

HACKING IS A SURVIVAL TRAIT

Sample file

Unwired is the advanced Matrix rulebook for *Shadowrun, Twentieth Anniversary Edition*. For everyday users, it explains how the Matrix works in easy-to-understand terms, and provides new software, qualities, and gear. For hackers and technomancers, it introduces new hacking tricks, malware, echoes, and sprites. It also covers system security and new Matrix phenomenon, from AIs to the resonance realms. *Unwired* contains everything players and gamemasters need for exploring the Matrix in *Shadowrun*.

SHADOWRUN

WEBSITE: CATALYSTGAMELABS.COM

CATALYST
game labs

UNDER LICENSE FROM

TOPPS

©2007-2012 The Topps Company, Inc. All rights reserved. *Shadowrun* is a registered trademark and/or trademark of The Topps Company, Inc. in the United States and/or other countries. Used under license. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC.

UNWIRED

WARNING!

CHECK ENGINE

TOMORROW'S WEATHER
77/45 QUAKE WARNING



TURN RIGHT AHEAD

D

40 MPH

P

ACCIDENT REPORTS

- avoid the corner of 6th & main
- gas leak on Woodward at 4th
- 5 car accident with fatality on North Ave west of Clybourn



Catalyst Game Labs

... TABLE OF CONTENTS ...

JACKPOINT LOGIN	5	Metatype	34	Interface	58
MATRIX OVERVIEW	6	Attributes	34	PAN Hardware	58
Matrix and Everyday Life	7	Skills	34	PAN Connections	
Business	7	Qualities	35	and Protocols	59
Home	10	Gear	35	SYSTEM SECURITY	60
Education	11	New Matrix Quality	36	Physical Security	62
Electronic Funds	11	Positive Qualities	36	Physical Facilities	62
The Augmented World	13	Negative Qualities	37	Accessibility	62
Knowledge At Your Fingertips	13	New Lifestyle Option	38	Security Networks	
Matrix Communities/Culture	13	Full Immersion	38	and Rigging	63
Social Networks	13	IDIOT'S GUIDE	40	Matrix Security	63
Matrix Gangs & Tribes	14	TO THE MATRIX		Authentication	63
Rep Systems	14	Use the Matrix Before		The Access Log	65
Media and Entertainment	15	It Closes You	42	Encryption	65
Sprawl Management	18	The Basics	42	Alerts	67
Matrix Crimes	19	Surfin' the 'Trix	43	Spiders	68
Seattle Matrix Crimes	20	Face Time	44	Sample Spiders	68
Warez	21	The Dangers	45	Intrusion Countermeasures	69
Data Havens	22	Get Ready to Rawk	46	Sample IC	70
Matrix Law and Police	23	MATRIX TOPOLOGY	47	System Topology	72
Panopticon:		Hardware	48	Tips and Tricks	72
Are They Watching?	24	Nodes	48	System Design	74
RFID Tags	25	Data Transport	50	Building a System	74
Surveillance Society	26	Software and Data	51	Sample Systems	74
Data Searches	26	Data	51	Security in Action	79
Privacy: An Urban Legend	27	Operating Systems	51	Security Example	79
Sousveillance: Who Will		Programs	52	HACKER'S HANDBOOK	80
Watch the Watchers?	27	Protocols	52	The Gray and the Black	82
Shrinking Global Village	27	Accounts	52	The Cracker Underground	82
Religion	28	Account Privileges	52	Virtual Private Networks	83
The New Language	29	Commcodes	53	Paydata	83
Transparent Political Processes	29	Data Exchange	53	The Forger's Art	84
Hackers, Riggers,		Networks	55	Spoofing Life	84
and Spiders	30	Node Configurations	55	Tools of the Trade	85
Technomancers and AIs	31	Sculpting	55	Exploits	85
THE MATRIX USER	32	Metaphors	56	Black Matrix	
Creating the Matrix-		Virtual Topology	56	Service Providers	85
Based Character	34	PAN Topology	58	Backdoors	85



