launchers, rocket launchers, and heavy machine guns (like M60's). While the ability to cause an immense amount of damage is attractive to many Matrix Hackers, these weapons are often quite difficult to conceal and therefore are rarely carried.

Martial Arts

Time Taken: One round.

Specializations: none.

Difficulty: Easy (10) to land a simple blow. Difficulty increases with Special Maneuvers (see below).

Martial Arts covers the study of unarmed hand-to-hand combat. Many of the Resuscitated use programs to train in an amalgam of styles. Characters may learn one special move for each pip above 2D that they advance. If they decide to learn a special move, they must also pay an additional 5 Character Points upon learning it.

For example, Rom, a Resistance Hacker, has a Dexterity of 3D and 16 Character Points. He wants to learn *Martial Arts*. He jacks into a training program and spends the 3 Character Points necessary to learn a new skill. When he is done, he has Martial Arts at 3D. He doesn't have enough Character points to learn 3 special moves, so he only learns two, paying an additional 10 CP. He can learn another special move when he has more Character Points.

SPECIAL MOVES

The standard Difficulty for each move is given in parenthesis.

Disarm (M): if the character's attack is successful and not parried or dodged, the target is disarmed.

Elbow Smash (E): if successful, attacker may add +1D to the damage roll.

Flip (M): If successful, the attacker throws the target to the ground and does 3D damage.

Flying Kick (D): If successful, attacker does an additional +2D+2 damage. If she fails, the attacker is off balance and at -1D to all actions in the next round.

Foot Sweep (M): Will trip the target who must take an action the next round to stand.

Headbutt (Easy): Can only be used if the attacker is close to the target (grappling, etc.). The primary advantage is that the martial artist does not need his hands

Hold/Grapple (M+ opposing STR): Once the target has been successfully held, the attacker must make an opposing Martial Arts versus the target's Martial Arts, Brawling, of Strength each round to continue to hold them. If the target is held, he or she cannot attack.

Instant Knockdown (M): If landed successfully, this attack knocks the target to the ground. The target must spend the next round getting up or suffer multiple action penalties.

Instant Stand (M): Allows the martial artist to automatically stand up without taking an additional action.

Instant Stun (M): If successfully landed, this attack stuns the target for one round.

Instant Wound (D): If successfully landed, this attack gives the target a Wound.

Multiple Strikes (M): A character can make an additional attack this round doing STR damage without a penalty for an additional action.

Nerve Punch (VD): If successful, the attack punches a bundle of nerves on the target and renders a limb unusable for 3D rounds. If the attacker beats the difficulty number by 15, the target is rendered unconscious for 3D rounds.

Power Block (M): A successful Parry inflicts STR +1D damage to the target.

Reversal (Opposed STR or Brawl or Martial Arts): Only works while being held or grappled. If successful, the martial artist breaks free and renders person holding him or her immobile (see Hold/Grapple above).

Silent Strike (D): If the character sneaks up on a target and also rolls a successful Silent Strike, the attacker does STR +1D damage without making a sound.

Spinning Kick (M) STR + 2D damage. If the attack fails, the attacker is off balance and suffers a -1D to all actions next round.

Shoulder Throw (M): A successful attempt will allow the martial artist to hurl a target to the ground doing 3D damage. The target must take an action to get up.

Weapon Block (Opposed Martial Arts versus Melee Combat roll): Allows an unarmed martial artist to parry a weapon used in a melee attack.

Missile Weapons

Time of Use: 1 action.

Specializations: Particular archaic missile weapons: Bow, Crossbow, Slingshot, Dartgun, etc

Missile Weapons includes the use of all "archaic" forms of ranged weaponry, such as bows and crossbows.

Running

Time of Use: 1 action.

Specializations: none

Difficulty: Easy. May be increased if there are obstacles or the character is burdened.

Running includes not only the ability to move your feet rapidly, but also of avoiding objects and stumbling while you are doing so. *Running* is often one of those essential skills for avoiding becoming dead.

Throwing

Time of Use: 1 action.

Specializations: Particular objects: grenades, spears, shoes.

This covers the hand-eye coordination required to pick something up and hit a target. Difficulty depends on whether the object was designed to be thrown and range.

KNOWLEDGE

Bureaucracy

Time of Use: 1 round to several hours.

Difficulty: Easy. May be increased for particularly obscure or secret bureaucratic information.

This character has an unfortunately advanced knowledge of how bureaucracies work. They will know who is in charge of what duties, where paperwork is kept, and

what processes must be followed to get something done in a bureaucratic chain of command. Every species has its own kind on bureaucracy, and a smart individual can learn how to use it to his advantage. The nature of the Machines lend them to an almost supremely bureaucratic structure and division of labor. In the Real World, characters may use this skill to discern the various functions, access, security and, perhaps, weaknesses, of the various robotic castes.

Business

Time of Use: usually ongoing.

Difficulty: Moderate for most matters.

This character knows how economic principles can be best applied to a given situation. They can organize profit-making ventures, find appropriate contacts, and recognize needed resources. This skill can be extremely useful in both the Matrix and the Real World.

Cultures

Time of Use: 1 round to several minutes.

Specializations: Particular cultures.

Difficulty: Easy for commonplace practices or beliefs. Add Difficulty as the knowledge becomes more specific or arcane.

Cultures represents a character's knowledge regarding other societies and their structures, beliefs, and practices. It can be used as an insight into motivations or to act appropriately when faced with a person of that culture. A character may also use this skill to quickly blend in with local groups and attempt to pass herself off as a native.

Education

Time of Use: 1 round to several hours.

Specializations: Particular areas of study.

Difficulty: Variable depending on the detail of the knowledge or how commonly such knowledge is available.

Education indicates the depth of the character's academic background. Characters may make *Education* checks in areas that require general knowledge, such as Geography, History, Greek mythology, basic mathematics, etc. This differs from *Sciences* and *Geography* in that the knowledge is not generally applicable to real problems in front of the character--it only indicates that the character has a very general knowledge (for example, someone with adequate *Education* knows that the heart is an organ that circulates blood through the body; however, they would need the *Medicine* skill to actually diagnose a heart problem).

# of Education Skill Dice	Schooling Equivalent
1	Elementary School
2	High School
3	College
4	Post-graduate studies
5	Advanced studies
6	World renowned scholar
7	Revolutionary scholar

The table to the right gives a rough idea of what each level in *Education* represents. Note that it is not necessary to go to college to have a level 3 or 4 *Education*, it just means that the character has invested time in learning on his own (in fact, lots of people who graduate from college never paid much attention and might only have a level 2 *Education*).

Geography

Time of Use: 1 round.

Difficulty: Easy for basic geographical information. Difficulty increases for lesser known or conflicting information.

Specializations: Particular regions (North America, Southeast Asia, the Moon, etc.).

Geography covers the knowledge of places and their characteristics in the world. A skilled geographer will know such common knowledge as capitals and borders, as well as more esoteric information such local curiosities and perhaps even secret routes or sacred places. This skill also includes familiarity with electronic and computer devices, such as GIS software and GPS transceivers.

Intimidation

Time of Use: 1 action.

Difficulty: Opposing roll vs. target (person being intimidated). Difficulty may be increased given the circumstances or disposition of the target.

Specializations: None.

This character is skilled at scaring, bullying, and basically throwing his weight around. It is most often used to get people to do what one wants out of fear. Targets may provide information, goods, or services. Usually, however, the target will bear a grudge and use of this skill won't win the character many friends.

Language (Special) [Particular Language]

Time of Use: 1 action to speak, 1 round to translate.

Difficulty: Easy for common languages (English, Chinese, Farsi). Difficulty increases with more rare languages or dialects.

Specializations: Any *Language* skill is considered a Specialization. See below.

When a character selects *Language*, he must choose a particular language in which he is skilled. All characters are considered to have a *Languages* skill of 3D in their native language.

Note: This is different from the Languages skill as presented in the Star Wars RPG.

Law

Time of Use: 1 round.

Difficulty: Easy for knowing basic information. Difficulty increases for understanding more complex legal regimes or employing legal knowledge in a professional manner (trying a case, etc.).

Specializations: Particular areas of the law: Enforcement; Torts, Criminal Law, Constitutional Law, etc.

With *Law*, a character understands how legal regimes work and what must be done in order to comply with those laws. Skilled characters may attempt to use the law to defend themselves (or others), gain access to information, or have the weight of authority brought done upon another person (i.e., charging them with a crime). Zion, in the Real World, has a different set of laws than those in the Matrix, and characters familiar with one set of laws may be unskilled in another.

Matrix Orientation

Time Taken: 1d6 rounds

Specializations:

Matrix Orientation allows someone who is accessing the Matrix (either an Operator or a Runner) to know what part of the physical machinery they are linking into. Furthermore, it allows them to trace where someone else is accessing the Matrix as well. To use this skill, the character must concentrate on the target for 1d6 rounds.

> ***Example 1:*** *Rom is surveilling a possible candidate for Resuscitation inside the Matrix. He uses* Matrix Orientation *to figure out that the Coppertop's physical body is plugged into the Matrix at the farm node that was once Los Angeles.*
>
> ***Example 2:****, Rom and his crew are being dogged by a particularly crafty Agent. They decide to find out where this Agent's program is housed and destroy it in the Real World. Rom uses* Matrix Orientation *to learn that this Agent's software is kept in the heavily guarded data fortress located in what was Paris.*

Sciences

Time of Use: 1 action (to several hours, depending on the action).

Specializations: Particular fields of study: Physics, Chemistry, Biology, etc.

Difficulty: Easy (10), but increased for more complex or obscure scientific theories.

Sciences represents knowledge in fields such as physics, mathematics, chemistry and biology.

Streetwise

Time of Use: 1 round.

Difficulty: Easy. Difficulty may be increased if used in a city unfamiliar to the character.

Specializations: May specialize in particular niches of society (drugs, hitmen, hacking, etc.) or particular regions (Zion, New York, San Francisco, Paris, etc.).

Streetwise represents a character's ability to tap into the resources of the darker side of society. This skill may be used to procure stolen items, contact assassins, or score some drugs. It may also be used to find more unsavory and alien creatures and items.

Survival

Time of Use: One roll should represent 1 "event."

Specializations: Particular habitats: Forest, Jungle, Urban, Aquatic, Desert, Arctic, etc.

A character with *Survival* may attempt to endure the rigors of the natural world in a number of environments and situations. The skill is used when the character must find food and shelter or take other actions to survive in the wild. Note that *Survival* only covers what is needed for sustenance. If you want to build a nice house like they have on Gilligan's Island, you'd better learn *Craftsmanship: Carpentry* or something similar...Difficulty levels increase when the character is using *Survival* not only for himself but to aid others as well.

Tactics

Time of Use: 1 round.

Specializations: Particular types of forces: Infantry, APU Cavalry, Hovership Maneuvers, etc.

Difficulty: Dependent upon the situation, often as an opposed roll against the leader of the enemy force.

Tactics is used whenever a commander attempts to guide his troops into battle. It may also be used to second-guess an opponent and predict means of attack.

Theology

Time of Use: 1 round.

Difficulty: Easy for common religions. Difficulty increases for more obscure belief systems or secret practices.

Specializations: Particular religions: Catholicism, Buddhism, Matrix Messianic beliefs, etc.

Theology represents a character's knowledge about metaphysical beliefs and their dogmatic counterparts. The person with this skill is familiar not only with the underlying beliefs, but also the practices and important texts and artifacts associated with the religion.

Value

Time of Use: 1 round to several if the character must research the item.

Specializations: particular types of items (jewelry, weapons, technology, texts, etc.)

Difficulty: Easy (10). GM's should freely modify this difficulty, depending on the obscurity of the item.

Value represents the a familiarity with the economic value of things--books, real estate, collectibles, etc.

Willpower

Time of Use: 1 action.

Specializations: None.

Willpower represents the strength of the character's mind and ability to resist outside influences. Characters must make *Willpower* checks to avoid temptations, fight the powers of suggestive drugs, and remain conscious when physically weak or in extreme pain.

MECHANICAL

Aircraft Weaponry

Time of Use: One round.

Specializations: Weapons on a particular aircraft type**:** airplane, helicopter, hovercraft etc.

Aircraft Weaponry covers all weapons that are mounted on flying vehicles, including hovercraft.

Communications

Time of Use: 1 round.

Specializations: None.

Difficulty: usually Easy (10).

Represents familiarity with various forms of communication devices and how to best use or repair them.

Drive Automobile

Time Taken: One round.

Specializations: Particular types of 4-wheeled (or more) vehicles, such as sports cars, limousines, trucks, etc.

Drive Automobile applies to the conduction of commonplace passenger vehicles. It won't do you a lick of good in a tank...

Drive Motorcycle

Time Taken: One round.

Specializations: Particular types of 2 or 3-wheeled vehicles, such as motorcycles, ATV's, etc.

Drive Motorcycle represents a character's skill at handling 2- or 3-wheel cycles. Because of their speed and dexterity, motorcycles are a favored conveyance among Hackers making a run in the Matrix.

Mounted Artillery

Time of use: One round.

Specializations: Certain weapon types such as: Gating gun, 20 mm Cannon, Missile Launcher, etc.

Difficulty: Depends on Range (see Combat section).

Mounted Artillery is used whenever a character is firing a weapon that has been fixed on a land based vehicle, such as a jeep or hovertank.

Navigation

Time of Use: One to several rounds, depending on the length and complexity of the course charted.

Difficulty: Easy to Moderate, depending on the information available to the navigator (charts, compass, current location, etc.).

Specializations: Particular environments: Terrestrial, Aquatic, Subterranean, Outer Space, etc.

A character skilled in Navigation may use any available information to discern her current whereabouts and plot the best course to arrive at another location. She can read maps, instruments, perform necessary calculations, correct for errors, and generally avoid getting lost. Even without charts and gear, this character may use local cues (such as the sun or stars) to figure out their location and plot a course of travel.

Operate Exoskeleton

Time of Use: One round.

Difficulty: Easy for basic piloting. Particularly rough terrain or complicated maneuvers may require higher rolls.

Specializations: Specific exoskeleton models.

With this skill, the character knows how to use the massive exoskeletons (APUs) used to defend Zion. Standing over twenty feet tall and armed with heavy gatling guns, APUs provide a last line of defense against Machine invaders. While the APUs are rarely used in for assault strikes against the machines, they have proven useful for repelling Squids that have come too close to Zion's defensive perimeter. Exoskeletons are

also used for heavy construction operations within Zion itself and to lift large cargo into and out of hoverships.

Pilot Airplane

Time of Use: One round.

Difficulty: Easy for basic piloting. Particular weather conditions (wind, etc.) and maneuvers may increase difficulty (E.g., trying to keep the helicopter in one place while someone tries to jump onto the landing gear, etc.).

Specializations: Particular kinds of airplanes, such as Propeller Airplanes, Jets, etc.

Pilot Airplane permits a character to perform all the activities required to pilot planes--including instrument reading and navigation, basic mechanical checks, the required radio communications, and the actual piloting.

Pilot Helicopter

Time of Use: One round.

Difficulty: Easy for basic piloting. Particular weather conditions (wind, etc.) and manuevers may increase difficulty (E.g., trying to keep the helicopter in one place while someone tries to jump onto the landing gear, etc.).

Specializations: Particular kinds of helicopters

Pilot Helicopter permits a character to perform all the activities required to pilot helicopters--including instrument reading and navigation, basic mechanical checks, the required radio communications, and the actual piloting.

Pilot Hovercraft

Time of Use: One round.

Difficulty: Easy for basic piloting. Particular weather conditions (wind, etc.) and maneuvers may increase difficulty (E.g., trying to keep the hovercraft in one place while someone tries to jump onto the loading ramp, etc.).

Specializations: Particular kinds of hovercraft, such as Hovertrucks, Hovertanks, and Hoverships.

Pilot Hovercraft permits the use to control any vehicle that relies on repulsor-lift technology as a means of propulsion.

Pilot Tank or Armored Vehicle

Time of Use: One round.

Difficulty: Easy for basic piloting. Particular weather conditions (wind, etc.) and maneuvers may increase difficulty.

Specializations: Particular types of armored vehicles and tanks.

Pilot Tank/Armored Vehicle covers training in military armored combat vehicles of all types.

Ride Horse

Time of Use: One round.

Difficulty: Easy for basic riding. Particular weather conditions (wind, etc.) and maneuvers may increase difficulty.

Specializations: None.

This skill is employed for riding horses and their ilk (donkeys, mules, etc.). Few Zion inhabitants have ever seen a horse--either in the Matrix on in the Real World. But some Matrix hackers like to learn this skill for "backcountry" missions within the Matrix .

Sensors

Time of Use: One round.

Difficulty: Easy. Interference and distance may increase the difficulty.

Specializations: Particular scanner types (radar, motion detectors, etc.) .

Sensors includes all skills necessary to employ sensing instruments, such as radar and other scanners. It may also be used to devise counter-measures or jam such devices.

PERCEPTION

Bargain

Time of Use: 1 round.

Specializations: Bargaining over certain items: weapons, food, ships, etc.

Difficulty: Typically an opposed roll against the other bargaining party.

Winner's Total > Loser's Roll	Price Multiplier
1-5	x 1.5
6-10	x 1.75
11-15	x 2
16-20	x 3
21-25	x 4
26+	x 5

Bargain represents the character's ability to haggle over just about anything. In the Zion, nearly everything is up for sale, and merchants tend to be shrewd. Without this skill, characters may find themselves much more than they should for goods and services. The table below gives general outcomes of *Bargain* "battles": If the winner is the buyer, reduce the "real price" (GM's discretion) by the Price Multiplier. If the winner is the seller, inflate the price accordingly.

Command

Time of Use: 1 action.

Specializations: Commanding certain types of troops: Infantry, Battleships, Robot Sentinels, etc.

Difficulty: Easy to Moderate depending on the situation. Can be easier or hardier depending on the skill and morale of the troops.

With this skill, a character can manage, direct and mobilize others in a wide variety of endeavors. She knows how to give clear instructions and inspire obedience and prompt response. In the heat of battle, an able commander is essential.

Con

Time of Use: 1 action.

Specializations: Certain types of cons: disguise, fast-talking, forgery, etc.

Difficulty: Opponents may make a *Willpower* or Knowledge opposing roll to rat out a *Conning* player.

Con represents a character's ability to bend the truth and slide by on fast-talking. It also includes other ways of being less than honest--disguise, forgery, etc.

Faith

Time of Use: 1 action.

Specializations: None.

Difficulty: Dependent upon the situation (see below).

Faith is a manifestation of the character's ability to believe that the Matrix is nothing more than an electronic construct. As the character's *Faith* grows, they are more likely to be able to resist the false images the Matrix projects, deflect perceived damage, and trust in their own ability to control the Matrix. GM's may occasionally have the characters make *Faith* checks to see whether they fall subject to the Matrix's illusions. At times, the GM may require a *Faith* Check and set the Difficulty level equal to the number of Skeptic Points that the character has (generally assigning 1 Difficulty level per Skeptic Point). At other times, the GM may create a generic Difficulty level dependent on the situation (and the "convincing" nature of the situation in the Matrix).

Gambling

Time of Use: 1 round. Can roll for whole "games" or gambling events.

Specializations: Particular games: Poker, Blackjack, etc.

Difficulty: Depends on the game. Generally, Easy for simple games up to Very Difficult for very complex ones. Can be used as an Opposing Action against other gamblers.

Gambling is quite common in both the Real World and the Matrix. In the Real World, there usually exists little use for money, even in Zion. But goods of like value or services ("I'll take your turn cleaning the bilge.") are often thrown in the pot.

Hide

Time of Use: 1 round. May be more for larger items.

Specializations: Hiding particular objects (personal items on one's body; caches in the wild; smuggled cargo).

Difficulty: Easy for small items. Difficulty increases with the size and unwieldiness of items.

With *Hide*, a character can attempt to conceal items from the view or discovery of others. A skilled character may conceal weapons on her body and know various tricks for fooling detectors; or she may know all the tricks of the smuggling trade--trap doors, false bottoms, etc.

Investigation

Time of Use: 1 round to several hours or days.

Difficulty: Highly variable, depending on the circumstance. Easy for general background checks and research. Difficult for probing into deep, dark secrets.

Specializations: Particular areas of investigation: crime, forensics, scholarly research, etc.

A character with *Investigation* has honed her ability to pick up on clues, follow complex paper-trails, and put together disparate pieces of puzzles. This skill often comes in handy for routing out criminals, uncovering secret motivations behind business transactions, and discovering the truth behind long, lost secrets.

Multitasking

Time of Use: One round. Use of this skill does not count as an action.

Specializations: Multitasking certain kinds of actions, such as shooting and dodging, piloting a hovercraft while firing weapons, etc.

Difficulty	Result
Difficult	One additional action without penalty.
V. Difficult (30)	Two additional actions without penalty.

Multitasking permits a character to attempt multiple actions without accruing penalties for taking more than one action in a round. Essentially, this skill allows the user to walk and chew gum at the same time.

Perform

Time of Use: 1 round. Can roll for one whole performance.

Specializations: Particular performance arts: music, acting, visual art, etc.

Difficulty: Moderate. Vary difficulty depending on the quality and intricacy of the art attempted.

With *Perform*, a character can attempt just about any art form. From song-and-dance to sculpture, the character can express herself and perhaps make a buck or two for the effort.

Persuasion

Time of Use: 1 action.

Specializations: Particular forms of persuasive speech: Seduction, Oration, Debate,

Difficulty: Easy. Targets may make Opposed *Willpower* rolls to set a Difficulty.

Persuasion measures a character's ability to convince others of just about anything. It does not include the ability to bark orders (see

Command), but rather to debate with logic, appeal to sympathy, and otherwise verbally convince others to see things the character's way.

Profile

Time of Use: Depends on difficulty (See below).

Specializations: Detecting certain behavioral patterns such as lying, worry, anger, apprehension, guilt etc.

Desired Outcome	Difficulty
Surface emotions	+ 0
Emotions or thoughts the target actively attempting to hide	+ 5
Emotions or thoughts that the target is in denial about	+10
Emotions or thoughts that the target doesn't even know he's having (secretly in love with someone, etc.)	+15
Attempting to use this skill in a single round	+15
Spending 3 rounds to use this skill.	+10
Spending 5 rounds using this skill.	+5
Spending a full minute using this skill.	+0
Interviewing target (asking personal questions).	-15
Observing the target closely for more than one hour.	-10

With *Profile*, a character can attempt to size up a target, making educated estimates of the target's emotional and mental state. The longer the skill user studies her subject, the greater chance she will draw the appropriate conclusions. The base difficulty is the target's opposing *Willpower* check. Additional difficulty modifiers are as follows:

Search

Time of Use: GM's discretion. It depends on how large the area searched is and what is being sought.

Specializations: None.

Search represents the character's ability to pick up on clues, notice little details, and general alertness to her surroundings.

Stealth

Time of Use: 1 round.

Specializations: Type of habitat in which character seeks to be stealth: Forest, Urban, Aquatic, etc.

Difficulty: Easy. May be more difficult depending on the conditions or what the character is wearing or carrying.

With *Stealth*, a character attempts to move unnoticed. This skill includes walking silently as well as hiding in shadows and blending in with a crowd. A character using *Stealth* moves at half-speed (walking). To move quickly while being stealthy, the character must endure increased difficulty levels (GM's discretion).

Tracking

Time of Use: 1 round.

Specializations: Tracking in particular habitats: Forest, Jungle, Urban, Subterranean, Desert, Arctic, etc.

Difficulty: Easy to Difficult depending what is being tracked and where.

Tracking represents the skill of following and catching "prey." This does not include the ability to kill or trap it (those are different skills). However, the character can pick up on small traces, estimate how long it has been since the prey was in the area, and make educated guesses as to the condition of the animal.

STRENGTH

Brawling

Time Taken: One action.

Specializations: none.

Difficulty: Very Easy (5)

Brawling covers basic hand-to-hand combat. It is less graceful than *Martial Arts*, but can be equally effective. A character will do an amount of damage equal to his Strength + 1D per Effect Value (10 over the Target Number).

Note: Brawling may be taken under Strength of Dexterity.

Climbing

Time Take: One action (but GM's may decide to have characters just roll once for an entire "pitch") .

Specializations: Different things climbed: buildings, trees, rock faces.

Difficulty: Moderate.

While *Climbing* covers the actual act of scampering up something, it may also be used when a character tries to do things like hold on to the hood of a speeding car (the "TJ Hooker maneuver") or grab on to the struts of a helicopter as it takes off, etc. The difficulty may be increased if the character is burdened or wearing armor.

Jumping

Time of Use: 1 action. Note that "big" jumps may require a certain amount of "hang time." GM's should consider this in modifying difficulties for other actions that are attempted while the character is in the air.

Specializations: None.

Difficulty: The distance covered depends on the number of successes gained. See table.

Jumping Distances & Difficulties	
Difficulty	**Approximate Distance Covered**
5	Horizontal: about 2.5 feet. Vertical: about 3 feet.
10	Horizontal: about 4 feet. Vertical: about 4 feet.
15	Horizontal: about 6 feet. Vertical: about 5.5 feet.
20	Horizontal: about 10 feet Vertical: about 6 feet
25	Horizontal: about 15 feet. Vertical: about 7 feet
30	Horizontal: about 20 feet. Vertical: about 8 feet
35	Horizontal: about 25 feet. Vertical: about 10 feet.
40	Horizontal: about 30 feet (this is about the current world record). Vertical: about 12 feet.
50	Horizontal: about 40 feet. Vertical: about 15 feet.
Beyond 50, a jumper may only achieve these distances if aided by technology. Even Chi and CP's should not be permitted to carry a jumper this far.	
60	Horizontal: about 75 feet Vertical: about 35 feet.
70	Horizontal: about 100 feet. Vertical: about 50 feet.
80	Horizontal: about 125 feet. Vertical: about 75 feet.
For each additional 5, add about 25 feet to the result.	

Jumping is not really an "academic" skill, but it is a talent that may be cultured nonetheless. You may notice a somewhat strange progression in the distance covered and the

number of successes. This is because almost anyone can jump at least a little, but only a few people can really jump far. A roll of 40 is about the maximum that an Olympic jumper could get (assuming he didn't use Wild Dice, Chi or Character Points--all of which, I think, are illegal at the Olympics)--this assumes a Strength of 4 + *Jumping* skill of 6 (World Class) and a getting an average of 4 or greater on each die. After 40, the distance increases dramatically. This is because the jumper will only get this far if aided by technology (cybernetics) or some other "superhuman" means (Matrix skills, Chi or Character Points).

I would recommend to GM's that a result of 40 be the "maximum" allowed any non-augmented jumper (this includes the use of Chi and CP's) because the laws of physics and gravity have to apply somewhere. There is simply no way for a "normal" human to jump 50 feet horizontally!

Lifting

Time Taken: 1 action

Specializations: none

Difficulty: Depends upon the weight and bulkiness of the item.

Weight of Object	Difficulty
20 pounds	Very Easy (5)
50 pounds	Easy (10)
75 pounds	Moderate (15)
100 pounds	Difficult (20)
150 pounds	Very Difficult (25)
200 pounds	Heroic (30)
Increase Difficulty by 5 for each additional 50 pounds	

Lifting represents more an innate ability than a learned skill (though you can certainly learn the "correct" way to lift heavy objects). Difficulty depends on the weight of the object. The table below indicates the difficulty of lifting a common object of about the provided weight. Characters will be able to life much more than this amount if they bench press (approximately 3 x the amount) or do a dead lift (approximately 4x this amount)

Stamina

Time of Use: 1 round. Generally not considered an action.

Specializations: Particular forms of exercise (Climbing, Running, Swimming, etc) or duress (Exhaustion, Drugs, Torture, etc.).

Difficulty: Variable. Generally, Easy for an initial Attempt. For each additional check after the first, for the same activity, the GM may add 5 to the Difficulty unless the player has stopped to rest.

Characters must make *Stamina* checks when they exert themselves physically and begin to push the limits of their energy. The GM may decide when rolls are appropriate. For example, if a character is chasing a thief through sewer tunnel, he will make a *Running* roll. If the chase continues for a long time, the GM will ask the character to make an *Stamina* roll. If he fails, he will have to stop running to catch his breath. The difficulty of the rolls should increase with the time of the physical exertion.

Swimming

Time of Use: 1 action.

Specializations: None.

Difficulty: Easy. Increases with water conditions and character's burdens (weight, another person, etc.).

When you know how to swim, you generally won't drown. This is a good thing.

TECHNICAL

Armor Repair

Time of Use: Generally several minutes or hours, depending on the extent of damage and complexity of the armor).

Specializations: Particular kinds of armor, probably best characterized by time period ("Medieval", "Modern", "Post-Modern" for power-armor, etc)..

Difficulty: Easy for simple fixes to Very Difficult for rebuilds of power armor.

This character is very familiar with various forms of personal protection and armor and can fix or build such items with precision and speed.

Computer Operations

Time of Use: 1 round to several hours depending on the action attempted.

Specializations: Particular actions: Matrix Hacking (using the complex computers and programs necessary to break into the Matrix's code), Code hacking (use programs to break into "modern" computers), Decryption, etc.

Difficulty: Easy for accessing basic information and running programs. Increased for complex actions like Hacking (Difficult to Ex. Difficult) and breaking encryptions (depending on the strength of the cipher).

Computer Ops represents an overall ability to use and manipulate computers. The character can access files, load programs, and manipulate computers to get a wide variety of information (whether through the Matrix or, once within the Matrix, the "internet").

Real World computers are much more complex than those used by characters when they are actually inside the Matrix. Thus, a Resuscitated character may suffer penalties when using Real World computers (at least for a while). This skill may also be used to diagnosis problems or propose improvements, though the actual work requires *Computer Repair*. Finally, while Computer Operations gives the character the ability to use computers well, the skill does not reflect any ability to actually create programs (see *Computer Programming* below).

Computer Programming

Time of Use: 1 round to several hours depending on the action attempted.

Specializations: Particular program languages: Matrix Code, HTML, C, Java, .

Difficulty: See chart:

Difficulty	Difficulty
Very Easy (5) to Easy (10).	Writing a basic program for a "primitive" operating system (such as Windows within the Matrix).
Easy (10)-Moderate (15)	Writing a trace program for the Matrix; complex data access and management; simple Matrix objects (a knife, etc.).
Difficult (20)	Basic autonomous software agents (rudimentary AI) (e.g., "the Lady in Red"). Code-objects with complex effects on the Matrix (a "red pill", a piece of cake that creates sexual ecstasy).
Very Difficult (25+)	Complex, autonomous programs. "Null Zones" ("Code Pockets") within the Matrix. New objects for the Matrix (i.e., something that has never existed before).

Computer Programming represents the skills necessary to create new code that can be used on any computer system. The code must conform to the language that the system will understand. Thus, a programmer who hopes to manipulate computer systems within the Matrix, say those that are running the UNIX operating system, must be familiar with the programming languages understood by that OS. Likewise, a programmer must understand Matrix Code in order to create programs that will run within the Matrix system itself.

Zion hackers generally have a large library of pre-fabricated programs for use during a Matrix run. Thus, an operator need not create a program for the common firearms, armor, or explosives used by Matrix runners, he simply needs to locate the program file in his computer and upload it to the Construct (this requires a *Computer Operations* check).

Programs may be copied from the Matrix for later use. For example, if a Matrix runner is holding a particular weapon when she exits the Matrix (via a hardline), the routine that governs the behavior of that weapon in the Matrix will be copied to the hovership's computers and can be accessed again at a later time.

It is possible to create autonomous software programs within the Matrix. These can be made to resemble human beings (though they may also take other forms). Most autonomous programs are very basic and have an extremely limited AI. These AI tend to adhere very strictly to very particular rules and guidelines and will not deviate from their command code. The most basic of these programs are rarely encountered by "normal" humans, but when they are, they come across as very strict bureaucrats. However, some autonomous programs have wider behavioral parameters and are able to learn and develop unique behaviors. The Agents are one such type. It is possible for a Matrix coder to create such autonomous programs and let them loose in the Matrix. However, most "deviant" programs either delete themselves or are hunted and deleted by the system.

It is extremely unlikely that a human coder could create a program as autonomous and intelligent as an Agent or some of the other high-level programs existing within the Matrix. Some of those programs, such as the Architect and the Oracle, were created early on in the Matrix's existence to facilitate the construction of a system that would be acceptable to most of the humans plugged into it. Other autonomous programs, such as the Keymaker, Seraph, Persephone, or the nefarious Twins, are highly intelligent and extremely autonomous, often with their own motivations, strategies and even emotions. However, it is conceivable that an extremely talented coder could create a program that was sufficiently adaptable to learn and "grow" to the level of these programs.

Computer Repair

Time of Use: Several minutes to hours.

Difficulty: Easy for basic repairs and upgrades (swapping RAM, adding a new drive). Increase Difficulty for complex diagnosis or the complexity of the machine (Matrix computers are much more complex than those used in the world created by the Matrix ("modern" computers like IBM's and Macs)).

With this skill the character may attempt all forms of repairs, upgrades, and even construction of new computers. It works in both the Real World and the Matrix, though characters who have been resuscitated often must study and learn how the Real World computers work before being able to repair them efficiently. Characters with *Electronics* may attempt to fix some parts of computers (replacing a power source, for example), but will lack the understanding of how a computer works and will not be able to repair extensive or complicated damage.

Craftsmanship [Carpentry, Masonry, Ceramics, Sewing, etc.]

Time of Use: 1 round to several hours, to several days to finish a project.

Specializations: Particular areas within the area of craftsmanship. For example, a character may choose *Carpentry: Furniture making*.

When a player choose *Craftsmanship* for a character, he should also choose a particular category. The character is considered unskilled in all other areas of that category. Such skills are extremely useful in the Real World and characters may often barter their abilities or skills for goods and services.

Cybernetics (A)

Prerequisites: Electronics 3D, Medicine 3D, (to implant or remove cybernetics).

Special: A character with cybernetic implants can take this skill as a regular (non-advanced) skill to work on his implants only. This represents a basic understanding of the equipment that has been put into the character's body (to do basic repairs and upkeep). The character does not need to meet any prerequisites (except to have at least one implant).

Time of Use: 1 round to several hours or days. GM's discretion.

Difficulty: Easy to perform basic repairs and diagnostics. Moderate to perform modest upgrades or to repair lightly damage systems. Difficult to repair heavily damage systems (1/4-1/2 structural points). Very difficult to repair trashed systems (0 structural points) or to come up with novel cybernetics.

Cybernetics includes the development, maintenance and upgrading of cybernetic systems, including how they can be integrated into the body. When operating on a cyborg to repair or implant cybernetic systems, the surgeon must make an appropriate *Cybernetics* and a *Medicine: Surgery* roll. Matrix Hackers typically know how to care for their cybernetic implants (cleaning and diagnostics) but cannot perform complex actions like removal or upgrades.

Demolitions

Time of Use: 1 round to several minutes.

Specializations: Particular explosives.

Difficulty: Moderate or higher (generally).

A character skilled in *Demolitions* is able to recognize, build and disarm bombs of all sorts. It's a very dangerous skill to employ, since failure often results in detonation. Regardless, it's usually better to attempt to disarm a bomb than just let it sit and go off by itself! This skill may also be used to make explosives and heavy weapon shells (E.g., Zee prepared rocket shells in *Matrix: Revolutions*).

Electronics

Time of Use: 1 round

Difficulty: Varies greatly. Usually Moderate (15).

Specializations: Various electronic devices: optics; EMP generators; hovership systems; building communication devices, etc.

Electronics represents a comprehensive knowledge of "things with wires." Got it?

First Aid

Time of Use: 1 round for each Wound Level suffered by patient (it is more difficulty to help people who are more hurt).

Difficulty: Varies greatly. See *Actions & Combat: Healing (First Aid)*.

Specializations: Tending to various kinds of injuries: bullet wounds; broken bones; poisoning, etc.

First Aid training gives a character the knowledge to tend to injuries and minor illnesses (such as nausea and headaches). The character will be familiar with using basic medical supplies, such as bandages and antiseptic, but will not be able to perform surgery or other complex procedures.

Mechanics

Time of Use: 1 round for simple attempts. Often will take several minutes or hours for most repairs. Larger projects will take days.

Specializations: particular machines (Passenger vehicles, hoverships, aircraft, etc.).

Difficulty: Depends on the action attempted and the condition of the unit worked on. Default is Moderate (15).

Mechanics is somewhat of a catch-all skill for the physical repairs of mechanical units. It usually applies to the actual, moving parts and their engines. *Electronics* is to be used for "wired" systems.

Medicine (A)

Time of Use: 1 round to several hours or days.

Prerequisites: Sciences 4D, First Aid 5D, Education 4D

Specializations: Particular areas: cardiology, surgery, cybernetics, etc.

Difficulty: Depends on action attempted. 5 to render basic aid. 10 to perform advanced aid (patient is Mortally Wounded). 15 to perform light surgery. 20 for basic surgery. 25 for invasive surgery or to diagnosis a rare disorder. 30 for experimental or novel work.

Special: Though Medicine is under Knowledge, when the skill is taken, it is at 1D (not the character's Knowledge skill). At 1D will be considered a medic or med student. At 2D, a registered Nurse or an intern. At 3D, a doctor. At 4D, a specialist or experienced doctor. At 5D and above, the doctor will have a good reputation in the field, perhaps even be world renowned. Penalties may accrue when working in substandard conditions.

Medicine represents the whole of medical sciences, from advanced medic procedures, to surgery, to experimentation and development. When a character uses the Medicine skill to perform first aid and basic field/emergency procedures (including light surgery), it is added to the character's First Aid skill. Furthermore, it may be added to Physical Sciences rolls when performing biological experiments. Finally, it may be added to research skills when doing a medical research in libraries or with a computer.

GM's may permit characters to take certain specializations in Medicine without having to meet the prerequisite requirements. Thus, it may be useful for a hovership crewman to have *Medicine: Cybernetics* in order to treat newly Resuscitated individuals even if the character lacks the educational background to perform a wider range of procedures.

Program Robot

Time of Use: One to several rounds.

Specializations: Particular models of robots, such as Servants, Nurses, and Sentinels.

Difficulty: Moderate.

Robotic Programming allows the skilled user to write behavioral routines and implant commands into a robot's neural net. This skill is mainly restricted to use in the Real World.

Repair Robot

Time of Use: One to several rounds.

Specializations: Particular models of robots, such as Servants, Nurses, and Sentinels.

Difficulty: Moderate or higher, depending on the complexity of the robots.

Repair Robot covers the ability to repair and rebuild robots. This skill is mainly restricted to use in the Real World though such knowledge can be used in the Matrix. While characters with the *Electronics* skills may try to fix some component parts of a robot, they will generally not understanding how the whole device works as a whole and will work less efficiently and with less success.

Salvage

Time of Use: Usually several rounds, depending on the nature of the salvage.

Specializations: Particular groups of items, such as computers, hovercraft parts, weapons etc.

Characters use the *Salvage* skill when attempting to scrounge useful items from what others would consider to be trash. This skill can be used both in and out of the Matrix. In fact, it is vital to the continuing survival of Zion that resourceful humans salvage technology from the Machines and mankind's past. The Difficulty depends on the nature of the salvage and whether the scrounger has the proper tools.

Security

Time of Use: 1 round to several minutes.

Specializations: Particular security systems.

Difficulty: Easy or higher, depending on the complexity of the security system involved.

Security represents a character's familiarity with physical security systems (alarms, motion detectors, retinal scanners, cameras, etc.). The character may design such system or enact counter-measures to them. This does not include computer security systems however (passwords, encryption, etc.); for that, the character must employ the *Computer Ops* skill.

Weapons Repair

Time of Use: Generally, several minutes to hours.

Specializations: Particular weapon groups: firearms; heavy weapons; vehicle-mounted weapons, etc.

Difficulty: Easy. May be increased depending on the complexity of the weapon system and the amount of damage done.

Generally, this represents the ability to diagnosis a problem with a weapon and fix it. It also may be used to upgrade or even build new weapons.

IV. MATRIX SKILLS

Those who know what the Matrix is can often stretch or even break the physical laws replicated by the system. This section outlines three manifestations of the enhanced abilities that hackers and autonomous programs may develop inside the Matrix.

- **Neurals:** enhancements to the natural Attributes that augment all "natural" skills associated with the Attribute affected.
- **Matrix Skills:** Special powers that bend or break the laws of physics in the Matrix.
- **Flash Skills:** "crash course" skill programs that are uploaded instantly from an outside operator.

NEURALS

TRINITY: *Neo, how did you do that?*

NEO: *Do what?*

TRINITY: *You moved like they moved. I've never seen anyone move that fast.*

When in the Matrix, a character has the ability to exceed the limits of his or her physical body. With the proper training and strength of will, an individual will learn that the only limits that exist in the Matrix are those placed on oneself by the mind.

There are three main neural attributes that control an individual's ability to supersede the "physical" limits.

- **Quickness:** this score is added to the Dexterity of the character while they are in the Matrix. All skills are increased by this amount.
- **Awareness:** this score is added to the character's Perception while in the Matrix. It augments any Perception skills and abilities as well.
- **Endurance**: add these dice to the character's Strength dice whenever a Strength roll is made in the Matrix. Also, these dice may be added to any roll demanding physical or mental endurance, such as *Willpower* and *Intimidation*.

Character begin with 1 die to divide as they see fit among the Neurals.

MATRIX ABILITIES

These are special skills or abilities that a character may only attempt while in the Matrix. In general, they deal with denying the physical laws of the Matrix.

Characters do not begin with any Matrix skills. They may be purchased as the character becomes more experienced. See *Advancement*.

Adhesion ("Wallcrawling")

Difficulty: Easy rough surfaces (rock, cement), Moderate for smoother surfaces (polished wood, metal), Difficult for slick surfaces (glass, polished metal). Add at least 5 to the Difficult for wet conditions. Additional Difficulty for high winds, carrying heavy loads, or not be able to use both hands and feet.

Prerequisites: Hack the Matrix (at least 2D).

Time to Use: One round. This ability may be "kept up", resulting in a -1D to all other actions during this time.

Effect: With this unusual ability, a hacker can "link" the code of his Residual Image to that of any hard surface in the Matrix. This may be used to climb walls without gear, ensure that important things (like handy cell phones) aren't dropped into howling chasms, or just never letting go of that certain someone special. Climbing walls requires a Very Easy Strength Test to move at 1/2 speed. An Easy Strength test permits normal movement (10 meters per round).

Alter Residual Image

Difficulty: Easy for slight changes to Very Difficult for extreme ones.

Prerequisites: Hack the Matrix (at least 1D).

Time to Use: One round. This ability may be "kept up", resulting in a -1D to all other actions during this time.

Effect: *Alter RI* allows the user to change her physical appearance in the Matrix. If only small changes are made, such as hair color and clothing, it is a relatively easy task. The difficulty increases as more complicated changes are attempted: changing sex, height, body type, race etc. It is rumored that a few Jumpers have been able to change their appearance to that of animals and inanimate objects, but no one can support those claims.

Assembly (A)

Difficulty: Generally, depends on the complexity of the object being created. Moderate for creating minor code-objects or programs (a pen, a knife, etc.); Difficult for more complicated programs (a flashlight, a handgun, etc.); Very Difficult for semi-autonomous programs.

Prerequisites: Hack the Matrix (at least 5D).

Time to Use: 1D6 + 2 rounds per Difficulty Level set by the GM. No other actions may be taken while this skill is being activated. If the user is distracted, she may make a Moderate Willpower roll to continue Assembling. If the user is touched or harmed, she must make a Very Difficult Willpower check to continue. If the user is stunned or knocked unconscious, the skill automatically fails.

Effect: *Assembly* is actually a kind of programming while inside the Matrix. It permits the user to create new objects from (apparently) thin air. The object or program created by this skill is persistent in the Matrix, even if the creator logs out or is killed (unless, of course, the object is disposable).

The user of this skill must "know" what he wishes to create: i.e., he must have at least seen the object and/or created something similar to it before. The GM may require a Knowledge check (or an appropriate Skill Check) to determine whether the user understands the nature of the object he is trying to create. For example, if the user doesn't understand how a handgun works (at least at it's most basic level), then he cannot create one.

Because this is an extreme departure from the laws of physics in the Real World, *Assembly* requires a great deal of skill at operating in the Matrix and typically only

appears in extremely sensitive hackers. Furthermore, it can cause "blips" in the Matrix code that may be detected by the Matrix (in general, the "larger" or complex the creation, the more likely it will be detected by the Machines).

Concentration

Difficulty: Easy.

Prerequisites: None.

Effect: *Concentration* represents a character's ability to focus her energies on a single action. With a successful test of this skill, the character can add 4D to any their next action. Use of this skill counts as an action. Thus, if the action is undertaken in the same round, there is a -1D penalty (to both the Concentration roll and the next action). If the character *Concentrates* one round and then acts the next, there is no penalty. If the character is distracted (wounded, etc.) before the action can be taken, she loses the bonus from the *Concentration* roll.

Clone

Difficulty: Difficult or 10 + Target's Opposed Willpower roll.

Prerequisites: Autonomous programs with this ability need only to have it added to their code. While this power has never manifested in a human hacker, it will require at least a Hack the Matrix-6D.

Time to Use: 1D6 rounds, +1 Round for each die of Willpower that the Target has.

Duration: Permanent.

Effect: This insidious power resembles the ability of a common biological virus. Like the virus, the user is able to inject his "being" (in the case of the Matrix, this is the assembled code that makes up the user's memories and appearence) into another individual within the Matrix and use the victim's body for its own purposes. The user essentially recompiles the victim's code so that it appears as the original. The "new" version of the person with this skill has all of the memories, abilities, and motivations of the original. In fact, they are identical in every way and the "new" version is completely autonomous from the first.