Malware	86	Tactical AR Software	124	MATRIX PHENOMENA	161
Agents	87	Tactical Networks	125	Matrix Legends	162
Botnets	88	Tacnet Bonuses	126	Game Information	165
The Art of War	88	Tacnet Information	126	Artificial Intelligences (AIs)	165
Mass Probes	88	Software Bundles	127	AI Types	167
Mass Attacks	88	Program Packages	127	Positive AI Qualities	168
Phishing	89	Software Suites	128	Negative AI Qualities	170
Denial of Service	89	Skillsoft Clusters	128	Ghost in the Machine	170
Ransomware	89	TECHNOMANCERS	129	UV Nodes—	
Hacker Tricks	90	Emerging	130	At the Edge of Reality	171
Rigger Tricks	91	Being in Resonance	130	Resonance Wells	172
EMP	92	Experiencing the Matrix	132	Resonance Realms	172
Game Information	93	Riding the Stream	133	Resonance Realm Searches	174
Buying a Better Hacker	93	Resonating Shadows	134	Dissonance	175
Piracy	94	Advanced		Dissonant Streams	176
Virtual Private Networks	94	Technomancer Rules	135	Dissonant Paragons	177
Paydata	95	The Biological PAN	135	Dissonant Abilities	178
The Forger's Art	95	Hacking the Biological Node	135	Dissonant Echoes	178
Exploits	96	Advanced Complex Forms	136	Entropic Sprites	179
Hacked Accounts	97	Non-Rated Complex Forms	136	Entropic Sprite Powers	181
Backdoors	97	Resonance Streams	136	SIMSENSE	
Advanced Spoofing	98	Sample Streams	138	AND SKILLWARE	182
Mass Probes	99	In Tune with		Simsense:	
Botnets	100	the Matrix—Submersion	140	Experience Everything	184
Agent Scripts	100	Taking a Dive	140	Anatomy of an ASIST Signal	184
Denial of Service Attacks	101	Submersion Tasks	141	Producing a Sim	184
Mass Attacks	101	Technomancer Networks	142	Experiencing a Sim	186
Hacker Tricks	102	Sample Networks	144	Legal Constraints:	
Rigger Tricks	105	New Echoes	145	More Real Than Real	187
EMP	105	Advanced Echoes	147	Hooked on Simsense	187
SOFTWARE	106	Advanced Threading	148	Subliminals	187
Advanced Software Rules	108	Paragons, Virtual Gods		Peak Controllers	188
Environmental AR Software	108	and Demons	149	Reality Amplifiers	188
Legal vs. Pirated Software	108	Sample Paragons	150	Brainwashing: Programmable	
Verifying Software	109	SPRITES	152	ASIST Biofeedback	189
Autonomous Programs	110	New Sprite Rules	154	Setting the Stage	189
New Programs and Actions	111	Sprites and Node Access	154	Event Reprogramming	190
New Software	111	Crashing Sprites	154	Detecting Reprogramming	191
New Matrix Actions	112	Linking		Reverse Reprogramming	191
New Autosofts	112	(Long-Term Registering)	154	Invoked Reprogramming	192
Agent Autosofts	112	Sprites and Complex Forms	154	Behavior Modification	192
Drone Autosofts	113	New Sprites	154	Skillware: Skills on Demand	192
Program Options	114	Code Sprite	154	Linguasofts	192
General Program Options	114	Paladin Sprite	155	Knowsofts	192
Hacking Program Options	116	Sleuth Sprite	155	Activesofts	193
Simsense Program Options	117	Tank Sprite	155	Skill Networking	193
Software Programming	118	Tutor Sprite	156	The Chipped Workforce	193
Software Coding	118	New Sprite Powers	156	Skill Service Providers	194
Malware Programming	119	Free Sprites	157	MATRIX GEAR	195
Software Bugs	119	Independence	157	Commlinks, Modules,	
Malware	120	Profiles	158	and Nexi	196
Viruses	120	Reassembling	158	Commlink Modifications	196
Sample Viruses	121	Registering and		Drones	198
Worms	122	Decompiling Free Sprites	159	Electronics	199
Sample Worms	122	Free Sprite Powers	159	Nanotech	200
Trojans	123	Resonance Bond	160	Security	200
Sample Trojans	124	Wild Sprites	160	Services	200



Hacker Services	201
MSP Services	201
Software	202

SIDEBARS

Who are You?:	
I.D. in the Wireless World	9
Matrix Urban Legends	11
Popular Global Social Networks	15
Psychology Today: ARG	18
Top 5 Matrix Corps to Watch in 2071	19
Common Sprawl Uses of Wireless Tech	21
Popular Sousveillance Videos	29
NewsNet Live Feed	31
Tweaking the Rules	39
Behind the Scenes	53
Matrix Perception and Topology	57
Optional Rule:	
Dramatic Encryption	66
A Brief History of Cryptography	67
Scripting	69
Matrix Entity Ratings	75
Quick and Dirty System Design	76
Abstract Matrix Runs	79
The Exchange	83
Counterfeiting	
Other Currencies	96
Hacker Bookkeeping	100
To Mook or Not To Mook?	101
Army of Codezombies?	102
Cyberware Defenses	103
A Note on	
Commanding Devices	104
Server-Side Programs	109
Optional Rule: Freeware and Open Source Programs	110
Agent Competency	111
The Cutting Edge:	
Military Grade Software	112
Autosofts and Daily Life	113
Psychotropic-	
Inflicted Qualities	115
Optional Rule: Software Bugs & Programming	119
Technomancers and Malware	121
Adopting Software	136
Optional Rule:	
The Resonance Difference	137
Without a Stream—	
Wild Technomancers	140
Learning Echoes	145
Optional Rules:	
Spectrum of Complex Forms	154

Sprites and Iconography	154
Top 10 Matrix Legends	164
Lone Star Node Crashed by a Hacker?	165
Known Als	169
E-Ghost Cults	171
Rumored UV Nodes	172
Resonance realm:	
The Endless Archive	173
Resonance realm:	
The Shattered Haven	174
Resonance realm:	
The Great Connection	175
Dissonant Diseases	178
History of Simsense	185
Military-Grade Hardware	198