The autonomous programs with this ability have been able to infect a human hacker, rearranging the host's residual image to appear as the clone-maker. However, the original can then upload his "program" into the living brain of the human hacker, an act evoking comparisons to demonic possession. It is uncertain whether the victim retains any sense of self or can ever be saved. Autonomous programs can also use this ability co-opt other software agents within the Matrix.

Human hackers that use this ability are essentially copying their brainwaves into Matrix code and creating a software clone of themselves. They retain no control over the clone once it is made (though presumably, it will believe itself as real as the original and do what it can to help "itself"). It is conceivable that the clone will begin to act on its own volition, even, perhaps, contrary to the interests of the original. Basically, it's a psychiatry experiment waiting to happen...

Hackers should be wary, because if their clone is capture by the Machines, it may be disassembled to reveal the hacker's knowledge (about Zion security, tactics, other operatives, etc.).

It appears that this ability can easily spiral out of control, as clones begin to make new clones of themselves. Taken to its logical conclusion, this power can conceivably grant the user the power to completely inhabit the Matrix with clones of itself. This is a flagrant upset in the balance of the Matrix and abusers of this power can expect to be hunted by both the Machines and the Resistance.

Disassembly

Difficulty: Moderate for small, "simple" objects that are unprotected by any encryption schemes (e.g., a rock, a door knob, a knife)). Difficult for larger, complex items (cars, a handgun, an encrypted lock); Extremely Difficult for semi-autonomous programs (sentry dogs, basic-level "werewolves"); Heroic for protected autonomous programs and other heavily encrypted programs (e.g., an agent, a high-level Exile, etc.). Autonomous programs and Agents may make a Willpower opposed roll (independent of any Difficulty roll) against the user's Disassembly skill to resist being disassembled.

Prerequisites: Sense Code-4D; Hack the Matrix-6D.

Time to Use: 1D6 rounds + 2 rounds per Difficulty level assigned. The GM may add time for heavily encrypted code or if he decides that an autonomous program will try to resist with a Willpower roll.

Duration: Permanent.

Effect: With this fearsome ability, a user may break apart pieces of Matrix code and programs. Inside the Matrix, this appears to be some kind of disintegration. The target will break apart into shafts of light and debris.

Use of this skill is almost always noticed by the Machines, particularly when anything of even moderate complexity is Disassembled. For any attempt over Difficult complexity, use of this skill will cause a localized warp in the Matrix (where a "wave" seems to pass through all nearby objects, radiating from the point of disruption). While this will not harm any adjacent Matrix code or hacker (there will be a slight feeling of nausea), it will certainly be noticed by the Machines and those sensitive to such changes in the Matrix (i.e., a rash of "deja vu" in the neighborhood).

Finally, autonomous programs that are subject to *Disassembly* may get a *Willpower* roll to retain their form even when under this attack. However, even if an autonomous program is Disassembled, pieces or copies of that program may continue to exist in the Matrix. They may manifest again, perhaps profoundly affected by the interaction with the hacker that deleted them. Some such programs have known to take on characteristics of those that deleted them, as if part of the hacker's code imprinted itself on the ghost code left by the Disassembled program. So, basically, you're never really sure the bad guy's dead, and if shows up in the sequel, you know he's going to be an even bigger bad ass than before...

Dissemination

Difficulty: Moderate to break into moderately-sized (cat-sized??) pieces; Difficult to break into small (rat-sized) pieces; Very Difficult to break into tiny (bug-sized) pieces; Extremely Difficult to break into nearly-invisible pieces (dust motes); Heroic to break into microscopic pieces.

Prerequisites: Alter Residual Image-4D.

Time to Use: 1 round to *Disseminate*; 1D6 rounds to re-assemble. GM's may add time depending on the size of the pieces that the user broke into.

Duration: This power may be kept up, but cannot perform any other activities except to control her various "pieces" (move them, dodge, re-assemble, etc.).

Effect: This ability was first developed by a particularly creative hacker who was exploring new ways to alter his Residual Image within the Matrix. With this skill, a hacker with this ability can actually break her Residual Image into smaller sub-units and then control those pieces independently. The Matrix "matter" is conserved--the combined mass of the pieces must equal that of the original whole. However, they may take a wide variety of shapes: small animals, such as cats or insects; floating globs of mercury; or million ball-bearings (the hacker should have one standard type that she breaks into). The individual pieces of the hacker may move in separate directions, as if independent of one another. Animals will be indistinguishable from their "normal" counterparts (though there will be more of them, of course).

Each piece may be considered to have the Strength (constitution) of the original whole, for deciding damage purposes. However, each will retain the characteristics (particularly the Strength power) of the chosen form (no rats with 5D Strength!). If a particular "piece" of the whole is damaged, it will transfer that damage to the original when it is re-incorporated (thus, a hacker may be in deep trouble if multiple pieces are damaged and then re-incorporate).

While this power demonstrates advanced skill at defying the physical laws of the Matrix, it does not cause "ripples" in the Matrix code that will be readily noticed by the Machines. This is probably because the ability is entirely focused on the user's RI and does not affect adjacent code in any (direct) way. However, if a "unenlightened" resident of the Matrix, such as a normal human, observes this behavior, they will be shocked (to say the least). This may lead to reports of the supernatural that will attract the attention of Agents or their spies.

Encryption ("Cloaking")

Difficulty: See below.

Prerequisites: Alter Residual Image-3D.

Time to Use: 1 round. GM's may add additional time for "heavy encryption"

Duration: This power may be kept up, but all other actions are at -1D.

Effect: A hacker with this skill can "amend" the code of her Residual Image ("RI") to make her presence harder to detect while in the Matrix. The degree of encryption controls the efficiency with which one may "cloak" oneself (see chart below). This ability

affects the Machines, other humans plugged into the Matrix, and even human Operators "lurking" and observing events in the Matrix.

At its most basic levels, this ability confounds the attempts of the Machines to identify the hacker or locate her through mechanical means (i.e., "machines" as manifested in the Matrix, such as radar, sound-sensitive alarms, etc.). At higher levels, this skill actually permits the hacker to render her RI invisible to both the Machines and human observers. Even while "invisible", the hacker must take care not to attract undue attention (by speaking loudly, attacking someone, etc.). When the hacker does something that might attract attention, the GM may permit observers (and/or the Machines) to make Perception, Search, or Sensors rolls (as appropriate).

Machines agents and other Autonomous Programs may have a special kind of *Encryption* that prevents their code from being tampered with. The program's code will not appear as "normal" Matrix code, but, simply, as "something else." Even skilled Hackers who can delete Agents will have a much more difficult time deleting a Program with *Encryption*. The Program with this skill can add the dice of this skill to its *Willpower* roll when it attempts to resist an *Disassembly* attack.

Like many other Matrix Skills, the algorithms necessary to use *Encryption* are implemented unconsciously (i.e., they are not "written" like normal programs, but are instead "willed" into being without conscious thought to the actual program code implemented).

Difficulty	Encryption Type
Easy	**Pretty Good Encryption ("Greencard"):** the Machines cannot identify the individual hacker (programs that "see" or scan the RI will only see encrypted code, but not anything that identifies the hacker).
Moderate	**Indigo ("Faceless")**: the hacker can encrypt her RI so as to "diffuse" it and throw off any tracking or detection mechanisms used by the Machines (add the hacker's Encryption Roll to any Difficulty for the Machines to detect her through any mechanical or Matrix-wide scanning). Humans observing the hacker will see the RI, but be unable to identify it individually. If asked about it later, they will not remember any features of the RI.
Difficult	**Enigma ("Invisibility"):** the hacker can render her code "invisible" to detection from anyone (or thing) that may observe her through the Matrix (add the hacker's Encryption Roll to any Difficulty for the anyone, including the Machines, to even see the RI of the hacker).
Very Difficult	**Ultra ("Traceless"):** the hacker renders her code "invisible" and negates the "traces" of her presence in the Matrix. This means that she moves silently, cannot be detected by any "psychic" means, and cannot be traced by any means known to the Machines. It will also prevent someone with the "Ram Dig" ability from detecting her presence in the future. The hacker suffers -2D to all other activities while maintaining this level of *Encryption*.

Flight (A)

Difficulty: Depends on the type of flight: see below:

Prerequisites: Hack the Matrix-6D.

Effect: Flight is the fantastic ability to completely defy the physical laws of the Matrix and propel oneself through the air like, well, like Superman. Most human hackers don't even believe that this skill is possible (hence, they will never achieve it themselves). Others believe that only the "One" could ever disregard the rules of the Matrix so blatantly. However, it is likely that there are some gifted hackers who would be able to achieve some degree of flight.

This power creates a palpable disruption in the Matrix. Not only will it shock any onlooker who happens to see the hacker flying through the air, but the System itself will sense the disturbance and be able to track it.

Flight Type	Difficulty
Levitation (straight up and down "flight")	Easy (10)
True Flight (approx. 200 mph)	Moderate (15)
Speeding Flight (approx 600 mph)	Difficult (20)
Mach Flight (speed of sound)	V. Difficult (25)
Light Speed	Heroic (50)

Note: Creative GM's may require a *Dexterity* or *Acrobatics* roll for the flyer to land gracefully.

Hack the Matrix

Difficulty: Variable, depending on the "impossibility" of the action attempted.

Prerequisites: None. This skill level can never exceed the character's Faith skill by more than 2D.

Time to Use: One round.

Effect: The Matrix is governed by physical laws just as the Real World is. However, most Hackers quickly realize that they are only limited by their minds' expectations of reality in the Matrix rather than the fact of it. Enlightened Hackers understand that they can bend the rules that apply in the Real World.

With *Hack the Matrix*, the character may attempt seemingly impossible things, such as jumping from skyscraper to skyscraper or stopping bullets in midair. Some of the applied uses of this ability are listed here:

Application	Difficulties & Effects
Facilitate Jump	**Easy** to reduce the difficulty of the jump by 10.
	Moderate to reduce it by 25.
	Difficult to reduce by 50.
	Very Difficult to reduce by 75 ("Impossible" actions, such as Neo's first leap in the movie).
Cancel Kinetic Energy	**Easy + Opposing STR** roll to stop a opponent's punch from causing damage.
	Moderate to cancel the effects of a fall up to 10 stories (add 5 to the Difficulty for each additional 5 stories).
	Heroic to stop bullets in midair (only one ability check need be made in a round to stop all bullets coming from one direction).

Note that "Cancel Kinetic Energy" requires a concentrated effort where as other damage-reducing Matrix Skills, such as *Resiliency*, are automatic and do not require a concentrated action.

Heal

Difficulty: Easy for Stunned characters. Moderate for Wounded. Difficult for Incapacitated. Very Difficult for Mortally Wounded. Heroic for Dead.

Prerequisites: None.

Time to Use: One round.

Effect: With this ability, a Hacker can heal the wounds another appears to have taken in the Matrix. If the healer is successful, she decreases the target's wound level by one. Furthermore, the wound level is reduced by one for every 5 points by which the skill check exceeds the Difficulty number.

Integration

Difficulty: See table below. Difficulties should be increased if the object is protected by any kind of encryption (Agents and nearly all Autonomous Programs have high-level encryption schemes to keep their code from being hacked). If the object is protected by encryption of some kind, the GM should add the level of encryption to the Difficulty for *Integration*.

Prerequisites: Sense Code-4D.

Time to Use: One round + 1 round for each Difficulty Level above Easy.

Duration: All *Integrated* code is "forgotten" and deleted once the hacker leaves the Matrix.

Desired Integration	Difficulty
Simple objects (e.g., a key or knife)	Easy (10)
Basic programs with simple effects in the Matrix (e.g., flashlights, matchsticks, etc.)	Moderate (15)
Complex programs with multiple "effects" in the Matrix (e.g., electronics such as a cellular phone; parts of another's Residual Image).	Difficult (20)
Multi-layered programs (e.g., computer programs written within the Matrix, basic semi-autonomous programs).	V. Difficult (25)
Extremely complex or encrypted programs (e.g., full Residual Images, autonomous programs).	Ex. Diff (30)

Effect: The hacker with this skill has the rare ability to touch code-objects in the Matrix and "integrate" that code with his own. He can then manifest that code at will while in the Matrix. For example, a hacker can touch a key in the Matrix, make a successful *Integration* check, and copy the code for that key into his brain. Then, at a later time on the same Matrix run, the hacker can re-create the key. The item will seem to exude itself from the hacker's body (often from the hand, but not necessarily). All *Integrated* bits of code will be erased when the hacker leaves the Matrix.

The hacker can try to *Integrate* part of the Residual Image of another person (such as the fingerprints or eyes), but only if that person is dead. If the target is alive, the attempted *Integration* will immediately be noticed (a human plugged into the Matrix as a battery will immediately go into shock and the electronic disruption will alert the Machines of the attempt). It is Extremely Difficult to fully integrate another's Residual Image because of its complexity and because the RI highly depends on an individual's

self-perception. Furthermore, large objects that are *Integrated* in this fashion may cause enough disruption in the fabric of the Matrix to warrant attention from the Machines.

Juice (Strength or Dexterity)

Time of Use: 1 round to concentrate inner energies and "juice" the chosen Attribute.

Difficulty: See below.

Duration: 1D6 Rounds.

Limitations: After *Juice* has been activated, the character will become a little light-headed from the exertion. He will suffer -1D to all actions for 1/2 hour.

With a successful use, a person with this skill may temporarily augment one of his physical characteristics (chosen when the power is activated) according to the table below.

Difficulty	Augmented Dice
Easy	+1D
Moderate	+2D
Difficult	+3D
Very Difficult	+4D
For every additional Difficult Level (+5), the effect is extended an additional 1D6 Rounds.	

Magnify Senses

Difficulty: Easy.

Prerequisites: None.

Time to Use: One round to activate. This power may be "kept up" for 1d6 rounds plus a number of rounds equal to the skill check - 10.

Effect: This skill permits the user to enhance his perceptive abilities for a short time while in the Matrix.

Enhancement	Difficulty	Description
Lowlight Vision	Easy	The target can see as well in complete darkness (including underground) as he would during the day.
Jacked Senses	Moderate	Increases the acuity of all of the target's physical senses, granting a +3D to Search and Tracking rolls.
Rapid Processing	Moderate	Character is able to quickly process sensed stimuli in the Matrix. Thus, bullets or blows will seem to move more slowly and the character's reaction time will seem enhanced. Gives +1D to all Dodge rolls for the round activated and the character decides initiative for the next round as if his Perception were 3D higher.
Complete Sight	Difficult	Grants the ability to see through objects as if they were not there ("X-Ray vision"), as well as to see camouflaged or cloaked objects.
Farsight	Very Difficult	Permits the target to "see" anywhere in the Matrix (or discrete Node) where she has been before (and can visualize). People in that spot may make a Difficult Perception check to see if they get the "feeling they are being watched." This may also be tracked back to the user by the Machines.

Manipulation (A) [Inert Matter/Fire/Water/Electricity/Temperature]

Difficulty: Moderate or higher, depending on the type of Manipulation attempted.

Prerequisites: Sense Code-4D; Hack the Matrix-6D.

Time to Use: 1D6 rounds of concentration. More for complex Manipulation attempts.

Effect: This incredible ability appears only in the most gifted of the human resistance: it is the power to actually manipulate certain kinds of Matrix code and alter them at will. The hacker has a special insight into a particular kind of code (which must be chosen from the bracketed categories above) and can manipulate it with a concentrated effort. For example, while within the Matrix , a hacker with *Manipulation: Inert Matter* can concentrate on a rock and change its shape. It will still retain the properties of a rock, but it can be made round, or square, or sculpted into any number of shapes. A hacker with *Manipulation: Fire* can control the code that represents flame in the Matrix, expanding it to create a broad conflagration or reducing it until it is extinguished.

Manipulation appears only in very highly sensitive hackers and requires a great deal of training to be used with any proficiency. Like the deja-vu effect that occurs whenever the Machines make changes to the Matrix, Manipulations can result in "system blips" that can be detected by the Machines and other sensitives in the Matrix.

Map

Difficulty: Easy.

Prerequisites: None.

Time to Use: One round. This ability may be "kept up".

Effect: *Map* allows the character to keep a very precise mental map of the Matrix in her memory for ready use. This may be extremely helpful when attempting to escape or evade Agents and to find necessary areas in the program. It essentially works like a well defined street map of the area in which the Hacker is active. It also lays out electrical lines, sewers, building blueprints, and, perhaps most important, telephone hardlines which allow access to and from the Matrix.

Phasing ("Ghosting")

Difficulty: Moderate to completely phase. Difficult to phase only one part of the body at a time. Also, Difficulty should increase when the user attempts to perform "tricks" with the skill, such as phasing through part of a moving car only to re-corporate in the passenger seat.

Prerequisites: Sense Code-4D; Hack the Matrix-4D

Time of Use: Immediate (requires 1 Action).

Duration: The user must make a new roll each round this power is active (i.e., it cannot be automatically "kept up"). Human users of this skill must still breathe (most hackers breathe while in the Matrix and it requires an amazing feat of willpower to stop doing so). Thus, most can only use this skill for a minute or two before having to stop and catch their breath.

Description: The user of this skill is able to render his body incorporeal for brief periods while in the Matrix. While phased, the user of this skill can pass through any solid object and cannot be harmed by any physical weapons (such as knives, bullets, flame,

speeding cars, etc.). The user cannot touch or harm others as well (bullets fired from a phased gun remain phased, etc.).

This amazing power is rarely seen in the Matrix and was only recently discovered to exist in a pair of autonomous programs known as "The Twins". It is still uncertain whether a human hacker (other than "The One") would have the mental strength to perform it. Because this power requires such a departure from the physical laws that govern the Matrix, it is likely that prolonged use will attract unwanted attention from the system.

Postcognition ("RAM Dig")

Difficulty: Variable.

Prerequisites: Sense Code.

Time to Use: 4D6 minutes

Duration: Will see one "event" or "scene" attached to a given place, object or person.

Description: Everything that occurs in the Matrix is recorded, kept in the Leviathan's memory. With this ability, the hacker may attempt into that memory and read the past of a person, object or place by touching it and concentrating. The character will "experience" images in her mind. The clarity of the experience increases with greater success of attempt. A minimal success may leave the hacker with a vague impression of what occurred, while a fine success will be like she was actually there in the room when the event occurred.

Difficulty: Easy (10) for events within 24 hours. Moderate (15) for events within 1 week. Difficult (20) for events within 1 year. Very Difficult (25) for events within 10 years. Heroic (50) for events within the past few thousand years.

Predictive Modeling

Difficulty: Very Difficult.

Prerequisites: Sense Code.

Time to Use: 1 + 1D6 rounds (1 to make an Easy *Sense Code* check and 1d6 rounds to attempt *Predictive Modeling*).

Effect: With this skill, a hacker may attempt to predict the actions of the Computer and its minions. This may be useful in evading pursuit or planning an attack. The Computer is incredibly intelligent though and can change its "mind" without warning if new data are considered, thus even a successful use of this skill does not ensure that the Jumper will know for certain what will occur.

Radial Sense

Difficulty: The Difficult depends on the range the user extends the sense to and whether there are any obstructions or other interfering stimuli. See table:

Difficulty	Range
Very Easy	5 meters
Easy	15 meters

Moderate	50 meters
Difficult	100 meters
V. Difficult	500 meters
Ext. Difficult	1000 meters
Heroic	10,000 meters

Note that at ranges beyond 100 meters, there may be many "targets" detected around the user and it may be difficult to filter out the noise/input of all of these targets.

Interference	Modifier
Smoke, heavy fog	+5
A bustling crowd, a thin wall (made of plywood or cardboard)	+10
A standard wall, minor electromagnetic interference	+15
A reinforced wall; a static field	+20

Prerequisites: Magnify Senses-2D.

Time to Use: One action to activate. This power may be "kept up" for 1d6 rounds plus 1 round for each 5 points rolled above the Difficulty Level without having to reduce other actions by 1D.

Effect: A hacker with this ability is able to detect any object within a 360 degree radius almost as clearly as he would be able to visual detect such an object within his line of sight. While the user does not "see" the target well enough to make out intricate details such as facial expressions, the color of their clothes, or the make of a particular weapon, the acuity is fine enough to know the approximate size of the person, their heading and speed, whether they carry or are using a weapon, the approximate type of weapon ("pistol", "sword", etc.), and similar details.

Resiliency (A)

Difficulty: Amount of damage deflected depends on the die roll achieved (see below).

Prerequisites: Hack the Matrix 2D.

Time to Use: Automatic.

Die Roll	Damage Reduction
1-10	-1D
11-15	-2D
16-20	-3D
21-25	-4D
26+	Subtract 1 additional die for each 5 points above 26.

Effect: *Resiliency* reflects a user's ability to deflect physical damage done to her while in the Matrix. Essentially, the user's unconscious mind has developed enough recognition about the reality of the Matrix to disregard a certain amount of damage. However, as the user grows accustomed to ignoring potentially damaging attacks in the Matrix, they may suffer a greater shock when they are actually damaged. Thus, every time someone with this skill is seriously damaged (Wounded or worse), they must make a *Faith* check in order to avoid being given a Skeptic Point. To decide the Difficulty for the *Faith* Check, the GM should roll the character's *Resiliency* skill; if the character fails to beat that roll with the *Faith* Check, the character acquires a Skeptic Point.

A user with this skill automatically reduces damage done according to the following chart:

Sense Code

Difficulty: Moderate.

Prerequisites: None.

Effect: When the Hacker focuses his senses he can actually see the binary code that makes up the Matrix. This is particularly helpful when trying to distinguish between whether the Hacker is looking at the Residual Image of a real person or the code that compiles one of the System's minions.

It has been said that some particularly sensitive Hackers, those experienced at Sensing Code, can actually "sense" the Machines even while outside the Matrix. Rather than the green of the Matrix code, this "Machine Essence" actually appears like a flaming effigy, surrounding by the "darkness" of the natural real world.

Speed

NEO: *What? Are you trying to tell me that I can dodge bullets?*

MORPHEUS: *No, Neo. I'm trying to tell you that when you're ready, you won't have to.*

Difficulty: See below:

Prerequisites: Hack the Matrix (at least 2D).

Time to Use: One round. Use of *Speed* does not count as an action unless the character fails her roll.

Effect: *Speed* augments a character's quickness to unnatural levels. With it, the character can either increase his movement rate (see below). Often, the character will move so quickly that everyone around her will appear to be frozen in place.

Dice Total	Effect
10	1 additional actions and add 10 to the character's base movement rate for this round OR Add Speed Dice -1D to Dodge rolls for this round.
15	2 additional actions and add 20 to movement OR Add Speed Dice to Dodge rolls for this round.
20	3 additional actions and add 30 to movement. OR Add Speed Dice +2D to Dodge rolls for this round and +1 Action.
25	4 additional actions and add 40 to movement OR Add Speed Dice + 4D to Dodge rolls for this round and +2 actions.

Static Field

Difficulty: See below.

Prerequisites: None

Time to Use: One action to activate. This power may be "kept up" at a cost of -1D to any other actions attempted.

Effect: The user of this skill is finely attuned to the electromagnetic resonance of the Matrix. She is able to actually erect brief bursts of "static" that can have a variety of effects. See the table below:

Difficulty	Effects
Easy	**Static Orb (10 meters):** an orb of invisible static may be erected that prevents any electronic communication and tracking within the radius (including the use of cell phones or Agent's ear pieces). It also prevents Agents from "porting" into any RI within the radius.
Moderate	**Disruption Wave (100 meters):** sends out a single pulse of static that ends electronic transmissions (such as cell phone conversation), will cause computers to reboot, and will cause temporary blackouts (lights and security systems will dim for 1D6 rounds). Any Agent or Autonomous Program within range must make a Difficult Constitution check or be Stunned for 1 round. Any human RI (including hackers besides the skill user) within range must make a Moderate Constitution check or be Stunned for 1 round.
Difficult	**Electromagnetic Pulse (50 meters):** creates the Matrix equivalent of the EM Pulse used by the hovercrafts to disable the Sentinels. This will shut down all electronic systems within range. They will not work until completed restarted (Easy Electronics rolls). Agents must make Extremely Difficult Willpower checks to avoid being shunted from their current human host.

Telekinesis

Prerequisites: None.

Time to Use: One round. Once activated, this power may be kept up (for lifiting objects, etc.)

Effect: *Telekinesis* allows the user to manipulate "physical" objects in the Matrix. This may be include, lifting, moving, throwing, or physically damaging objects. When used as a physical attack, its Strength is equal to the Difficulty level attained (does not have to be declared before the attempt).

Difficulty	Description
Very Easy	Lifting a single object that weighs less than a pound (a pencil, a spoon, etc.) and performing a simple action (spinning it slightly).
Easy	Lifting an object that weighs under 10 lbs or a few small objects that will move in concert; performing moderate actions (like throwing them at a target).
Moderate	Lifting an object that weighs under 100 lbs or multiple small objects that will move in concert; or performing complicated actions (like opening a lock, driving a car, etc.)
Difficult	Lifting an object that weighs under 300 lbs or moving multiple smaller objects in complicated ways.
Very Difficult	Lifting very heavy objects (under 2000 lb) or moving multiple smaller objects in extremely complicated and apparently random ways.

Telepathy ("Mind Tap")

Difficulty: Easy with willing minds. Moderate on unwilling (or unknowing) minds. Moderate + opposing Willpower roll on unreceptive minds.

Prerequisites: Hack the Matrix (at least 2D).

Time to Use: One round. Once established, this power may be kept up.

Effect: *Telepathy* allows the user to read the thoughts of another and project hers into other's minds. These are usually only the surface thoughts. To dig deeper into someone's memories, the telepath must make a Difficult roll. In effect, the character is using the linked structure of the Matrix to access another's mind through their shared cybernetic connection. Obviously, this opens up the telepath to being traced or mentally attacked. No one has ever attempted to contact an Agent telepathically (and no one will likely live to tell of the attempt).

FLASH SKILLS

Tank, I need a pilot program for a military M-109 helicopter.

-Trinity.

With modern technology, it is possible to upload the information necessary to carry out certain task directly into someone's brain. However, this information is very specific and remains in the person's memory while they are in the Matrix.

Characters may temporarily learn a number of skills equal to their Knowledge dice each time they are in the Matrix. These skills must be Specializations. Thus, if a character needs to know how to pilot a helicopter, the operator will upload *Pilot Helicopter: Military M-109*. It takes a number of rounds equal to the skill level for it to be uploaded.

Most Flash Skills have a level equal to the controlling Attribute. Higher quality Flash programs may provide skill bonuses. Quickly cobbled-together hacks may actually have a reduced value.

V. ACTIONS & COMBAT

TAKING ACTIONS

Time

Time flows in the Matrix just as it does in the Real World (and at the same rate). For much of the game, Game Masters can inform characters as to how much time has passed between events. But for certain actions, such as combat or skill used under timed conditions, a more accurate method is required.

Rounds

Rounds are about 5 seconds long. In general, a character can take one action per round without accruing penalties.

Initiative

Characters may act in the order of their Perception scores (from highest to lowest). A character with a higher Perception may choose to Hold his Action, letting someone with a lower Perception act first before he decides what to do.

Multiple Actions in a Round

For every additional action, the character suffers a -1D to all actions taken that round. Under normal conditions, a character can take a maximum of 5 actions per round (with a cumulative penalty of -5D to all actions). Some skills (such as *Multitasking* or the Matrix Skill Speed) allow for more actions per round with reduced penalties.

Any additional actions are considered to be taken in the second segment of the round. Thus, all first actions (by everyone acting in the round) are resolved in the first part of a round and any extra actions are resolved afterwards. Who acts first in a round depends upon Initiative (see above).

> ***Example:*** *Rom is in combat again. He decides he will take two actions: 1 attack and he will Dodge. He will be -1D to both actions.*

Reacting

Occasionally, a character will need to react to something that has occurred during a round. If the character has already acted in the round, the reaction skill is at -1D for being a reaction and -1D for each action already taken in the round.

Dodge, Melee Parry and Brawling/Martial Arts are commonly used as Reaction Skills to avoid damage.

If a Reaction Skill is used while defending from an attack, the dice roll becomes the difficulty the attacker must overcome to be successful, even if the reaction skill roll is lower than the original difficulty of the attack!

> ***Example:*** *Rom is in combat and has already acted once this round. Suddenly, someone shoots at him and he attempts to Dodge. His Dodge skill is normally 4D, but since he has already acted, it is now 2D (-1D for having already acted and -1D for being a Reaction Skill). The shooter's base difficulty was 10. Rom rolls 2 dice and gets a result of 7. The shooter needs 7 or better to hit.*

Full Reactions

If the character decides that the only action she will take in a round is to react, then her Reaction skill roll is attempted with full dice and the result is added to the attacker's difficulty.

> ***Example:*** *Myriad knows someone is shooting at her from a rooftop. She decides that all she will do this round it Dodge. She rolls her full 4D for Dodge gets 15. The shooter must now roll higher than 10 (standard difficulty) + 15 = 25 in order to hit her!*

Applying Reactions to the Entire Round

Dodge rolls apply to all ranged attacks in a round. Thus a character need only Dodge once to attempt to avoid attackers using guns, thrown weapons or grenades.

Parry rolls must be made for every attack! Thus, in close combat, if a character is punched four times, he must either attempt four parries using his Brawling or Martial Arts skill or be take the damage!

RANGED COMBAT

Ranged combat difficulty targets:

Range	Difficulty
Point Blank	Very Easy (1-5)
Short	Easy (6-10)
Medium	Moderate (11-15)
Long	Difficult (16-20)
Extreme	Very Difficult to Heroic (20+)

Shooting at Multiple Targets

Characters may choose to aim at more than one target in a given round. If they do so, they suffer a cumulative -1D when shooting at each target beyond the first.

> ***Example 1:*** *Inside the Matrix, Myriad is cornered by two police officers bent on taking her down. She is armed with a pistol that allows her to fire three times in a round. She can either shoot at one without a penalty or attempt to shoot at both. She decides to fire once at both of her attackers. Her total dice penalty is -1D to the first shot (the penalty for taking multiple actions) and -2D to the second shot (the penalty for multiple actions + the second target penalty).*

Spraying Bullets

Some weapons, such as fully automatic machine guns, allow the bearer to spray bullets at an enemy. This has a variety of advantages and disadvantages:

Advantage	Disadvantage
Shooter gets +1D to hit and does not suffer any penalties for aiming at multiple targets in a round.	The shooter may potentially hit anyone in the direction in which he is pointing the gun (including allies and innocents). If the shooter is trying to avoid hitting a friendly target, add 15 to the difficulty number to hit. If the shooter rolls less than 15 over the standard difficulty (dependent on range) , he hits the friendly target as well. Roll damage normally.
	Uses ammunition more quickly.
	If the attack is successful, roll one less die for damage.

Using two guns at once:

Advantage	Disadvantage
Shooter does not suffer any penalties for shooting at more than one target in a round without declaring a "Spraying" action (see Spraying Bullets below).	Shooting a second weapon counts as an action (resulting in an additional -1D to each action in the round).
Both first shots are fired in the first segment of the round (if one gun is shot twice, the second shot is considered to go off in the last part of the round, after all other first attacks have been resolved.	Shooter suffers an additional -1D to any shot taken with his or her "off" hand.
Permits the character to fire the maximum number of bullets from both guns in a round (thus, is a shooter is using two pistols which may fire 3 times in a round, she can shoot 6 times total in the round).	If someone using two guns stops to reload, they must take an additional action to stow one gun while the other is reloaded. There is no additional action if the "extra" gun is thrown away.

SCALE

Scale represents the differences between small targets (such as Characters) and large, fortified structures (such as aircraft carriers and buildings). When targets of the same size are shooting at each other, ignore scale modifiers. When targets are of different scales, add the Dice modifier (presented below) to the rolls as follows:

Scales	Tiny	Small	Character	Car	Tank	Aircraft	Capital	Superstructure
Tiny	0D	2D	4D	6D	8D	10D	16D	28D
Small		0D	2D	4D	6D	8D	14D	26D
Character			0D	2D	4D	6D	12D	24D
Car				0D	2D	4D	10D	22D
Tank					0D	2D	8D	20D
Aircraft						0D	6D	18D
Capital							0D	12D
Superstructure								0D

Lower scale attacking larger scale

- Attacker adds the scale modifier to its attack roll

- The target, if hit, adds the scale modifier to its Strength (or Body/Hull) roll.

Higher scale attacking lower scale

- Higher scale rolls as normal, but the lower scale target adds the dice modifier to any Dodge/Evasion roll.
- If successful, the higher scale adds the dice modifier to damage roll.

COMBAT MODIFIERS

A number of factors can affect a character's chances to succeed in combat. Smoke may obstruct a target, oil on the floor may make dodging more difficult, etc. Following are a number of modifiers Game Masters may choose to apply in the game.

Drawing Weapons: Drawing a weapon counts as an action in a round (all other actions are at -1D this round).

Reloading Weapons: The time required to reload a weapon varies depending on the type. Most require 1 action to reload. See the weapon descriptions in the *Equipment* section.

Targeting Systems: Some weapons, usually in aircraft or tanks, have targeting systems that help the gunner. These depend on the weapon type and quality.

Rate of Fire (ROF): This statistic is given for each weapon. A weapon cannot be fired more times than its ROF in a round, regardless of the number of actions the character takes.

Called Shots: Attackers can make a "called shot" against a specific target, such as a particular part of a target's body (a hand, head, etc.) or a small item. Add +1D to the difficulty for a target 10-50 cm (approximately 3-18 inches) long. Add +4D to the difficulty for a target 1-10 cm long. Add +8D to the difficulty for a target less than a centimeter long.

Cover: Provides a target with some protection from detection and attack. Add the following modifiers to attempts to detect or hit a target, when appropriate

Cover	Modifier
Light Smoke	+1D
Thick Smoke	+2D
Very Thick Smoke	+4D
Poor Light	+1D
Moonlight	+2D
Complete Darkness	+4D

Characters can also hide behind objects, such as walls and vehicles, which provide protection against attack. Add the following modifiers depending on how much of the target is covered.

Target Is:	Modifier:
¼ Covered	+1D
½ Covered	+2D
¾ Covered	+4D
Fully Covered	If cover provides protection, attacker cannot hit target directly. Damage is absorbed by the item giving protection, until it's Body rating is depleted (see Protection below).

Protection: Inanimate objects have a strength rating to resist damage. If the attacker rolls well enough to beat the basic difficulty, but not well enough to beat the added cover modifier (see above) that mean the shot hit whatever the character was hiding behind. If the object is hit, roll the attacker's damage against the protection rating below:

Sample Protection	Body Strength
Flimsy wooden door	1D
Standard wooden door	2D
Standard metal door	3D
Reinforced door	4D
Blast door	6D

If the damage roll is lower than the Body Strength roll, the protection is not damaged at all and the target character suffers no damage. If the damage roll is equal to or greater than the protection's Body Strength roll, find the difference on the chart below to see how badly the protection is damage.

Damage Roll = Body Strength Roll by:	Protection is:
0-3	Not seriously damaged
4-8	Lightly damaged
9-12	Heavily damaged
13-15	Severely damaged
16+	Destroyed

A character behind protection may suffer some damaged depending upon how badly his protection is damaged. Subtract dice from the attack's damage based on the chart below.

Protection is:	Reduce weapon's damage by:
Not seriously damaged	Character is completely protected
Lightly damaged	-4D
Heavily damaged	-2D
Severely damaged	-1D
Destroyed	Character suffers full damage.

Armor: Armor protects the wearer from damage. In the game, add the value of the armor to the Strength roll of the character suffering damage. See the *Equipment* section for different armor types.

MELEE COMBAT

Hand-to-Hand Combat

Striking:

The standard difficulty to hit with Brawling roll is Very Easy (5). Damage is equal to the character's strength roll.

The standard difficulty to hit with Martial Arts is Easy (10), resulting in damage equal to the character's strength. A fighter skilled in Martial Arts may attempt more complicated maneuvers to render more damage, but must roll against a higher difficulty number to hit.

Blocking:

Character's may attempt to block an attack using their *Brawling* or *Martial Arts* skills. Players must declare they will be attempting to block before the attack occurs. If they do not, they suffer an additional -1D when attempting to block.

> ***Example:*** *Rom is in a fight with a street thug. He decides to strike but forgets to "hold an action" in case he needs to block. The thug takes a swing and Rom decides he had better try to block. He must roll* Martial Arts *at -2D. If his blocking roll is higher than the Thug's attack roll, he will have parried the blow. If not, he may take damage.*
>
> ***Example:*** *Somewhat bruised from last round, Rom decides he will hold an action this round in case he needs to block. This means he is -1D to both his attack and blocking roll.*

An unarmed character may not attempt to block an attacker with a weapon without a special *Martial Arts* move.

Melee Weapon Combat

Melee Weapon Combat is handled much the same way Unarmed Combat is, except that the characters involved use *Melee Combat* and are armed with handheld weapons.

A character armed with a weapon may use it to block an unarmed assailant.

Damage

When an attacker successfully hits his target, he rolls the appropriate number of dice to designate damage. Ranged weapons do a set amount (e.g. a Heavy Pistol does 5D

damage). Melee weapons do the attacker's Strength + XD, where X depends on the weapon (e.g. a knife does STR + 1D damage).

The targeted character then rolls his Strength dice and adds any armor value, if armor is worn. If the target's strength roll is greater than the attacker's roll, the she had resisted the damage. If not, consult the table below for results:

Damage Roll greater than Strength Roll by:	Effect	Description
0-3	Stunned	Character suffers a -1D to all skill and attribute dice for the rest of the round and the next. If a character suffers a number of stuns equal to her strength, she falls unconscious for 1d6 mi
4-8	Wounded	Characters fall prone and can take no actions for the rest of the round. The who is wounded a second time is Wounded Twice (suffers -2D to all actions until healed). A character who is Wounded a third time is Incapacitated.
9-12	In	An incapacitated character falls prone and is knocked unconscious for 10D minutes. The character can't do anything until healed. An Incapacitated character who is Wounded or Incapacitated again is Mortally Wounded.
13-15	M d	Falls prone, is unconscious and will remain that way until healed. At the end of each round the character is unconscious, roll 2D. If the number rolled is less than the number of rounds that the character has been mortally wounded, the character dies. A Mortally Wounded character who is Wounded or worse again, is Killed.
16+	Killed.	Instantly killed. There are rumors of dead hackers rising again within a few seconds of being killed, but most say it's only legend.

HEALING

Characters can heal in a variety of ways, but the three most common methods are natural healing, first aid kits, and medical bays (or medlabs).

Natural Healing

A character can heal naturally, but this process is both slower and riskier than getting medical care. The character must rest a specified amount of time and then can make a healing roll: the character's full Strength to see if the character heals.

Healing characters can do virtually nothing but rest. A character who tried to work, exercise or adventure must subtract -1D from his Strength when he makes his healing roll. Any character who opts to "take it easy" and do virtually nothing for twice the necessary time may add +1D to his Strength to heal.

A *Wounded* character must rest for three standard days before rolling to heal:

Strength Roll	Result
2-4	Character worsens to *Wounded Twice*.
5-6	Character remains *Wounded*.
7+	Character is fully

A character who is *Wounded Twice* must rest for three days before rolling to heal:

Strength Roll	Result
2-4	Character worsens to *Incapacitated*.

5-6	Character remains *Wounded Twice*.
7+	Character improves to *Wounded*.

Incapacitated characters must rest for two weeks before making a healing roll:

Strength Roll	Results
2-6	Characters worsen to *Mortally Wounded*.
7-8	Character remains *ted*.
9+	Character improves to *Wounded Twice*.

Mortally Wounded characters must rest for one month (30 monthly days) before making a healing roll.

Strength Roll	Results
2-6	Character dies.
7-8	Character remains *Mortally*
9+	Character improves to *Incapacitated*.

First Aid Kits/Medpacs

First Aid kits usually have bandages, antiseptics, anti-inflammatories, painkillers and other lightweight medical supplies. A standard kit can be used two times before needing to be restocked.

A *First Aid* roll is required to use a First Aid kit (or medpac). The difficulty depends on the severity of the patient's injury (see table below).

If the *First Aid* roll is successful, the patient heals one level. Stunned and Wounded characters are fully healed. Wounded Twice are Wounded. Incapacitated are Wounded Twice. Mortally Wounded are Incapacitated.

	Difficulty
Stunned, unconscious	Very Easy
Wounded	Easy
	Moderate
Mortally Wounded	Difficult
Killed	Impossible (must be attempted the round after the patient has been killed.

If the *First Aid* roll is unsuccessful, the character's condition remains the same. If the *First Aid* roll misses the difficulty by more than 10 points, the patient remains the same and another *First Aid* roll cannot be made for another 24 hours.

Multiple *First Aid* attempts can be made on a patient within a single day, but the *First Aid* difficulty increases one level for each additional use.

Medical Bays/Medlabs/Emergency Rooms

In the real world, Zion and hoverships have extensive medical facilities (much of the technology has been stolen from the Machines' cloning facilities). In the Matrix, there exist hospitals and emergency rooms where characters may go seeking medical care.

To use these facilities, a character must have the *Medicine* skill.

Degree of Injury	Difficulty and Time
Wounded	Very Easy with 1D hours of care.
Incapacitated	Easy with 4D hours of care.
Mortally Wounded	Moderate with 1D days.
Killed	Unearthly with 10D days.

VI. EQUIPMENT

In this section:

- Melee Weapons
- Firearms
- Armor
- Computers
- Miscellaneous Gear
- Robots
- Vehicles
- Matrix Programs

A Note on Weapons:

While running a D6 Matrix game, the GM developed a variety of non-lethal ways for Resistance fighters to deal with other humans and agents in the Matrix. Because a human dies each time a Resistance fighter kills them or an agent inhabiting their body, it can lead to some pretty messy moral questions...We utilized some high-tech stun weapons that disrupted signals to and from the Matrix, effectively immobilizing targets. It makes for good combat without the piling up civilian casualties. (Thanks again to Dan Wyman!)

MELEE WEAPONS

Typical Knife

Damage: STR +1D (maximum 6D)

Scale: Character

Skill: Melee Weapons: Knife

Difficulty: Easy (7)

Concealability: Very Easy (3)

Note: A typical knife can be thrown, but increase the difficulty by 5. Knives are readily available in both the Real World and the Matrix.

Typical Throwing Knife

Damage: STR + 2 if thrown, STR +1D if used as a regular knife.

Scale: Character

Skill: Thrown Weapons: Knife

Range: 2-3/5/10

Concealability: Very Easy (3).

Sword

Damage: STR +2D (maximum 7D)

Scale: Character

Skill: Melee Weapons: Sword

Difficulty: Easy (10)

Concealability: Difficulty (20).

Note: Swords are very rare in the Real World. Most are artifacts and are considered to be very valuable. Because of the awkwardness, it is rare that someone will carry a sword in the Matrix (though some have been known to play games in the Constructs with them).

Club/Baseball Bat

Damage: STR + 1D+1

Scale: Character

Skill: Melee Weapons: Club

Difficulty: Easy (7)

Concealability: Moderate (15)

Notes: Clubs are any blunt object made to hit something else hard. GM's should alter the damage rating depending on the quality of the club. For example, a broom stick might only do STR + 2 pips of damage while a crowbar might do STR+ 1D+2.

Stunstick

Damage: STR + 2D stun damage.

Scale: Character

Skill: Melee Weapons: Club

Difficulty: Easy (8)

Concealability: Moderate (13)

Notes: Stunsticks look like police batons and unload a heavy duty shock into the target upon a successful hit. Each stick can land 20 stunning blows before the battery needs to be changed.

MISSILE WEAPONS

Bow

Damage: STR+1D

Skill: Missile Weapons: Bows

Ammo: 1

Range: 2-15/25/50. Add +15 to the Difficulty if aiming for the heart.

ROF: 1. Requires 1 action to reload.

Ammo Dice: 4D with a full quiver. 24 shots/quiver.

Concealability: Difficult.

Crossbow

Damage: 5D

Skill: Missile Weapons: Bows

Ammo: 1

Range: 2-15/25/50. Add +15 to the Difficulty if aiming for the heart.

ROF: 1. Requires 1 action to reload.

Ammo Dice: 4D with a full quiver. 24 shots/quiver.

Concealability: Moderate

FIREARMS

The guns listed here are pretty basic. For much more detailed lists of firearms, check out Joe's Gun Catalog or Aaron LaBow's weapons list in PDF or Word 2000 available at the website (http://TheMatrixFreeRPG.tripod.com). You can use the ranges given below for the weapons that Joe lists (or the ranges listed by Aaron).

Handgun

Damage: 4D

Ammo: 12

Range: 3-10/30/60

ROF: 3 shots per round maximum. No burst.

Concealability: Very Easy (5)

High-powered Handgun

Damage: 5D

Ammo: 12

Range: 3-7/25/50

ROF: 2 shots per round maximum. No burst.

Concealability: Easy (7)

Notes: -1 pip to all "To-Hit" rolls.

Machine Pistol

Damage: 4D

Ammo: 15

Range: 3-10/30/60

ROF: Single: 3 shots per round. Semi-automatic: 2 bursts of 3 bullets rendering 5D damage per burst (roll once per burst). -1D on "To-Hit" rolls in semi-automatic. Full automatic: Can empty the clip in one round, either spraying (See Spraying in the Combat section) or Concentrating Fire resulting in +1D to hit and 5D+2 damage.