CREDITS: UNWIRED

Writing: Lars Blumenstein, Rob Boyle, Robert Derie, Jennifer Harding, Martin Janssen, Ralf Koehler, Jay Levine, Moritz Lohmann, Sascha Müller, Aaron Pavao
Editing: Rob Boyle, Andrew Hackard, Jason Hardy, Robin King-Nitschke, Michelle Lyons
Development: Rob Boyle, Peter Taylor
Art Direction: Pauldall Bills
Interior Layout: Jason Vargas, Matt Heerdt
Cover Art: Klaus Scherwinski
Cover Layout: Matt Heerdt
Illustration: Mariusz Gandzel, Philip Hillier, Régis Moulun, Chad Sergesketter, Tom Shasteen, Eric Williams
Inspiration: Tonikom and 100blumen (dev-editing music), 2600 magazine, security guru Bruce Schneier, haxploitation movies
Shout-Outs: All the folks who contributed to previous Shadowrun Matrix books: <i>Virtual Realities</i> , <i>Virtual Realities 2.0</i> , <i>Matrix</i> , <i>Target: Matrix</i> , <i>Renraku Arcology: Shutdown</i> , <i>Brainscan</i> , <i>Threats 2</i> , and <i>System Failure</i> . Thanks also to Mikael Brodu, Masaaki Mutsuki, Adam Jury, Olivier Thieffine, Stephan Wodkowski, Tobias Wolter, and all of the playtesters for ideas and/or feedback.
Playtesters: Natalie Aked, Rob Aked, Sarah Baker, Tony Bruno, Chuck Burhanna, Steven A. Carroll, Jean-Marc Comeau, Andrew Coen, Joanna Craven, Marc Dagenais, Benjamin Davenport, Craig Engle, Rachel Engle, Cullen Erbacher, Doug Fleming, Eric Fleming, Bruce Ford, Eugen Fournes, Jason Freese, Nick Garden, Kendall Jung, Jason Keats, James O'Laughlin,

David Lundquest, Chris Maxfield, Greg Nielsen, Aaron Pavao, Bryan Pow, Lyall Pow, Richard Riessen, Grant Robinson, Jonathon Staite, Eva Schiffer, Doug Smith, Pat Smith, Steve Smith, Mark Somers, Adam Talisca, Lee Thoms, Tom Tuckerman, John Unchelenko, Luc Villeneuve, Jeremy Weyand, Mark Young, Leland Zavadil and Michael Zenke

Copyright© 2008-2012 The Topps Company, Inc. All Rights Reserved. Shadowrun, Unwired, and Matrix are registered trademarks and/or trademarks of The Topps Company, Inc. in the United States and/or other countries. No part of this work may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, without the prior permission in writing of the Copyright Owner, nor be otherwise circulated in any form other than that in which it is published. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC.

Third Printing, corrected,
by Catalyst Game Labs,
an imprint of InMediaRes Productions, LLC
PMB 202 • 303 - 91st Ave. NE, E-502
Lake Stevens, WA 98258.

Find us online:
info@shadowrun4.com
(Shadowrun questions)
<http://www.shadowrun4.com>
(official Shadowrun website)
<http://www.catalystgamelabs.com>
(Catalyst website)
<http://www.battlecorps.com/catalog>
(online Catalyst/Shadowrun orders)

Connecting Jackpoint VPN ...
... Matrix Access ID Spoofed.
... Encryption Keys Generated.
... Connected to Onion Routers.
> Login

> Enter Passcode

... Biometric Scan Confirmed.
Connected to <ERROR: NODE UNKNOWN>
"The urge to destroy is a creative urge."

JACKPOINT STATS

57 users currently active in the network

Latest News

* <ERROR> Newsfeed currently unavailable.

Personal Alerts

- * Your messages have all been erased.
- * Your Agent Smithers has crashed. Restart? Y/N
- * Your Agent Scully is reporting impaired operability.
- * Your processor limit is at 97% capacity

First Degree

<ERROR> First Degree currently unavailable

Your Current Rep Score: 57
(95% Positive)

Current Time: May 09, 2071, 2218

PREFERENCES

FEEDS

TASKS

LINKS

HISTORY

Welcome back to Jackpoint, omae;
your last connection was severed:
1 hour, 50 minutes, 1 second ago

Jackpoint

COMSTAR FIREWALL ALERT

Your commlink defenses have been breached by an unknown intruder.
Offensive Countermeasures Initiated.
Trace Initiated.
Jackhammer Loaded.
Do You Wish to Engage? Y/N

Trace Initiated

... Proxy Server Identified. [Details]
... Initiating Proxy Server Traffic Analysis

Danger! Your Pers0nn85#2d.....[
0a3d0d
&&&^^^12e958>:.09
56fdd8 *&Dc8d * CY&DSgt
FDSSFDds87
... ERROR ///

CHAT

MESSAGES

FILES

POSTS

NEKUS

SEARCH

UNWIRED

Invited Guests

Otaku-Zuku Inbus

Posts/Files tagged with "Unwired":

- * Idiot's Guide to the Matrix
 - * Hacker's Handbook
 - * Technomancers
 - * Matrix Phenomena
- [More]

CONTINUE

ADVANCED
SEARCH

SAVE