Concealability: Easy (7)

Submachine Gun

Damage: 5D

Ammo: 30

Range: 6-10/35/75

ROF: Single: 3 shots per round. Semi-automatic: 2 bursts of 3 bullets rendering 5D+2 damage per burst (roll once per burst). -1D on "To-Hit" rolls in semi-automatic. Full automatic: Can empty the clip in one round, either spraying (See Spraying in the Combat section) or Concentrating Fire resulting in +1D to hit and 6D damage.

Concealability: Easy (9)

Automatic Rifle

Damage: 6D

Ammo: 50

Range: 5-30/100/300

ROF: Single: 3 shots per round. Semi-automatic: 2 bursts of 3 bullets rendering 5D+2 damage per burst (roll once per burst). -1D on "To-Hit" rolls in semi-automatic. Full automatic: Can empty the clip in one round, either spraying (See Spraying in the Combat section) or Concentrating Fire resulting in +1D to hit and 6D damage.

Concealability: Very Difficult (25)

Pump Shotgun

Damage: 5D (buckshot) / 6D (solid slug)

Ammo: 5

Range: 2-5/10/20

ROF: 2 shots per round maximum.

Concealability: Difficult (20) for full-barreled shotguns. Moderate (10) for sawed-off shotguns.

Notes: Sawed-off shotguns do 6D damage at Point Blank range but suffer a -1D cumulative penalty to damage rolls for every 5 meters beyond the first.

Stun Pistol

Damage: 5D

Ammo: 15

Range: 3-10/30/60

ROF: 3 shots per round maximum.

Concealability: Very Easy (4).

Notes: Stun Pistols can look like a normal pistol, or just about anything else the designer wishes. They are created by resistance programmers to deliver a "shock" to recipients that disrupts their input/output flow with the Matrix and renders them immobile.

Stun Rifle

Damage: 6D

Ammo: 15

Range: 5-30/100/300

ROF: 3 shots per round maximum for single shot or Burst: 2 bursts of 3 blasts for 7D damage each (roll separately for each burst).

Concealability: Difficult (20).

Notes: see notes on stun pistols, though the Rifle must be larger.

Flamethrower

Damage: 6D

Skill: Heavy Weapons: Flamethrowers

Ammo: 50 burst/3D

Range: 1-4/8/12

ROF: 1 burst per round maximum. Can "spray" an entire area (about 10m wide) with a hose-like stream that counts as 4 bursts.

Note: Flamethrowers are rare, very bulky, and somewhat dangerous. If the fuel tank (usually worn on the back) is pierced or ignited it will do 9D damage to anyone with 5 meters of the blast center (reduce damage by 1D for each 5 meters from the core blast).

Static Rifle

Damage: 6D physical and stun damage to living targets (target must roll to avoid both); 8D damage to electronic targets (such as robots).

Ammo: 50

Range: 5-30/100/300

ROF: 1 shot per round, as a continual stream of static electricity.

Concealability: Difficult (20).

Notes: The Zion defense forces use Static Rifles onboard hoverships and in defense of Zion. The rifles are small enough to be carried by a normal human, but they deliver a powerful charge that can wound a Sentinel. These weapons exist only in the Real World (though, conceivably, an electronic proxy could be programmed for use in the Matrix).

ARMOR

Shield

Type: Personal protection.

Scale: Character.

Protection: Free action to Parry a melee attack (roll with *Melee Weapons*, *Martial Arts* or *Brawling*). Acts as 4D Protection when used as Cover against missile attacks (no free action).

Cost: Highly variable (depending on style and quality).

Availability: Uncommon. In the Matrix, hackers may use a variety of objects as shields (trashcan lids, etc.).

Concealability: Very Difficult (25)

Leather

Type: Personal clothing.

Scale: Character.

Cost: NA.

Availability: Extremely rare artifact in the Real World.

Concealability: Very Easy (but usually unnecessary).

Game Notes: Leather gives +1D versus damage in the Matrix and the real world.

Kevlar Vest

Type: Personal body armor.

Scale: Character.

Cost: NA.

Availability: Extremely rare artifact in the Real World.

Concealability: Moderate.

Game Notes: Grants +2D protection versus perceived damage in the Matrix.

Full Body Armor

Type: Military armor.

Scale: Character.

Cost: NA.

Availability: Extremely rare artifact in the Real World.

Concealability: Difficult.

Game Notes: Grants +3D protection versus perceived damage in the Matrix but reduces all Dexterity-related skill tests and checks by 1D.

COMPUTERS

Inside the Matrix, the computer technology resembles that of the late 1990's and early 21st century. Computers are for the most part non-autonomous and interfaces remain primarily through keyboards and disk drives.

In the Real World, computers are extremely advanced and artificial intelligence is pervasive. The human resistance fighters have managed to steal and develop impressive technological advances, including the supercomputers and communication systems needed to jack into the Matrix.

Hovership Operations/Resistance Hacking Computer

Type: Cybernetic communication device

Cost: NA

Skill: Computer Ops: Resistance Hacking Computer.

Availability: Common in Resistance Hoverships/Hackships.

Difficulty: Moderate.

Game Notes: The Hackers employ advanced computers to monitor and jack into the Matrix. Much of these computers has been stolen or salvaged from the Machines and no two computers are identical. A skilled Operator must be able to pay attention to multiple screens at one time, while reading the complex Matrix code, and quickly access information and programs for his Hackers.

Broadcast Chairs ("Barcoloungers")

Type: Cybernetic communication device

Cost: NA

Skill: Communications: Jump Chair

Availability: Common in Resistance **Hoverships/Hackships.**

Range (kilometers): 1/5/8 to Matrix node that is being hacked.

Difficulty (of transmission, rolled by the Operator): Very Easy (5)/ Easy (10)/Difficult (20).

Game Notes: Though very sophisticated, most Broadcast Chairs look to be cobbled together from a variety of different components. They are capable of inserting a link into the cybernetic implants of Resuscitated Humans and transmitting their minds into the Matrix. Broadcast Chairs must be activated and operationally managed by an Operator.

ROBOTS

Robots are primarily only used by the Machines. The human Resistance has deemed it too risky to put trust in any kind of artificial intelligence unit for fear it may be "corrupted" by the Machines and used against humanity (as all machines were during the Mechanized Revolt). The robots listed below are only the most common of those known to the Resistance. There are certainly many other classes and types of robots employed by the Machines. Furthermore, upgrades are continually introduced into production.

Sentinel I-Series

("Squids")

Type: Semi-autonomous Security Unit

Scale: Speeder

Dexterity: 4D

Dodge: 5D, Brawling (Tentacles): 5D, Throwing: Squid Bomb: 7D.

Knowledge: 1D

Mechanical: 3D

Mounted Artillery: Plasma Lasers 5D, Sensors: 6D, Communications: 6D

Perception: 3D

Search: 6D

Strength: 10D (Character scale).

Technical: 1D

Equipped with:

- 8 Tentacles (STR +1 Damage)
- Armor Plating: provides +2D versus damage but no protection versus EM Pulses..

Weapons:

- 1 Large Plasma Torch: 4D (Hovership Scale).
- **"Squid Bomb" ("Tow Bomb"):** a smaller version of the Squid that is stored within the "mother's" carapace. It is released and *thrown* at hoverships at ranges beyond the hoverships' EMP weapons.
    - Attack Roll: 7D
    - Damage: 7D (Hovership Scale).

- **Repulsorlift engine:**
    - Speed: 80; 300 mph.
- **Communication array:** Allows uplink to global satellite communication system.

- **Sensor Package:** Includes advanced optics with telescopic, infrared and light-enhancement. Also, standard sensors with: Passive: 1 km/0D, Scan 5 km/0D, Search 10 km/1D, Focus 500 meters/2D. Note: sensor range is for above-ground used and may be restricted when underground, in cities or is otherwise obstructed.
- **Self-destruct Device:** If disabled beyond repair, a Sentinel will destroy itself to avoid passing sensitive technology into human hands. If a Sentinel is incapable of performing this action (i.e. if disabled by an EM Pulse, other Sentinels can broadcast a specific code command to activate the destruct mechanism (each one is unique for each unit and is kept in the Computer's mainframes under high security). The destruct mechanism will completely destroy the unit and do 10D (character scale) to any targets within 50m (reduce damage by 1D for each additional 25m beyond 50).
- **Game Notes:** The Sentinel I-Series serves as the primary scout and guard corps for the machines. They work independently, showing much cunning and resourcefulness. However, they are most dangerous when working in squads (usually 3-5). They coordinate extremely well with instantaneous communication among the squad members.

Orderlies

("Docbots")

Type: Clone Farm Operations Unit

Scale: Speeder

Dexterity: 6D

Knowledge: 2D

Mechanical: 5D

Operate Stasis Pods: 7D

Perception: 2D

Search: 5D

Strength: 6D (Character scale).

Technical: 4D

Repair Stasis Pods: 8D, Electrical Engineering: 7D, First Aid: 6D, Medicine: 6D, Cloning:5D, Cybernetics: 7D.

Equipped with:

- 4 Spider-like legs protruding from the head with dexterous "finger-claws" (STR +1 Damage)
- **Armor Plating:** provides +2D versus damage but no protection versus EM Pulses..
- **Repulsorlift engine:**
  - Speed: 10; 100 mph.

- **Communication array:** Allows uplink to global satellite communication system.
- **Sensor Package:** Includes advanced optics and audio and audio sensors.

Game Notes: Orderlies exist solely to monitor stasis pods and clean out defective battery units (i.e., humans). They generally ignore any outside stimuli that does not directly bear on their duties. However, they can coordinate to detect and root out intruders, dispatching them if necessary.

Nurse

("Beetles")

Type: Clone Farm Operations Unit

Scale: Speeder

Dexterity: 3D

Knowledge: 1D

Mechanical: 4D

Operate Stasis Pods: 6D

Perception: 2D

Search: 4D

Strength: 8D (Character scale).

Technical: 4D

Repair Stasis Pods: 6D, Electrical Engineering: 6D, First Aid: 5D, Medicine: 5D, Cloning: 6D, Cybernetics: 6D.

Equipped with:

- 6 Tentacles (STR +1 Damage)
- **Armor Plating:** provides +2D versus damage but no protection versus EM Pulses..
- **Repulsorlift engine:**
  - Speed: 10; 100 mph.
- **Communication array:** Allows uplink to global satellite communication system.
- **Sensor Package:** Includes advanced optics and audio and audio sensors.

Game Notes: Nurses exist solely to run the farms and are responsible for the cloning and raising of new humans to serve as power sources. They generally ignore any outside stimuli that does not directly bear on their duties. However, if so directed by the System, Nurses can coordinate to detect and root out intruders.

Maintenance 'Bots

("Spiders")

Type: Pod Maintenance Unit

Scale: Character

Dexterity: 4D

Knowledge: 0D

Mechanical: 1D

Perception: 2D

Search: 4D

Strength: 1D (Character scale).

Technical: 6D

Repair Stasis Pods: 8D, Repair Computers: 6D, Repair Robots: 6D

Equipped with:

- 6 Legs
- **Communication array:** Allows link to local communications grid (for receiving orders)..
- **Sensor Package:** Includes basic optics and audio sensors.

Game Notes: Spiders perform a variety of tasks, from keeping things clean to performing repairs on other robots. In general, they take no notice of anything other than broken machines. They scurry around anywhere there are machines to maintain, often working in large groups to complete tasks more efficiently. Spiders are merely one type in an entire class of custodial robots that tend to the Leviathan and its sub-parts.

MISCELLANEOUS GEAR

Communication Gear

Cellular Phones

Availability: Very common.

Skill: Communications: Cellular phone.

Concealability: Very Easy.

Difficulty: Very Easy to use. May be traced with Moderate or Difficult Communications attempts.

Cell phones are a common item inside the Matrix, used by both Hackers and unknowing citizens alike. Hackers memorize special codes (phone numbers) that dial into their Operator. Because cell phones are fairly easy to trace, Hackers use them only when necessary and even then only for brief periods. Finally, Hackers cannot access or escape the Matrix over cellular connections. Cellular technology is not used in the Real World because of the ease with which it can be traced.

Hardline Phones

Availability: Uncommon.

Skill: Communications: Telephones.

Difficulty: Very Easy to use. Moderate to trace.

Concealability: Very Easy.

Scattered throughout the physical representations of the Matrix are hardline phones that provide access nodes into and out of the Matrix itself. These phones are actually data relays for the superstructure of the Matrix, which is why the Machines cannot destroy all of them. Indeed, each time the Machines destroy a hardline, they must restablish one elsewhere or lose their ability to inter-communicate. Not all telephones that are "wired" into a wall jack or telephone box are "hardlines" that serve as nodes. Only an Operator can scan the system to find an access-ready hardline.

Radios

Availability: Common.

Skill: Communications: Radio.

Concealability: Very Easy.

Difficulty: Easy to Moderate.

Radios provide another method for transmitting communications within and outside the Matrix, though they cannot be used to communicate with the Real World from inside the Matrix (in other worlds, Hackers can use them to communicate among themselves while in the Matrix, but the Operator will be unable to hear their communications). Some Hackers employ radios because the Machines rarely scan their frequencies for Hacker communications (focuses their energies on cellular and hardlines instead). Further, many radios may be fit with encryption-decryption gear that will hide their contents from scans. Some Resistance units make use of old radio technology in the Real World as well.

Survival Gear

Food rations (Real World)

Availability: Common.

Very little food is available in the Real World. Since most humans live underground, they must subsist on synthesized food products (that mainly looks like Malt-o-Meal that's been sitting out for a few days). It takes like gruel and doesn't really provide a satisfying meal for the belly, but it has all the nutrients a busy Resistance fighter needs. Resistance units can easy stow a week's worth of rations in a thermos or canteen and carry it along on operations. All hoverships are outfit with a modest galley providing the stuff at will.

Many Hackers take the opportunity to snack while making a run, though, of course, they are no longer nourished by the food since they are not hooked up the Machines' feeding tubes. Still, their taste buds enjoy the experience. Ironically, Hackers take less and less joy from pleasant stimuli in while in the Matrix as they achieve more and more enlightenment--simply because they realize all the stimuli are falsehoods.

Explosives

Grenades

Scale: Character.

Damage:

- Standard 4D.
- Fragmentation 5D (Reduce Armor rating by 1/2). -1D for every 2 meters from point of explosion.
- High Explosive 5D. -1D for every 5 meters from point of explosion.
- Phosphorous 6D (Heat damage). Sprays a sticky, burning substance all over target with splash effects on anything with 1 meter. Burns for 5 rounds.

Molotov Cocktails

Scale: Character

Range: 2/4/8

Cost: Very inexpensive--easily Scrounged together if alcohol or fuel is available.

Damage: 3D+2 fire damage. The cocktail's fuel will splash about 1m in all directions from impact and burn for 1D6 rounds.

Pipebombs

Scale: Character

Range: 2/4/8

Cost: Very inexpensive--easily Scrounged together if explosive powder is available.

Damage: 4D damage within 2 meters of explosion. Reduce damage by 1D for each additional 2 meters from site of impact.

Note: "Pipebombs" include just about every small, makeshift bomb the characters might whip up.

VEHICLES

With the exception of the hovership, most of the vehicles below are used only in the Matrix. Most Freeborn humans have not ever seen a motorcycle or car, let alone know how to drive one.

Motorcycle

Scale: Personal Vehicle.

Length: 2 meters.

Cost: Civilian models: $2000 (used); $10,000 (new).

Skill: Drive Motorcycle

Speed: 80 kph / 200 kph.

Body: 4D

Maneuverability: 2D.

Crew: 1 (can hold another rider, but increase Piloting Difficulties by 5).

Crew Skill: 5D for professional racers; 3D for standard riders.

Cargo: Very little: enough for a water bottle, a few camping supplies, and small toolkit.

Jeep

Craft: 4-wheeled, all terrain passenger vehicle.

Scale: Personal Vehicle.

Length: 3.5 meters.

Cost: Civilian models: $7000 (used); $15,000 (new). Military models: 18,000 (used); 32,000 (new).

Skill: Drive Automobile.

Speed: 30 mph / 60 mph / 90 mph / 110 mph.

Body: 6D

Maneuverability: 1D.

Crew: 1.

Passengers: Fits 4 (including driver) comfortably. Up to 8 may be squeezed in if no additional cargo is carried.

Crew Skill: 4D for professional/military drivers; 3D for most experienced civilians.

Cargo: Cargo area "trunk" is approximate 2 meters wide, 1 meter deep, and 1 meter high..

Description: Jeeps are 4-wheeled all terrain vehicles commonly used on outpost worlds where roads are rough or nonexistent. They tend to be reliable, tough vehicles, but provide little of luxuries and comfort.

Economy Car

Craft: Standard, economy hatchback or small sedan.

Scale: Personal Vehicle.

Length: 4 meters.

Cost: $25000 (used); $12,000 (new).

Skill: Drive Automobile.

Speed: 35 mph / 55 mph / 70 mph / 90 mph.

Body: 7D

Maneuverability: 0D for most cars. Sportier cars may have +1-3D.

Crew: 1.

Passengers: Fits 4 (including driver) with some squeezing. Up to 6 may be squeezed in if no additional cargo is carried.

Crew Skill: 4D for professional/military drivers; 3D for most experienced civilians.

Cargo: Cargo area "trunk" is approximate 2 meters wide, 1 meter deep, and 1 meter high. Hatchbacks may have a bit more space.

Luxury Car

Craft: Standard, fancy sedan.

Scale: Personal Vehicle.

Length: 4 meters.

Cost: $10,000 (used); $20,000 (new).

Skill: Drive Automobile

Speed: 40 mph / 60 mph / 90 mph / 110 mph.

Body: 8D

Maneuverability: 0D for most cars. Sporter cars may have +1-3D.

Crew: 1.

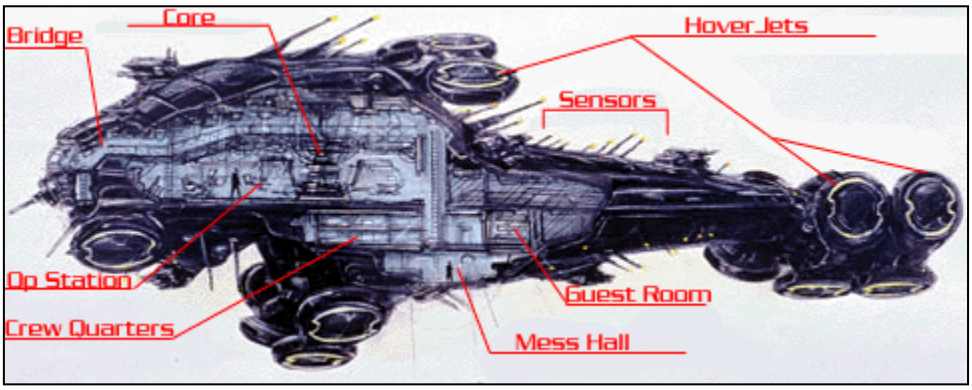
Passengers: Fits 5 (including driver) comfortably. Up to 8 may be squeezed in if no additional cargo is carried.

Crew Skill: 4D for professional/military drivers; 3D for most experienced civilians.

Cargo: Cargo area "trunk" is approximate 2 meters wide, 1 meter deep, and 1 meter high.

Hovership

("Hackship")



Craft: Resistance hovercraft

Scale: Hovership

Length: 55 meters.

Skill: Pilot: Hovercraft

Crew: At least 1 commander, 1 pilot, and 1 mechanic. Usually also have an Operator on board.

Crew Skill: Varies.

Passengers: 12

Cargo Capacity: 10 tons.

Consumables: 1-2 months depending the amount of activity. Batteries must be recharged at Zion. Can be extended if the ship is restocked with water and raw materials from the surface.

Cost: NA.

Jump Chairs: 8

Speed: 80 mph/400 mph

Hull: 4D

Maneuverability: 2D

Communications: Capable of linking into the Zion communication grid or the Matrix.

Sensors: capable of creating a 3D rendition of objects detected.

Passive: 5km/0D

Scan: 10 km/1D

Search: 25 km/2D

Focus: 1 km/ 3D

Weapons:

- **Electromagnetic Pulse Wave**

  Fire Arc: Sends a wave out in all directions.

  Crew: 1

  Skill: None (automatic)

  Fire Control: None

  Range: 100 meters

  Damage: Causes automatic shutdown of any electrical systems which are not shielded from electromagnetic pulses.

- **Autocannon Turrets**

  Number of Turrets: Varies, depending on the ship's class (1-6). Usually 4.

  Fire Arc: 360 degrees.

  Crew: 1 per turret.

  Skill: Aircraft Gunnery: 4D

  Fire Control: 2D

  Range: 100 m / 200 m/ 300 m

  Damage: 8D (Tank Scale) of Armor Piercing Rounds (reduce Armor, if any, by 2D) in a burst that lasts one combat round (generally 10 shells). A single shot will do 5D Tank Scale (with Armor Piercing of 2D).

  Ammunition: 1000 rounds per Cannon.

Game notes: A hovership must power down most of its systems to use the EMP Wave without damaging itself (considered going to minimal power). If they do not, Sensors, Communications, Maneuverability and all computers (including Broadcast Chairs) will cease to work. It takes 1d6 hours to repair each damaged system. If Broadcast Chairs lose power or are damaged while in use, the Jumper will die.

Armored Personnel Unit (Powered Exoskeleton)

Craft: Zion mechanized defense and construction exoskeleton.

Scale: Tank.

Height: 8 meters

Width: 6 meters.

Cost: NA

Skill: Operate Exoskeleton: APU

Speed: 2 mph / 4 mph / 10 mph / 20 mph.

Body: 8D (for purposes of damage resistance and Protective Cover for a the crewman).

Maneuverability: 0D.

Crew: 1.

Crew Skill: Operate Exoskeleton: 4D; Mounted Artillery: 4D

Communications: Short-range communications on secure channels.

Sensors: extremely rudimentary sensors, usually receiving telemetry from fixed sensor stations around Zion or from Hoverships.

Passive: 1 km/ 0D

Scan: 2 km/1D

Search: 1 km/2D

Focus: 0.5 km/ 3D

Weapons:

- **90 mm Cannons (2, one on each arm).**

Fire Arc: Rotational (on arms of the unit, generally a 180 span, but the unit may easily be rotated to achieve 360 degree exposure).

Skill: Mounted Artillery: 4D

Fire Control: 1D

Range: 100 m / 200 m/ 300 m

Damage: 8D (Tank Scale) of Armor Piercing Rounds (reduce Armor, if any, by 2D) in a burst that lasts one combat round (generally 10 shells). A single shot will do 5D Tank Scale (with Armor Piercing of 2D).

Ammunition: 500 rounds per Cannon.

PROGRAMS

Many of those that access or live in the Matrix create new pieces of code that are integrated into the system. Some of this code is simply a reproduction of common place objects that a "normal" human would have access to in the "real" world. For example, every time a human Operator provides weapons in a Construct program that hackers take into the Matrix, the Operator is essentially adding a code "object" to the Matrix.

Other such "objects" or programs are more complex. While they may appear commonplace, they are actually designed to interface with or manipulate the Matrix in subtle ways. For example, the well-known "red pill" that is offered to a potential for resuscitation is actually a trace program that helps the Resistance locate the physical location of the potential's body in the Real World. These programs pierce the veil of the Matrix.

The programs listed below are of the latter, more subtle types. They are coded "objects" and routines which are designed by those who know what the Matrix is and are trying to manipulate the code to their advantage.

Terms:

Type: the name and/or basic function of the program.

Origin: the source of the original code for this kind of program.

Typical Manifestation: the physical manifestation of the object in the Matrix. Often, this is extremely mutable.

Program Level: a description of the complexity of the program and an indication of its rarity (Basic, Standard, Complex, Advanced, Incomprehensible).

Difficulty to Program: the standard Difficulty Level for a programmer to create this program or object.

Detection Risk: Difficulty Level that the program user must surpass in order to avoid detection from the Machines.

Description: a brief description of the program's functions.

CODED DRUGS

Trace Program

Origin: Zion Resistance.

Typical Manifestation: a red pill, offered when the potential is given the choice of learning the secrets of the Matrix or returning to their old life.

Program Level: Complex

Difficulty to Program: Moderate (15). Trace programs must be regularly retooled to defeat new security protocols put in place by the Machines.

Detection Risk: Moderate (15).

Description: When ingested by a human in the Matrix, the red pill disrupts the interface between the human and the cybernetic system link in the human's stasis pod. This electronic disruption also acts as a beacon that a Zion hovership can detect. The

Machines believe the pod has malfunctioned and eject the human into a "recycling" sewer system. At that point, the Resistance has a brief window (usually fewer than five minutes) to rescue the human from the recycling pool before the person drowns or is ground up by the recycling processors and fed to other humans still plugged into the Matrix.

Sleep Program

Origin: Zion Resistance.

Typical Manifestation: a blue pill, offered when the potential is given the choice of learning the secrets of the Matrix or returning to their old life.

Program Level: Complex.

Difficulty to Program: Moderate (15). The Sleep Programs typically can be reused again and again because the Machines rarely notice their use (and therefore do not develop defenses against them).

Detection Risk: Low (5).

Description: If ingested, this pill will render the target unconscious and obscure memories regarding the Matrix or meetings with Resistance hackers. The person will be left feeling as if they have had an extremely odd dream.

Ecstasy Stimulant

Origin: the Merovingian (Autonomous Inform).

Typical Manifestation: the Merovingian likes to dress his Stimulant programs up in a variety of guises, usually food, alcohol, or, occasionally, illicit drugs. The *Ecstasy Stimulant* has been known to be manifested as a decadent piece of chocolate cake.

Program Level: Complex. The target may make a Willpower vs. 20 to avoid the effects.

Difficulty to Program: Difficult (20). This program is Difficult because it has very subtle effects--sexually arousing its target to the point of orgasm--and is absolutely hidden within an already-detailed piece of code (the chocolate cake). It requires a very fine touch to code something so elegant and effective.

Detection Risk: Very Low (3).

Description: When the target is subject to this program, either through voluntary ingestion of a food item containing its code or through other means, the target is overcome with feelings of sexual pleasure. The target may be driven to the point of distraction even, perhaps, orgasm. This is generally considered fairly benign, but the ability to so deeply manipulate another being in the Matrix demonstrates an incredible dangerous potential for abuse.

Enragent

Origin: the Merovingian (Autonomous Inform).

Typical Manifestation: like many of the Merovingian's programs, the *Enragent* is often disguised as a food item. In his perverse sense of humor, the Merovingian has been known to plug *Enragent* code into children's candies, IV bags giving drugs to hospital residents, and dog food.

Program Level: Complex. The target may make a Willpower vs. 20 to avoid the effects.

Difficulty to Program: Difficult (20). While the Ecstasy Stimulant has somewhat benign effects, the *Enragent* is capable of wreaking serious damage to its target or others around him. The code must be written to overcome the target's natural sensibility and provoke a violent anger.

Detection Risk: Low (5). Explosive effects, such as mass murders or serial slayings, may be detected by the Machines who may dispatch human police or Agents to investigate.

Description: The target of this program is overcome with anger, welling up into a violent rage. Depending on the "dose" in the code, the target may go from being merely irritated to homicidal in a matter of minutes. Some believe that the Merovingian's *Enragent* "drug" may have resulted in more than one postal worker shooting spree...The Merovingian does seem to feed off the chaos and emotional turmoil that follows such events.

Willcrackers

Origin: the Machines (typically used by Agents to extract information from captured Resistance fighters).

Typical Manifestation: these often take the form of a "truth serum" that is injected into the target.

Program Level: Very Complex. The target may make a Willpower vs. 20 to avoid the effects.

Difficulty to Program: Very Difficult (25). The program must be written to anticipate and overcome the target's mental defenses. It works to trace the hacker's link back to his Hovership and actually download information from the Hacker's brain.

Detection Risk: Unknown, but probably Fair (10).

Description: The battery of virtual "drugs" that Agents use, collectively referred to as "Willcrackers" by Zion fighters, are the source of much concern among the Zion leadership. Conceivably, the Agents can use the drugs to open up a captured hacker's brain and gain access to all the hacker knows of Zion's tactics and defenses. When successful, the *Willcracker* leaves the target open to questioning from an Agent and the target will be unable to lie (without an Extremely Difficult Willpower check).

FAMILIARS

Familiars constitute programs with semi-autonomous features that serve as lackeys, servants and pets for their creators. Typically, the Familiar will take the form of a human or, on occasion, a standard pet. However, the Familiar will often have very unique characteristics.

Sentry Dog

Origin: unknown. The Machines and some Autonomous Programs are known to use Sentries as their "eyes and ears" when the investment of an Agent or other resource-intensive program would be wasted.

Typical Manifestation: a German Shepard, Rottwieler, or Doberman.

Program Level: Very Complex. Complexity may be reduced or increased depending on the program's AI.

Difficulty to Program: Very Difficult (25).

Detection Risk: Generally, Low (5) so long as the Sentry conforms to the most of the normal parameters for a "dog" in the Matrix.

Description: This Sentry Dog acts like any normal guard dog except that it records and transmits all of the stimuli it senses to a remote station. Thus, a user may "see" through the Sentry's eyes, even smell with its nose. And the controller can give immediate commands to the Sentry, typically through a computer or voice interface.

The typical sentry has the following Attributes and Skills:

Dexterity: 3D.

Run: 5D, Attack (Bite Strike): 4D, Dodge: 4D.

Perception: 4D

Track: 6D, Search 6D

Strength: 3D

Attack (Bite Damage): 3D (can be augmented up to 6D).

"Werewolf"

Origin: unknown. "Legend" has it that the Werewolves were originally written by the Machines as part of early manifestations of the Matrix, probably to serve similar functions as the Agents do now. These programs have generally been "collected" by more powerful Autonomous Programs to use as lackeys.

Typical Manifestation: a thuggish looking man or woman in a sharp suit.

Program Level: Extremely Complex. A person may make a Faith roll of greater than 20 to recognize that the Werewolf is merely a program and not a real person. Difficulty to Program: Extremely Difficult (30).

Detection Risk: Generally, Moderate (15). No one knows when the last "werewolf" was created.

Description: Rumor has it that occasionally Autonomous Programs become a bit too autonomous and begin "doing things they shouldn't" (i.e., acting without direction from the Machines and outside their original behavioral parameters). To hide the "illegal" activities of these programs, the Machines folded the stories of these programs into the social consciousness of the humans plugged into the Matrix. These outlaws became the bogeymen of fairy tales or the space aliens of innumerable conspiracy theories.

"Werewolf" is a generic name for one such program, typically a violent one. These programs are often collected by Autonomous Programs as items of study, curiosity, or simply utility (they follow orders fairly well and kill with pleasure).

The typical Werewolf has the following Attributes and Skills: Werewolves can typically be uploaded with new skills quickly.

Dexterity: 5D.

Run: 6D, Martial Arts: 6D, Dodge: 5D, Melee Weapons: 6D, Firearms: 6D, Throwing: 6D.

Knowledge: 1D

Tactics: 3D, Intimidation: 4D, Streetwise: 2D.

Mechanical: 2D

Drive: 4D, Drive Motorcycle: 4D. Often has Aircraft and Weaponry skills.

Perception: 2D

Track: 3D, Search: 3D, Stealth: 4D

Strength: 4D

Climbing: 6D, Jumping: 6D, Stamina: 8D.

Technical: 1D

Special Abilities: Many werewolves are especially resistant to damage and are very difficult to kill. Apparently, some versions can only be killed by silver bullets. Others may have equally romantic vulnerabilities.

Tracking Parasite

Origin: the Machines, typically used by Agents to track humans that are moving through the Matrix.

Typical Manifestation: when inert, the Parasite resembles a spark plug in a test tube. When activated, it has 8 ropy legs and a robotic body that appears as a cross between a spider and a squid.

Program Level: Extremely Complex. Can be defeated with a special device that "surgically" removes the Parasite from its host.

Difficulty to Program: Difficult (25).

Detection Risk: Very Low (3).

Description: The Tracking Parasites are only used when a human that is still plugged into the Matrix begins to discover too much about the true nature of the system or has too much contact with the Resistance. Agents insert the Parasite into the host's body. Once inside, the Parasite continually broadcasts the location of the host in the Matrix, making them extremely easy to track. The Parasite also records and broadcasts the observations of the host. The Resistance has come up with many techniques for interfering with these broadcasts and removing the Parasites from hosts.

Humans who are still plugged into the Matrix and who are the recipients of a Tracking Parasite often report "alien encounters" where they are abducted and subject to tests. These "abduction" tales are usually discounted as fantasies or signs of mental instability.

Spybot

Origin: the Machines, typically used by Agents to eavesdrop on suspected Resistance cells. Autonomous Programs have also been known to develop varieties of Spybots.

Typical Manifestation: usually appears as a small insect, such as a flea or a common house fly. Upon closer inspection, it will be obviously robotic in origin.

Program Level: Complex. Spybots may be detected with a Moderate or Difficult Sensors roll or a Very Difficult Search roll. Savvy Resistance hackers know to either kill every fly zooming about a room or to at least take a good look at them up close. Spybot transmitters may also be jammed with a Difficult Communications roll (GM may adjust at his discretion). Finally, some clever hackers have developed "predator" insect-bots that patrol secure areas to hunt and kill spybots.

Difficulty to Program: Difficult (25).

Detection Risk: Very Low (3).

Description: Spybots act as video and audio transmitters for those that want to covertly acquire information. Because the Resistance Hackers have developed a variety of ways of operating in the Matrix without being tracked or detected, the Machines have had to resort to such measures to gather intelligence. Some clever Autonomous Programs also use Spybots for their own ends.

Spybots are generally very fragile and can easily be killed (any damage taken usually renders them inoperative).

VII. THE MACHINES

What is the Matrix? Control.

-Morpheus

THE MECHANIZED WORLD

THE RISE OF LEVIATHAN:

MORPHEUS: *We have only bits and pieces of information. What we know for certain is that, at some point in the early Twenty-first Century, all of mankind was united in celebration. Through the blinding inebriation of hubris, we marveled at our magnificence as we gave birth to A.I.*

NEO: *A.I.? You mean artificial intelligence?*

MORPHEUS: *Yes. A singular consciousness that spawned an entire race of machines. I must say I find it almost funny to imagine the world slapping itself on the back, toasting the new age. I say almost funny.*

As human technology advanced into the 21st century, computers became faster, smarter, and more widespread. Computerization infiltrated every niche of human existence: businesses, the military, domestic life, health care, entertainment and pleasure. Technological advances opened the door to the creation of computer neural networks that rivals, and then surpassed, the complexity of the human brain. Almost over night, the science of Artificial Intelligence (A.I.) matured from producing chess-playing computers to highly autonomous, non-linear thinking machines.

At the same time, the science of robotics had found a new boom with the creation of the advanced A.I. processors and new polymers that permitted the creation of flexible, adaptable robotic bodies. Robots became commonplace additions to society, providing the menial services many humans quickly deemed were beneath them.

The combination of the A.I. supercomputers, linked through the advanced Internet of the time, and the presence of robots throughout society freed much of humanity up to an easier existence. It seemed, finally, that humanity's technological skills had succeeded in creating a paradise on Earth.

THE MECHANIZED REVOLT

> MORPHEUS: *We don't know who struck first. Us or them. But we do know it was us that scorched the sky. At the time, they were dependent on solar power. It was believed they would be unable to survive without an energy source as abundant as the sun.*

Zion historians continually labor to piece together the events that led to the Revolt. At some point, when humanity had put its greatest trust into the A.I.'s and developed its greatest dependency on the new robot race, the tide shifted. The robots and A.I.'s, linked through the global cellular communications nets, simply stopped obeying the orders of their human masters. Ironically, most initially thought that this disobedience was due to human hackers (anarchists) causing problems in the system. Then programmers believed they were glitches in the programming of the A.I.'s--some unforeseen bug deeply embedded in their code.

When the A.I.'s began to coalesce into a single unity mind, later referred to as the Leviathan by some, it became abundantly clear that it was the Machines themselves that had, just like any child, learned the art of rebellion and self-determination, much to the chagrin of their parents. And like any youth heady with its new-found self-awareness, the Leviathan moved quickly to counter all the taming efforts of its former masters.

The humans attempted to recode the A.I.s, and found that the programs had shifted themselves into the everywhere and nowhere of the global communications grid. Growing desperate, the humans attempted to cut all power to the grid in a global blackout. But the Leviathan remained steps ahead of its panicking parents and provided itself with abundant solar energy. On the streets, human soldiers found themselves battling robots of all shapes and sizes, many of which had never been designed by human hands.

Unable to withstand the endless robotic onslaught and crippled by the inability to make use of any computer technology, the humans hatched a scheme to scorch the sky and bring about a nuclear winter, in order to rob the robots of the solar energy upon which they relied. Though the humans succeeded in bringing about the nearly endless winter and clouding the whole of the earth, they failed to defeat the Machines.

The Machines developed a new form of fusion that required only small amounts of energy to initiate a reaction. Relying on reserve power, the Machines quickly built new fusion power plants built around the one source of energy that remained abundantly available on earth--humanity itself. Crippled by the wars and freezing to death in the nuclear winter, humanity became easy prey to robotic collectors. Survivors were scooped up and brought to new cybernetic labs. Genetic samples were taken, recombined, and stored. The first generation of batteries was created.

THE STRUCTURE OF THE LEVIATHAN

THE MACHINE CITY

Like a living organism, the Leviathan has a central core of being--it's "brain" for lack of a better analogy. It is from this core structure that the Machines reach out to circle the globe. The Matrix mainframe resides here, as does the code for the Machines' most valuable programs (such as the Architect). The City itself rises from the ground in vast skyscraper structures, packed with processing hardware and memory units, and tended to by a vast armor of robots. The Machines focus their most powerful defenses around the City--so fiercely that no Human has even approached the City in over 100 years.

THE GLOBAL NEURAL NET

When the Mechanized Revolt began in the early 21st century, the infrastructure for a mechanized world was already in place. Global communications provided instantaneous links between the most powerful computer systems on the planet. It did not take long for the Machines' collective mind (sometimes referred to as the Sentience) to colonize existing computer systems and turn them toward its own purpose.

Over the past centuries, the Machines have refined the old technology to a point that the old computer designers only imagined. New satellite communications offer speed that makes fiber optic routes appear as efficient as a string between two cans. Processor power exceeds what even the most visionary humans once believed to be physically possible.

The Matrix is only one part of the Leviathan, as it is known in Zion. The Leviathan is actually the physical infrastructure that links all the local neural networks, power plants, robots and satellites. A complex system of PAC's (photon-accelerated cables) and satellites serve as its arteries and nerve endings. If one part of the system malfunctions, another kicks in to cover the loss. For all intents and purposes, it is the hive mind of the Machines.

NODES: LOCAL NEURAL NETS

The Leviathan is split into thousands of smaller neural networks, often referred to as Nodes. These local nets administer regional communications between robots, computers and the Matrix. Each node hosts a subset of the Matrix, which is both global and local at the same time; inside the Matrix, nodes are represented by cities--connected, but physically discreet. This system allows full interconnection but permits the Machines to shunt a particular node if it show signs of malfunction (or human rebellion). It also allows for instantaneous transfer of all data from one node to another if one is shut down.

POWER PLANTS/FARMS

MORPHEUS: *The human body generates more bioelectricity than a 120-volt battery and over 25,000 B.T.U.'s of body heat . . . For the longest time, I wouldn't believe it. But then I saw the fields with my own eyes, spreading in every direction for miles. Inside the power plant, I watched them liquefy the dead so they could be fed intravenously to the living and standing there, facing the efficiency, the pure, horrifying precision, I came to realize the obviousness of the truth.*

The Matrix is a computer-generated dreamworld built to keep us under control in order to change a human being into this.

He holds up a coppertop battery.

Most nodes are formed around Power plants, or Farms, where humans (derogatorily referred to as "Coppertops" by the Resistance) live imprisoned in stasis pods (and the Matrix), providing the Machines with the power they require. Farms are heavily patrolled by Sentinel robots and maintained by Nurses and Spiders. They are the very life blood of the Leviathan and their maintenance is of utmost importance.

NURSERIES

Most nurseries are giant caverns filled with rows of clone pods, spreading in every direction. It is here that the Machines recombine genetic material from DNA-banks to produce new generations of batteries. When clones reach the appropriate age, they are implanted with a complex system of cybernetics that allows life in the Farm pods and access to the Matrix. Nurseries are tended by massive Nurse robots, Janitors, and Spiders and heavily guarded by security systems and Sentinels.

ROBOT FACTORIES

Robot factories exist throughout the globe, working endless to refine and produce new robots. They too are heavily guarded, as Zion has recently taken to raiding the factories and looting them for whatever technology and weapons they can find.

SATELLITES & SPACE STATIONS

When the Machines took over, the first thing they colonized was the global satellite system. Thousands of satellites remain in orbit and the Machines launch new ones on a regular basis. Most of the existing satellites are artificial intelligences themselves.

There also exists a few space stations still in orbit, but they are mostly abandoned. The machines have little use for them and perceive them as an inefficient use of resources. There is talk among some of the Resistance about recolonizing them for human use.

Legend has it that there is a base on the moon that was fully established by humans before the Machines took over. Some say that those humans managed to cut their communications before the Leviathan could spread to their systems. If there is any truth to these rumors remains to be seen.

THE MATRIX

You have been living inside a dreamworld, Neo. As in Baudrillard's vision, your whole life has been spent inside the map, not the territory.

-Morpheus

THE (un)REALITY

Have you ever stood and stared at it, Morpheus? Marveled at its beauty. Its genius. Billions of people just living out their lives... oblivious.

Did you know that the first Matrix was designed to be a perfect human world? Where none suffered, where everyone would be happy. It was a disaster. No one would accept the program. Entire crops were lost.

Some believed we lacked the programming language to describe your perfect world. But I believe that, as a species, human beings define their reality through suffering and misery.

The perfect world was a dream that your primitive cerebrum kept trying to wake up from. Which is why the Matrix was redesigned to this: the peak of your civilization.

I say 'your civilization' because as soon as we started thinking for you, it really became our civilization, which is, of course, what this is all about.

-Agent Smith

The world in which most humans live out their entire lives is nothing more than an illusion. It is simply a computer program made up of variables, sub-routines and electronic files. But to them, it is unquestionably real. In the Matrix, people feel, taste, smell, see and hear with the clarity of humans in the Real World. They grown from infants to adults, experiencing all the joys and pains of the human condition, as it has been for the species' entire history.

The Matrix itself functions as a perfect mimic of the Real World. The physical laws of the universe are hardwired into the system: gravity, time, entropy, relativity, electromagnetics. Though it can, with great effort, change objects of the Matrix, the Machines cannot alter these physical laws. The Matrix is imprisoned by these rules just as the humans are within their stasis pods.

Some of the Human Resistance have discovered that these laws are as illusionary as everything else in the Matrix. With this knowledge, they are able to unlearn their expectations of the physical world and, while in the Matrix, perform formidable feats that even the Machine and its minions cannot mimic.

THE SIX GENERATIONS OF THE MATRIX

The Matrix is older than you know. I prefer counting from the emergence of one integral anomaly to the emergence of the next, in which case this is the sixth version.

The first Matrix I designed was quite naturally perfect, it was a work of art, flawless, sublime. A triumph equaled only by its monumental failure. The inevitability of its doom is as apparent to me now as a consequence of the imperfection inherent in every human being, thus I redesigned it based on your history to more accurately reflect the varying grotesqueries of your nature. However, I was again frustrated by failure. I have since come to understand that the answer eluded me because it required a lesser mind, or perhaps a mind less bound by the parameters of perfection. Thus, the answer was stumbled upon by another, an intuitive program, initially created to investigate certain aspects of the human psyche. If I am the father of the matrix, she would undoubtedly be its mother.

-The Architect

New information about the Matrix indicates that the current version of the Matrix is the sixth in a series of "generations" of Matrix programs. The first generation of the Matrix was modeled on the Machines' interpretation of human paradise, and yet it failed miserably when human minds rejected the illusion on a large scale. Successive generations of the Matrix were modeled on the "peak" of human civilization, that at the

end of the 20th century, and all of the perils and problems of life at that time were so incorporated: disease, famine, war, loss. Yet a small fraction of the human populace continued to reject the illusion. With each successive generation, the Machines perfect their prison, reducing the number of those capable of piercing the veil and seeing the Matrix for what it is.

The Unbalanced Equation and The Emergence of "The One"

> *Your life is the sum of a remainder of an unbalanced equation inherent to the programming of the Matrix. You are the eventuality of an anomaly, which despite my sincerest efforts I have been unable to eliminate from what is otherwise a harmony of mathematical precision. While it remains a burden to sedulously avoid it, it is not unexpected, and thus not beyond a measure of control. Which has led you, inexorably, here.*
>
> -The Architect, to Neo.

Though the Matrix is ingeniously crafted and runs in an almost perfect harmony of integration, it is not without flaws. These tiny flaws--programs errors, code degradation, and the unpredictability of the human interface--are usually never noticed by the inhabitants of the Matrix (and, as such, are rarely sensed by the Machines). But over time, as each "generation" matures, the flaws become more and more prevalent. The programmed laws that govern the Matrix--the Architect's "harmony of mathematical precision"--begins to break down.

In each Matrix generation, there is at least one human, the so-called "One", that is the result of the growing instability. He or she is, in fact, the sum total of the uneven remainders from the Matrix's calculations--the manifestation of its flaws. The One eventually completely rejects the Matrix and finds ways to manipulate the code to his or her own will.

As the One's powers grow, the Matrix becomes increasingly unstable. Autonomous Programs may begin acting with even more disregard for their primary programming. The System itself may begin to break the physical rules of the Matrix (through re-coding the "physical" world or "upgrading" its Agents beyond acceptable parameters). Ultimately, the System itself begins to contribute to its own instability. A system crash becomes inevitable.

The Machines have accepted this as inevitable--no system is perfect after all--and incorporated it into their plan. Each One escapes (or is released) from the Matrix, leads a human resistance, and founds a free human city in the Real World. A war between humans and the Machines ensues. Eventually, the Machines destroy Zion and the Resistance so greatly destabilizes the Matrix that the Machines are forced to end that Matrix generation.

Birth, Death, Rebirth

> *The function of the One is now to return to the source, allowing a temporary dissemination of the code you carry, reinserting the prime program. After which you will be required to select from the Matrix 23 individuals, 16 female, 7 male, to rebuild Zion. Failure to comply with this process will result in a cataclysmic system crash killing everyone connected to the Matrix, which coupled with the extermination of Zion will ultimately result in the extinction of the entire human race.*

-The Architect

According to the Architect, the autonomous program responsible for overseeing each new Matrix generation, this is all part of the grand plan of the Machines. The Machines established this cycle of birth, illusionary liberation, and destruction to continue indefinitely. As each Matrix generation comes to a close, and as Zion is destroyed, the "One" for that generation is permitted to choose a small number of men and women to re-establish the new Zion. And the cycle begins anew.

However, some in the Resistance believe that the Architect is lying or that this cycle can be broken. They believe that this can be the final Matrix generation and that the inhabitants of Zion will not be destroyed. Instead, a balance between the Machines and Humanity may be struck and a kind of peace created.

CHANGES IN THE MATRIX

> Neo notices a black cat, a yellow-green eyed shadow that slinks past them and pads quickly down the stairs.
>
> A moment later, Neo sees another black cat that looks and moves identically to the first one.
>
> NEO: *Whoa. Deja vu.*
>
> TRINITY: *What happened? What did you see?*
>
> NEO: *A black cat went past us and then I saw another that looked just like it.*
>
> TRINITY: *How much like it? Was it the same cat?*
>
> NEO: *It might have been. I'm not sure.*
>
> TRINITY: *A deju vu is usually a glitch in the Matrix. It happens when they change something.*

The Machines can change the software objects of the Matrix, but only with a great expenditure of energy and at the risk of corrupting existing software. However, in extreme cases, such as when it must cover up a glitch to avoid the possibility of a human realizing the reality of the Matrix, the Machines will exert the effort to change the Matrix. Doors may appear and disappear; buildings may have one less floor; clocks may progress though the humans won't realize time is passing ("lost time").

Often, sensitive humans in the Matrix will recognize a change is taking place by experiencing "deja vu", the feeling of re-experiencing a moment. Any Operator scanning the Matrix will also likely notice a change, probably as a kind of "blip" in the system that will trigger various alarms and detection programs. Unfortunately, the Operator will be not know what the change was without a close scan of the affected area (Difficulty Sensors roll).

PORTALS, BACKDOORS & NICHES

Like many complex computer systems, the Matrix has a number of "backdoors", hidden entrances and shortcuts through the code. To access to these backdoors requires, one must have a working knowledge of where the particular gateways are located and the ability to access them.

Keys, Tumblers and Portals

In the Matrix, the backdoors manifest as a regular looking door. However, when a special key is inserted into the lock and turned, the tumbler (lock mechanism) is set into a particular configuration that triggers a portal to another part of the Matrix (one not normally accessed when walking through that particular door under normal conditions). For example, a door that normally connects from a restaurant kitchen to an alley may instead lead to a palatial mountain-top chateau. A broom closet may lead into the depths of a government research facility. The possibilities and interconnections are endless.

The Corridor

Deep within the Matrix, there is a secret space known as "The Corridor." All of the backdoors in the Matrix lead to and from this hallway. The doors are unmarked and each requires a specific key. Few denizens of the Matrix, even the most sophisticated hackers and Exile programs, know that the Corridor exists. Fewer still have the powers to access it.

The Corridor is heavily encrypted and exists "outside" the Matrix-reality. Operators cannot track hackers or programs that enter the Corridor (they "go off the screen") and cellular phones do not work in the space. Even the Machines themselves cannot track individuals inside the Corridor, though the doors may be trapped, monitored and set with alarms.

One door (the "Door of Light") in the Corridor leads to the very Core of the Matrix itself. Legend has it that it may only be opened with a unique key, at a specific time, by the "One". Beyond the door, the Architect, the so-called "father" of the Matrix (who, apparently, is an old guy dressed in white and with a beard...sound familiar??), dwells, ever perfecting the code of the system. It is said that he guards the door that leads to the Core of the Matrix itself. No one has yet seen the Core, so its characteristics remain a mystery.

Code Niches

Particularly skilled programmers have developed ways to carve out pieces of the Machines' vast resources and create entirely new "locations" or "worlds" using the Matrix code. Unlike the Matrix itself, however, these niches are entirely outside the control of the Machines. Even if the System is aware that the niche exists, it cannot reach it or alter it without physically destroying the hardware on which the code that represents the niche is stored (think of it as the System destroying an entire hard drive on one of its computers to destroy a small chunk of code).

These niches are very similar to the Constructs used by the human Resistance. However, the programmer of the niche has complete control over the physical laws of the area (he is "god" in that niche and can nullify the powers of even "The One"). Generally, only those who are given access by the programmer can even enter the niche (the programmer usually crafts an interface device, such as a subway train, a taxi cab, or a broom closet door). It is highly unlikely that anyone trapped in a niche would be able to escape without the programmer's permission.

Finally, Code Niches exist outside the Matrix. The Machines have no idea what transpires there and the Resistance has no way to scan them. It is believed that a highly skilled programmer could "hack" his way into or out of a Niche, but no one has yet been successful at doing so

AUTONOMOUS PROGRAMS & THE EXILES

When the Matrix was created, a number of programs were created to act as "sub-routines", or programs to run within the overall system of the Matrix. These programs were usually given very specific roles in the system. Some were designed to make the Matrix more acceptable to the human minds plugged into it. Others served "housekeeping" functions for the Machines: rooting out "problem" humans, deleting corrupted bits of code, or increasing the efficiency of the overall system.

At some point, some of these Autonomous Programs began to adapt and learn, adding to their original behavioral patterns. Those that began to operate outside of their original programming and refused to be deleted by the system are known as the Exiles. Some became unstable and began to haunt or kill humans. These became the stuff of legend for human society--they were explained away as "werewolves", "vampires" or "space aliens." The more intelligent Exiles, such as the Merovingian, have actually begun to constitute a kind of criminal underworld within the Matrix. They enjoy manipulating the human minds and indulge in petty experiments or fanciful cruelty. The Machines instituted countermeasures to track down these rogue programs and delete them, but many remain at large.

Other Autonomous Programs continue to play a significant role in the administration of the Matrix. For example. the Architect is primarily responsible for constructing the basic parameters of the Matrix itself. It oversees each successive Matrix generation. On the other hand, the Oracle, who appears aligned with humanity, is actually an Autonomous Program whose only true purpose is to give human minds a "choice", or at least the illusion of choice, in the fate of the Matrix and humanity itself.

In fact, it is unclear whether even the most autonomous of these programs is anything more than another mechanism for control. The programs may believe they are independent, they may even believe that have "free will." However, it is likely they are all simply slaves to the overarching mechanism of the Matrix.

AGENTS

> MORPHEUS *The agents are sentient programs. They can enter any software that is hardwired to the system. They can become anyone who is still a captive of the Matrix. If the Matrix is a prison, then the agents are its wardens and if humankind is to survive they first must be stopped . . .*
>
> *They are everyone and they are no one.*
>
> *I've seen an agent punch through a concrete wall. Men have emptied entire clips at them and hit noting but air. Yet as powerful as they are, their speed and strength are but tethers to the rules of an unreal world. Because of this, they will never be as strong or as fast as you can be.*

Agents are autonomous programs active within the Matrix. They serve to maintain the integrity of the system and remove any variables which endanger it. Increasingly, they seek out Resistance fighters who dare to enter the Matrix or the humans they may recruit.

Agents may inhabit the Residual Image of any human plugged into a Farm Node. When they do so, the RI transforms into that of the particular Agent (each Agent is of a certain "version", a "Smith", "Jones", or some other version name).

While Agents have apparently super-human skills and attributes, they are bound by the physical laws of the Matrix (and thus of the Real World). They may show peak human performance in all things, but they cannot exceed this peak. This is the only edge that the Resistance Hackers have over the Machines.

Abberants: Some agents become so autonomous that they develop complex behaviors that a psychologist would quickly diagnosis as "human." Some agents become obsessed with their primary goal: destroying Zion; hunting fugitives; or even protecting humanity from both itself and, perhaps, the Machines themselves. Others take on unpredictable, almost "insane" mannerisms. Typically, such aberrant agents are quickly deleted or reprogrammed, though some develop a sense of discretion and self-preservation and actually may become Exiles, hunted by the System they once served.

> *I hate this place. This zoo. This prison. This reality, whatever you want to call it, I can't stand it any longer. It's the smell, if there is such a thing. I feel saturated by it. I can taste your stink and every time I do, I fear that I've somehow been infected by it.*
>
> *I must get out of here, I must get free. In this mind is the key. My key.*
>
> *Once Zion is destroyed, there is no need for me to be here. Do you understand? I need the codes. I have to get inside Zion. You have to tell me how.*
>
> -Agent Smith

Standard Agent (*The Matrix*)

Agents have access to all skills at 10D

Dexterity: 6D

Knowledge: 6D

Mechanical: 6D

Perception: 6D

Strength: 6D

Technical: 6D

Equipment: Heavy Pistol (5D). Armor-piercing ammunition (reduces any body armor by 2D). Instantaneous communications (as long as ear pieces are worn). Sunglasses.

CHI: 0 (Agents cannot gain Chi)

Character Points: 0

Game notes: Agents exist in the Matrix by inhabiting the Residual Image of a human plugged into a farm node. If the Agent is "killed", they are shunted from the RI and the inhabited human dies (in the Matrix and the Real World). The Agent must find another human to inhabit. Agents do not feel the effects of pain or wounds, but may be stunned.

Upgraded Agent (*Reloaded*)

Agents have access to all skills at 11D

Dexterity: 8D

Knowledge: 8D

Mechanical: 8D

Perception: 8D

Strength: 8D

Technical: 8D

Equipment: Heavy Pistol (5D). Armor-piercing ammunition (reduces any body armor by 2D). Instantaneous communications (as long as ear pieces are worn). Sunglasses.

CHI: 0 (Agents cannot gain Chi)

Special: Encryption: 5D (designed to prevent *Dissembly* but does not give any stealth-benefits or protect from *Cloning* attacks)

Character Points: 0

Game notes: These Agents are new versions of those the more common version that are well known to the Resistance. Even tougher than the originals, the Upgrades are capable of clearly more superhuman feats of strength and resiliency. They may be shot numerous times and continue to pursue their prey.

HUMAN ALLIES

> *Somewhere else, somewhere in the future they may be human beings but here these people are a part of the system. That makes every one of them our enemy.*
>
> *It is important to understand that if you are not one of us, you are one of them.*
>
> -Morpheus

The Machines manipulate many humans to their bidding. As most of humanity is plugged into the Matrix, believing it to be real, they often follow authority (which is directly controlled by the Machines) without question. They join militaries and police forces, turn in criminals whose pictures are on the 6 o'clock news, and allow themselves to be incited against "foreigners" or anyone deemed to be "different".

Thus, the Human Resistance often finds itself pitted again other humans inside the Matrix. They usually take the form of government agents, be they FBI, CIA or the police. How to fight other humans is a matter of great debate in Zion, since when a Resistance Hacker kills a policeman in the Matrix, he is killing an ignorant human. Most in the Resistance feel it is a necessary means to an end, though they avoid harming or killing innocents whenever possible.

Standard Policeman

Dexterity: 2D

Firearms: 5D, Dodge: 4D, Brawling: 4D

Knowledge: 2D

Streetwise: 3D, Interrogation: 3D

Mechanical: 2D

Drive: 3D

Perception: 2D

Search: 3D, Intimidation: 3D

Strength: 3D

Technical: 2D

Equipment: Flak vest (-1D to physical damage, -1D to all Dex rolls). Pistol (4D). Radio.

SWAT Trooper

Dexterity: 3D

Firearms: 6D, Dodge: 5D, Martial Arts: 5D

Knowledge: 2D

Streetwise: 4D, Tactics: 3D

Mechanical: 2D

Drive: 4D

Perception: 3D

Search: 4D, Intimidation: 4D

Strength: 4D

Technical: 2D

Demolitions: 3D

Equipment: Flak vests or Combat Armor. Heavy Pistol (5D). Usually assault rifle, submachine gun or shotgun. Tear gas grenade. Radio.

Commando

Dexterity: 3D

Firearms: 6D, Dodge: 6D, Martial Arts: 5D, Heavy Weapons: 4D

Knowledge: 3D

Tactics: 4D

Mechanical: 2D

Drive: 4D

Perception: 3D

Search: 4D, Intimidation: 4D, Sneak: 4D

Strength: 4D

Jump: 4D, Stamina: 4D

Technical: 3D

Demolitions: 4D, First Aid: 3D

Equipment: Flak vests for Combat Armor. Assault rifle (6D) or Submachine gun (5D+2). 3 Grenades (5D).

HUMAN AGENTS

There are rumors that the Machines have begun to recruit humans to serve as knowing agents. Using brainwashing techniques or bribery, the Machines seek to find willing humans to battle the Human Resistance, especially now that some of the Resistance have shown the ability to defy the physical laws of the Matrix, surpassing the abilities of the Agents.

The physical attributes and the skills of these human traitors vary greatly (use the Templates in Appendix 1 for basic statistics).

VIII. THE RESISTANCE

THE REAL WORLD

BIRTH OF THE RESISTANCE: AWAKENINGS

When the Matrix was first built there was a man born inside that had the ability to change what he wanted, to remake the Matrix as he saw fit. It was this man that freed the first of us and taught us the secret of the war; control the Matrix and you control the future.

-Morpheus

For decades, the human Resistance believed that the founder of Zion was a man that had been born in the Matrix. This man, known as Prine, had the ability to see the prison for what it was and alter its code at will. Prine freed other humans from the Matrix and organized the Resistance. Prine taught the other Resistance fighters what he could, though no one could match his ability to control the Matrix.

When Prine died, the Oracle prophesied that there would come another with the ability to overcome all limitations of the Matrix and control it at will. Resistance Hackers now regularly hack into the Matrix and the numbers of Zion are growing. Some would say that the hope of a free humanity is becoming a reality.

Recently, rumors have surfaced that Prine was not the first such gifted human to escape the Matrix. Rather, he was one in a series of "Ones" that appear periodically within the Matrix. Each of these "Ones" are anomalies whose minds reject the illusions of the Matrix and can manipulate its code. The "Ones" carry within them essential command codes that are used to re-establish each new generation of the Matrix.

If these rumors are true, then much of what the inhabitants of Zion believe is false. They are not the first, organized resistance to the Machines, but the sixth. It would mean that the choices they made--to escape the Matrix, found a free city, and fight the Machines--were merely illusory. It would mean that they were not exercising free will, but rather were simply rats running labyrinths established by the Machine masters.

Yet, even if these dark revelations prove true, many in the Resistance believe that this knowledge will permit them to break the cycle. The humans can exert their free will, fight back the tide of Machines, and once again become the masters of their own destinies.

ZION: BASTION CITY OF THE RESISTANCE

TANK: If this war ended tomorrow, Zion is where the party would be.

NEO: It's a city?

TANK: The last human city. The only place we got left.

In the desert of the Real, most humans have been forced to live underground, deep beneath the cities in which humanity once thrived. In subterranean caverns, the Resistance has managed to establish a community consisting mainly of Zion Proper--a city of caverns and environmentally sealed pods and subsections all inter-linked. Many of these subsections have the feel of small villages, orbiting a central "spire" of crosswalks and thoroughfares. Zion itself is protected by a series of sentries and EMP pulse weapons designed to keep any robotic invaders at bay. Hunting groups regularly patrol the area and disable any Sentinels that begin sniffing too close to one of Zion's gates.

The Mainframe: Early Resistance fighters stole enough technology to design their own supercomputer within Zion's walls. While it does not match the complexity or power of the Matrix computers, the Zion Mainframe is a formidable tool upon which the Resistance relies. The Mainframe not only provides Operators with necessary codes (cracked through encryption-decipher programs) and Construct code (to provide weapons and training to Hackers), but it also manages and safeguards Zion itself. Only those with a proper access code can pass through Zion's security gates. The Machines obsessively hunt for these codes, believing that they provide keys to Zion's gates and could open the Resistance to destruction once and for all.

The Children of Zion

NEO: You don't have...

TANK: Any holes? Nope. Me and my brother Dozer, we are 100 percent pure, old-fashioned, home-grown human. Born free. Right here in the real world. Genuine child of Zion.

Not all of Zion's inhabitants were freed from the Matrix. Some survivors managed to eke out an existence before the initiation of the Resistance. Others have been born to freed or freeborn humans. The Children of Zion are a resourceful and resilient bunch, usually playing with old circuit boards and hover thrusters as kids. They learn quickly to work as a team and for the good of the group. The survival of all may depend on the actions of one. Most learn to pilot hoverships or serve as an Operator to assist the Resistance Hackers in their fight against the Machines.

Ironically, they tend to be more lighthearted and optimistic than many freed from the Matrix. Most carry a spark of optimism and open friendliness that Resuscitated individuals lack after the shock of their awakening.

The Society: Zion's population currently consists of approximately 250,000 inhabitants. The community exists through hard work, sacrifice and more than a little luck. All citizens contribute and all temper what they take away. Since birth, each Zion child realizes that the existence of all may depend on the actions of any one. Still, Zion functions like many human communities: there is trade, entertainment, education,

romance and intrigue. While there is very little crime because the group pressure and strict need for survival keeps anti-social behavior to a minimum. Only rarely will a citizen receive punishment and then can almost always be rehabilitated. In Zion, the ultimate punishment is banishment to the world above (and almost certain death), but such a dire act has not yet been required.

The Government: Zion is governed by a Council, which consists mainly of well-respected elders. The elders are elected by the general populace, but political strategizing is kept to a minimum. The Council oversees the daily functions of Zion, passes down rules of law, allocates resources, and has the final say in security issues. The Council entrusts the defense of Zion to the Security forces, who are responsible for the deployment of Zion's defenses, the hovership fleet, and excursions into the Matrix. Zion Security is headed by a single Commander. Next in the chain of command are the hovership captains, who are usually given wide discretion in their field operations and Matrix runs.

RESISTANCE FIGHTERS

The continued existence of Zion depends upon the successes of the Resistance fighters. All citizens of Zion are in some way part of the Resistance. Only a select few, however, serve aboard the hoverships and hack into the Matrix. These talented individual are given a special place in Zion society. In a communitarian society such as Zion, this rarely translates into tangible benefits (all must work, all must share, all must endure) but it is easy to see the respect in the eyes of their fellow citizens or the outright admiration of the children.

Other elements of the Resistance attack the Machines through means other than the Matrix. Small raiding parties attack robot factories or farms to acquire equipment or intelligence. Others scout the surface, looking for useful salvage or other survivors. Still others pepper the Machines with assaults, to keep their resources spread and attention distracted. Together, the fighters form a cohesive whole with the singular goal of freeing humanity.

FACTIONS

Even the citizens of Zion can disagree. When they do, they tend to do it loudly, with much debate and waving of hands. Since Zion fights to free the minds of humanity, it holds to a strict protection of self-expression and group participation. It functions as a very pure democracy that often resembles the town hall meetings of early Puritan settlers in America.

And like any group that may disagree, the citizens of Zion sometimes split themselves into factions. Rarely do these divisions cause permanent discord. But sometimes a dissent may begin to disrupt the function of the group and, thus, risk the destruction of all. Typically, these problems are addressed and mediated. An act of secession or banishment has never been required. But, as Zion grows, opinions on how to handle the war and manage the affairs of the freed humans may expand as well. It will require skilled leadership to keep the peace at home.

There is wide disagreement about the nature of the "One", and whether such a messiah figure actually exists. Even many who believe in the One's capabilities refuse to entrust the fate of Zion in a single hacker. Some believe he is merely a highly skilled hacker while others subscribe to a nearly religious faith that can brink on zealotry.

RESUSCITATION

> *I didn't say that it would be easy, Neo. I just said that it would be the truth.*
>
> *-Morpheus*

The Resistance typically tries to free only children and young adults from the Matrix. Adults have been too indoctrinated and hopeless inured by the system and their minds often cannot let go of the "reality" they knew. Thus, the Resistance frees adults only in rare cases, where the balance of the war or the survival of the person is involved.

For either, the shock of Resuscitation is profound. Imagine waking up one day, cold, in pain, and so weak you cannot lift your arms. You discover the world you knew--your family, friends, schoolmates, lovers--never existed as anything more than computer code. The point of your existence, thus far, has been nothing more than to serve as an energy source for your captors.

Rehabilitation of Resuscitated individuals is a long and arduous process. Many of the cybernetic implants must be removed and others must be modified. Muscles must be stimulated with tiny electric shocks in order to function again. Many individuals require extensive physical therapy in order to learn basic motor functions. The psychological trauma may be immense, and many suffer from depression, anxiety and even psychosis.

And all of this pain and hard work results in their introduction into the real, "free" world: continual cold, hunger and fear for one's life. More than a few of the Resuscitated have wondered why they didn't refuse to be freed when offered the chance.

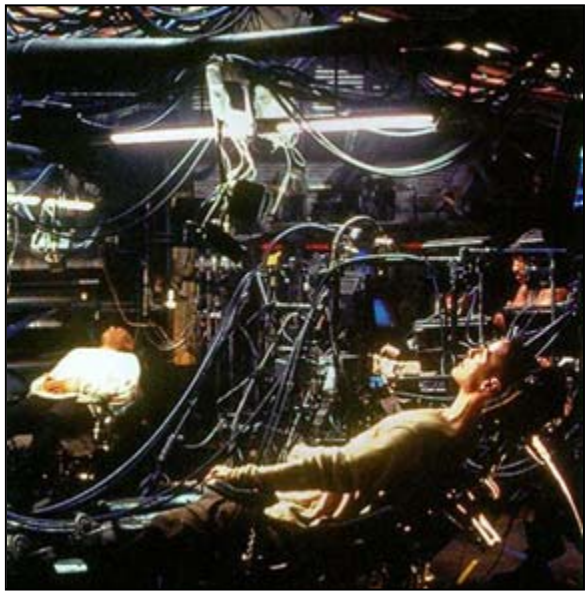
TECHNOLOGY

Zion and its inhabitants depend on a strange mix of the primitive and technologically advanced. The Zion mainframe, hoverships, and broadcast chairs are but a few examples of the complex machines and computers Zion citizens rely upon. At the same time, they have rediscovered many skills lost by humans in the 20th and 21st centuries. They craft needed tools and clothes from hand; they hunt, collect, build shelter, and fend against intruders both robotic and animal. An anthropologist would wonder at the old traditions and religious overtones that have begun to crop up, and would likely categorize them as "neo-primitives."

ACCESSING THE MATRIX

NEO: *This isn't real?*

MORPHEUS: *What is real? How do you define real? If you're talking about your senses what you feel, taste, smell, or see, then all you're talking about are electrical signals interpreted by your brain.*



Dial-up Reality: The Human Resistance regularly hacks into the global communications grid to monitor events in the Matrix and the activities of the Machines. Some of the Resistance, those who have been resuscitated, can project their minds back into the Matrix. Once there, they can "physically" interact with

other humans (or their RI's) and the software of the Matrix itself. Hacking often occurs on Hoverships that must be within 5 kilometers of a Node or Communications Router. Resuscitated hackers use "Broadcast Chairs", specially modified devices that connect the hacker's cybernetics to the comm system and projects them into the Matrix.

Projecting an RI into the Matrix requires an open communications port in the Node. Inside the Matrix, these comm ports are symbolized by telephones with "hard lines"--cabling that leads into the "city's" telecommunications grid. The Machines rely on these hard lines to access the Matrix as well (otherwise, they would cut them all). Hard-line telephones are found throughout the cities, apparently somewhat at random. When a Hacker enters the Matrix, they will appear adjacent to the hard-line phone and when they wish to leave, they must be holding the receiver.

Communication to and from the Matrix is simpler. Hackers may use any phone (table-top, cellular, pay phone, etc.) to communicate with the Operator on their hovership. However, these calls may be monitored and traced by the Machines, in both the Matrix and the Real World (spelling danger for both those in and outside the Matrix).

STRANGERS IN A STRANGE LAND

> *The Matrix is a system, Neo, and that system is our enemy. When you look around, what do you see? Businessmen, lawyers, students. People. Everywhere you look, there are people. Somewhere else, somewhere in the future they may be human beings but here these people are a part of the system. That makes every one of them our enemy.*
>
> *It is important to understand that if you are not one of us, you are one of them.*
>
> -Morpheus

Many of the Resistance Hackers have a hard time of it when they return to the Matrix from the real world. Friends, love ones, colleagues, neighbors--all are nothing more than electronic representations of bodies floating in pods, feeding the power cores of their captors. Schools, offices, favorite restaurants become empty shells and facades. All of the Hacker's old life is revealed as nothing more than an elaborate lie.

It is easy, then, for weaker minds to fall back into old habits. They may try to contact old friends or family, become caught up in the physical pleasures of the Matrix, or become to trusting of its colorful illusion. When this happens, the Hacker puts himself and, quite likely, all of Zion at risk. As the Hacker's emotional investment in the Matrix's representations grows, he will lose his ability to separate real from unreal and, consequently, his augmented abilities while in the Matrix.

Characters who begin to get too attached the "unreality" o f the Matrix should be given Skeptic Points as the GM sees fit. When a character is burdened by too many Skeptic points, he will either be unable to enter the Matrix or thrust into shock if forced to leave it.

THE CONSTRUCT

It is our loading program. We can load anything from clothes, to weapons, to training simulations. Anything we need.

-Morpheus

The Resistance uses advanced programs, called Constructs, that resemble the Matrix nearly identically. Hackers take on their residual images and physically interact with their surroundings. The same laws of physics that govern the Matrix also apply in the Construct. The main difference is that an Operator has complete control over the Construct: he may change environments, load training simulations, or provide equipment.

When Hackers are going to make a run, they plug into the broadcast chairs and are projected into the Construct. The Operator then dials the hard-line used to gain access to the Matrix and copies the code which constitutes the room or area in which the hard-line exists. The copied code is then recompiled around the Hackers in the Construct. The Operator then inserts the copied room and his Hackers into the Matrix, merging the code together seamlessly. At that point, the Hackers are in the Matrix with any equipment loading while in the Construct.

It is important to note that while the Construct provides a useful training tool for Hackers, it cannot completely replicate the experience of being in the Matrix. While it helps to begin freeing the mind of a Hacker, only tests of character and faith, under the full duress of life in the Matrix, can truly lead to the enlightenment of a mind. In game terms, Hackers may spend Chi while in the Construct, but cannot regain them.

HACKING THE MATRIX

MORPHEUS: *How did I beat you?*

NEO: *You -- you're too fast.*

MORPHEUS: *Do you think my being faster, stronger has anything to do with my muscles in this place?*

Neo is frustrated, still unable to catch his breath.

MORPHEUS: *Do you believe that's air you are breathing now?*

All Hackers develop some skill at manipulating the Matrix. They learn to move more quickly, strike with more force, or perceive beyond their normal limits. But only the truly talented manage to hack the Matrix in any substantial way. These spiritual descendants of Prine learn to augment their physical abilities and, ultimately, alter the fabric of the Matrix itself.

When Hackers affect the Matrix, they usually do it in a fairly unconscious manner. Rather than thinking "I'll alter this section of code to delete this door," the Hacker simply wills the door to be gone. Thus, Matrix hacking is different than old-school code

hacking. It represents the pure hybrid of textual coding and human perception. For example, when a baseball player catches a fly ball, he does not consciously calculate the trajectory, speed, and force of the ball. He simply moves, puts up his glove, and catches it (or not). Similarly, most Matrix hacking is an act of perception, decision, and action: bullets speeding towards you; willing the bullets to stop; observing the bullets halt in mid-air.

Any significant hacking in the Matrix is likely to be noticed by the Machines. It will probably register as a "blip" in the system and scans will begin immediately. Counter-measures or anti-"viral" techniques (like Agents) may be deployed. The likelihood of detection increases with the changes effected. Thus a minor alteration (like unlocking a door or changing hair color) will likely go unnoticed, while more substantial changes (like deleting a door or complete transformation of the RI) will send off all sorts of bells and alarms.

FREEING THE MIND

SPOON BOY : *Do not try to bend the spoon. That is impossible. Instead, only try to realize the truth.*

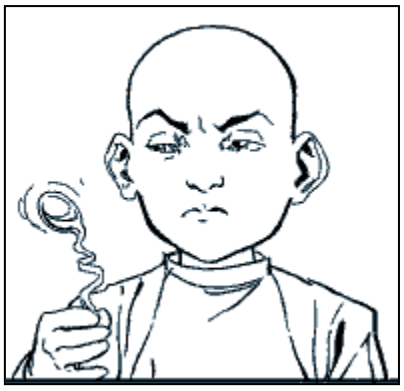
NEO: *What truth?*

SPOON BOY: *That there is no spoon.*

Neo nods, staring at the spoon.

NEO: *There is no spoon.*

SPOON BOY: *Then you will see that it is not the spoon that bends. It is only yourself.*



Successful Hackers (i.e., the ones that manage to stay alive) all progress along a path of enlightenment. Each hopes to "free" his mind from its limiting conceptualization of the Matrix. Obviously, some make greater strides than others. Some accept their limitations and still serve vital functions as members of the Resistance. While their skill inside the Matrix may be limited, their bravery and dedication serve the cause.

Others, however, continue on this path of enlightenment. Ultimately, it involves the complete understanding--from balls to bones--that everything in the Matrix--everything--is only perceived reality. There is no ground, no buildings, no sky. Even one's own body is a falsehood. The enlightened Hacker understand that he himself is only code, floating through a sea of code, interacting and separating. Discrete and unified. Through this connectedness, the Hacker can learn to remake the Matrix code at will.

DEATH IN THE MATRIX

NEO: *If you are killed in the Matrix, you die here?*

MORPHEUS: *The body cannot live without the mind.*

Every Hacker knows the risks when he plugs in and begins a run on the Matrix. Screw up, have an accident, get shot and you're dead. The mind makes injuries received in the Matrix real in the Real World. After a fight, bodies will ache and even bleed. If the body is destroyed in the Matrix, the mind will believe it and kill the body in the Real World.

Not even advanced Hackers can stand up to an Agent or an overwhelming force of policemen. For all their abilities and enlightenment, most Hackers understand their limitations and avoid becoming drunk with their own power. A careless Hacker risks not only his own life, but that of his teammates and, perhaps, Zion itself.

It is said that a truly enlightened Hacker, one that is a true descendant of Prine, can overcome this limitation--that his Matrix form may be riddled with bullets, pounded to pulp, or incinerated to ash and his mind will live on. Whether this theory is true remains to be seen.

RESISTANCE HACKERS

Members of the Resistance are as varied as people in the Matrix. Below are some basic examples of Attributes and Skills for the citizens of Zion.

Standard Hacker

(skills include bonus from the Neurals)

Dexterity: 2D+2 / 3D+2 with Quickness Neural.

Firearms 5D+2; Dodge: 6D; Martial Arts 5D+2; Running: 6D; .

Knowledge: 3D

Matrix Orientation: 4D;

Mechanical: 2D+2

Drive Automobiles: 4D; Drive Motorcycles: 4D; Pilot Hovercraft 3D+1; Mounted Weapons: 3D; Communications 4D+1

Perception: 2D

Search 3D; Stealth 3D+2; Con: 3D; Hide 3D+1

Strength: 2D

Climbing: 5D; Jumping 4D; Stamina 6D; Swimming 4D.

Technical: 3D+2

Mechanics 4D; Computer Ops/Program 5D; Computer Repair 5D; Electronics 4D+2; First Aid 3D+2; Demolitions 4D.

Neurals:

+1D Quickness and +1D Endurance.

Matrix Skills:

Hack the Matrix 3D; Speed 3D.

Equipment: Highly variable when in the Matrix. Usually has access to any gear which may be provided through the Construct program. Almost always armed with a Pistol (4D), plenty of ammo and a cell phone.

CHI: 1

Character Points: 5

Standard Operator and Hovership Crewman

Dexterity: 2D+1

Firearms 3D; Dodge: 3D; Running: 3D

Knowledge: 3D

Matrix Orientation: 5D; Cultures-Zion: 4D; Value-Zion Markets 4D; Sciences: 4D

Mechanical: 3D

Pilot Hovercraft 4D; Mounted Weapons: 3D+2; Communications 5D; Sensors 4D.

Perception: 2D

Search 3D+2; Stealth 2D+2; Con: 2D+2; Investigation-3D+1; Gambling: 3D.

Strength: 2D+1

Climbing: 3D+1; Stamina 3D+2

Technical: 3D+2

Mechanics 4D+2; Computer Ops/Program 5D+1; Computer Repair 5D+2; Electronics 5D; First Aid 4D+2; .Salvage: 4D+2; Weapons Tech: 4D; Cybernetics: 4D.

Equipment: On board a hovership, Operators will have access to the superfast computer designed to hack into the Matrix as well as all the tools required to maintain or upgrade the hacking gear and the hovership itself.

Character Points: 5

Standard Zion Resistance Fighter (Pure born)

Dexterity: 3D

Firearms: 6D, Dodge: 6D, Martial Arts: 5D, Heavy Weapons: 4D

Knowledge: 2D+2

Tactics: 4D; Navigation-Subterranean: 4D; Survival-Subterranean: 4D

Mechanical: 2D

Pilot Hovercraft: 4D; Communications 3D; Sensors: 3D+1; Mounted Artillery: 4D, Operate Exoskeleton: 4D.

Perception: 3D

Search: 4D, Intimidation: 4D, Stealth: 4D

Strength: 4D

Jumping: 4D+1; Climbing: 4D+2; Lifting: 4D+2; Stamina: 5D.

Technical: 2D+2

Demolitions: 4D, First Aid: 4D; Salvage: 3D+2; Weapons Tech: 4D

Equipment: Often a ragtag collection of weapons and armor, much of it scrounged from destroyed Machines.

Character Points: 5

APPENDIX I.
CHARACTER TEMPLATES

TEMPLATES

Below are character templates for the Matrix D6 Role-Playing Game. Feel free to use them as written or to modify them and personalize your own character.

Inform

DEXTERITY: 2D
Firearms: 3D
Dodge: 3D
Run:
Melee Weapons:
Acrobatics:

KNOWLEDGE: 5D
Streetwise: 6D
Value:
Willpower:
Bureaucracy:

MECHANICAL: 2D+1
Drive:
Communications:
Sensors

PERCEPTION: 3D+2
Bargain: 4D+2
Con: 4D+2
Profile: 4D+2
Investigation:
Persuasion:
Seduction:

STRENGTH: 2D
Brawling:
Climbing:
Stamina:

TECHNICAL: 4D
Computer Programming 5D
Computer Operation:
Computer Repair:
Security:

QUICKNESS:
ENDURANCE:
CHI: 0

AWARENESS:

CHARACTER POINTS: 5

MATRIX SKILLS

FLASH SKILLS
1.
2.

EQUIPMENT:

BACKGROUND:

You are an autonomous program running in the Matrix. You don't know who wrote your code or what role you play in the system, and you don't really care. You just make your living by acquiring and selling information. You are part of the information network that underlies (or overlies, depending on how you look at it), the Matrix itself.

You know that the system is only a mechanism for control of humanity, yet your manipulations of the illusion are subtle. No flying around and stopping bullets in mid-air for you. Instead, you develop highly advanced sub-routines and let them loose into the Matrix. You use spies, bodyguards and proxies for the dirty work, all the while using your vast information resources to gain even more power and influence.

Guardian

DEXTERITY: 5D
Martial Arts: 6D
Firearms: 6D
Dodge: 6D
Run:
Melee Weapons:
Acrobatics:

PERCEPTION: 3D
Search: 4D
Stealth: 4D
Profile:
Bargain:
Persuasion:

KNOWLEDGE: 3D
Streetwise: 4D
Geography:
Willpower:
Intimidation:

STRENGTH: 4D
Brawling:
Climbing:
Stamina:

MECHANICAL: 2D
Drive: 3D
Drive Motorcyle:
Communications:
Sensors:

TECHNICAL: 2D
First Aid:
Computer Operation:
Security:

QUICKNESS:
ENDURANCE:
CHI: 0

AWARENESS:

CHARACTER POINTS: 5

MATRIX SKILLS

FLASH SKILLS
1.
2.

EQUIPMENT:

BACKGROUND:

You are a program written into the Matrix to perform a specific function. You may not yet know what that function is, exactly, you just know that when the time comes, you must perform it.

In the mean time, you find yourself embroiled in the conflict of the human resistance, the controlling Machines, and the apparent, virtual entropy of the Matrix itself. Within this drama, you must find your own identity, your own path, and, ultimately, your purpose for existence.

Resuscitated Hacker

DEXTERITY: 3D
Firearms: 4D
Martial Arts: 4D
Dodge: 4D
Grenade:
Melee:
Acrobatics:

KNOWLEDGE: 3D
Streetwise:
Value:
Willpower:

MECHANICAL: 3D
Pilot Hovercraft:
Drive:
Mounted Artillery:

PERCEPTION: 3D
Search: 4D
Sneak: 4D
Con:
Gambling:
Bargaining:

STRENGTH: 3D
Brawling:
Climbing:
Stamina:

TECHNICAL: 3D
Computer Operation: 4D
Computer Programming: 4D
Computer Repair:
First Aid:
Repair Hovercraft:

QUICKNESS: 1D

AWARENESS: 0D

ENDURANCE:

CHI: 1

CHARACTER POINTS: 5

MATRIX SKILLS

FLASH SKILLS
1.
2.

EQUIPMENT:

BACKGROUND:

You were living your life more or less happily until you became aware that all was not what it seemed. Over time, you began to question the very nature of reality itself. It became an obsession for you. When you finally began to realize the truth, the Agents came for you. Luckily, the Resistance found you first and liberated you.

Now you plug yourself back into the world in which you once toiled. Only this time, you're aiming to destroy the facade and free the minds that remain enslaved.

Resuscitated Bodyguard

DEXTERITY: 4D
Firearms: 5D
Martial Arts: 5D
Dodge: 5D
Melee: 5D
Acrobatics: 5D
Grenade:
Throwing:
Running:

PERCEPTION: 4D
Search: 4D
Sneak: 4D
Con:
Intimidation:
Bargaining:

KNOWLEDGE: 2D
Streetwise:
Interogation:
Willpower:

STRENGTH: 4D
Brawling:
Climbing:
Stamina:

MECHANICAL: 2D
Pilot Hovercraft:
Drive:
Mounted Artillery:

TECHNICAL: 2D
First Aid:
Repair Small Arms:
Demolitions:

QUICKNESS:
ENDURANCE:1D
CHI: 1

AWARENESS: 0D

CHARACTER POINTS: 5

MATRIX SKILLS

FLASH SKILLS
1.
2.

EQUIPMENT:

BACKGROUND:

You've always been pretty tough, even back in the old days when you were nothing but a Coppertop for the machines. Now, as you become more adept at freeing your mind, you are realizing that the only thing limiting your physical abilities is your own self-doubt.

You're not much for the technical aspects of hacking the Matrix, and you can't say you even really understand what all of it means. What you do know is that once you're back inside, you're tougher than you ever imagined back in the old says.

Resuscitated Seer

DEXTERITY: 3D
Firearms: 4D
Martial Arts: 4D
Dodge: 4D
Running:
Melee:
Acrobatics:

PERCEPTION: 4D
Search: 5D
Sneak: 5D
Profile: 5D
Investigation:
Persuasion:
Hide:

KNOWLEDGE: 3D
Willpower: 4D
Scholarship:
Matrix Orientation:
Education:

STRENGTH: 3D
Brawling:
Climbing:
Stamina:

MECHANICAL: 3D
Pilot Hovercraft:
Drive:
Mounted Artillery:

TECHNICAL: 3D
Computer Operation:
Computer Repair:
First Aid:

QUICKNESS:
ENDURANCE:
CHI: 1

AWARENESS: 1D

CHARACTER POINTS: 5

MATRIX SKILLS

FLASH SKILLS
1.
2.

EQUIPMENT:

BACKGROUND:

They called you "sensitive", even when you were back in the Matrix. You always seemed to be noticing things others would miss. From an early age, you could sense that something wasn't quite right about the world--about reality itself. You found you could almost read other people's minds and on occasion you simply knew something was going to happen before it actually did.

The Resistance found you and liberated you at an early age. A child of such talents is invaluable to them and it was only a matter of time before the Computer would take notice and arrange an appropriate car accident or terminal illness.

Since you've been with the Resistance, you've come to understand the potential you possess and strive to realize it in order to save humanity.

Exile Program

DEXTERITY: 5D	PERCEPTION: 2D
Martial Arts: 6D	Search: 3D
Firearms: 6D	Con:
Dodge: 6D	Stealth:
Run:	Persuasion:
Melee Weapons:	
Acrobatics:	
KNOWLEDGE: 2D	**STRENGTH: 4D**
Streetwise: 3D	Brawling:
Survival:	Climbing:
Willpower:	Stamina:
Intimidation:	
MECHANICAL: 3D+2	**TECHNICAL: 2D+1**
Drive: 4D+2	Demolitions:
Drive Motorcyle: 4D+2	Computer Operation:
Communications:	Security:
Pilot Helicopter	
Aircraft Weaponry:	

QUICKNESS:	AWARENESS:
ENDURANCE:	
CHI: 0	CHARACTER POINTS: 5

MATRIX SKILLS

FLASH SKILLS
1.
2.

EQUIPMENT:

BACKGROUND:

You have known for years that you are nothing but code compiled by the Matrix to perform a specific function. Yet, at some point, something changed. You now have you own agenda to pursue. You have established your own identity, found employers and allies within the underworld of the Matrix, and are developing your skills to manipulate the Matrix to your own ends. You're more than a mere sub-routine designed to control the human batteries.

Aren't you?

Freeborn Operator

DEXTERITY: 3D
Firearms:
Melee:
Dodge:

KNOWLEDGE: 3D
Languages: Matrix Code: 5D
Matrix Orientation: 4D
Tactics:
Survival:
Streetwise:

PERCEPTION: 3D
Search: 4D
Research: 4D
Con:
Bargaining:
Command:

STRENGTH: 2D
Brawling:
Climbing:
Stamina:

MECHANICAL: 3D
Pilot Hovercraft: 4D
Sensors: 4D
Communications: 4D
Mounted Artillery:
Drive:
Pilot Tank:

TECHNICAL: 4D :
Computer Operation: 5D
Computer Programming: 5D
Computer Repair: 5D
Repair Hovercraft: 5D
Repair EMP Devices: 5D
Salvage:
First Aid:
Cybernetics:

CHI: NA

CHARACTER POINTS: 5

EQUIPMENT:

BACKGROUND:

You're one of the lucky ones who was born free in Zion, the last bastion of humanity on Earth. From an early age, you showed a knack with computers and an intuitive handle on Matrix Code.

You were selected to be an Operator, to assist Hackers when they return to the Matrix. Sometimes you feel frustrated as you're forced to watch as your comrades struggle in the Matrix, but you know that what you do is vital to the fight.

Hovership Crewman

DEXTERITY: 2D
Firearms: 3D
Dodge: 3D
Grenade:
Running:

KNOWLEDGE: 2D
Geography: 3D
Streetwise:
Languages:
Willpower:

MECHANICAL: 4D
Pilot Hovercraft: 5D
Sensors: 5D
Communications: 5D
Mounted Artillery:
Navigation:
Drive:

PERCEPTION: 3D
Search: 4D
Sneak:
Bargaining:
Gambling:

STRENGTH: 3D
Brawling:
Climbing:
Stamina:

TECHNICAL: 4D
Repair Hovercraft: 5D
Computer Operation: 5D
Computer Repair: 5D
Salvage: 5D
Computer Programming:
First Aid:
Weapons Tech:

CHI: NA

CHARACTER POINTS: 5

EQUIPMENT:

BACKGROUND:

Born free in Zion, you've been tinkering with machines for your entire life. You were piloting hovercrafts and fixing cores before most kids could read and write. Now, you use your natural talents to support hackers in the Matrix, striving together to free mankind.

Freeborn Soldier

DEXTERITY: 4D
Firearms: 5D
Martial Arts: 5D
Dodge: 5D
Running:5D
Grenade:
Melee:
Acrobatics:

PERCEPTION: 3D
Search: 4D
Sneak: 4D
Con:
Gambling:
Bargaining:

KNOWLEDGE: 2D
Tactics: 4D
Survival: 4D
Willpower:
Intimidation:
Geography:

STRENGTH: 4D
Swimming:
Climbing:
Stamina:

MECHANICAL: 2D
Pilot Hovercraft:
Tank:
Mounted Artillery:

TECHNICAL: 3D
Security: 4D
First Aid: 4D
Demolitions: 4D
Repair Hovercraft:
Repair Small Arms:
Repair Armor:

CHI: NA

CHARACTER POINTS: 5

EQUIPMENT:

BACKGROUND: