



THE GAME MECHANICS™

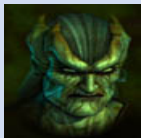
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Author	Comment
Akira Everhate Member Posts: 10 (12/25/02 12:53:58 pm) Reply 	Matrix d20 I hope this is the correct forum for something such as this. And yes I did use some of the ideas from a Matrix d6 legend game and some rules from the Alternity game. But this is just something I have been working on for a d20 modern campaign that I am going to run. There is not an introduction to the matrix world in this post. It is only mechanics that will be added to the d20 modern game to fulfill the feel of a Matrix d20 game. If you have any feedback or comments I would like to here them. Programs In order for a Rebel Matrix Infiltrator to benefit from the use of a enhancement program he/she must either already have the wetware required installed from being a coppertop in the Matrix or have the wetware installed by support personnel which can be risky since installing wetware is not yet perfected among the people of Zion. Wetware Required: Nanocomputer - The first cybernetic control computer developed by the machines. Originally designed to transfer input/output carrier signals from the Matrix so a subject can have a neural interface hard wired to their nervous system. Those imprisoned in the Matrix can feel, taste, smell, hear, and see things inside the matrix with the same clarity of humans in the Real World. They grow from infant to adult enclosed in a chrysalis in the real world, while experiencing all the joys and pains of the human condition. Nanocomputers have an active memory of 8 and a stored memory 5. Nanocomputers - A Nanocomputer has 8 slots of Active Memory and 5 slots of Stored Memory. Nanocomputers can be upgraded which requires surgery and a better nanocomputer. Switching a running program with a stored program requires a full round action and an Operator to pass a computer use check (DC 12). Downloading a program from a file on the hovership to either active memory or stored memory requires to full round actions and an operator to pass a computer use check (DC 15). Stored programs are not in use but can be if the Matrix infiltrator wishes it and he "turns off" a active program (unless he has enough active memory to switch it on.) Example: AMC - Active Memory Cost SMC - Stored Memory cost The Program Skill Knowledge: History would have the following costs Skill Bonus +5 AMC 1/SMC 1 Skill Bonus +7 AMC 2/SMC 1

Skill Bonus + 10 AMC 3/SMC 2

Now a Feat Program would be done a bit different:

Combat Martial Arts would have a AMC of 1 and a SMC of 1. Improved Combat Martial Arts would have a AMC of 2 and a SMC of 1. Advanced Combat Martial Arts would have a AMC of 3 and a SMC of 2. For every 2 slots of AMC it has 1 SMC, that is why the AMC of 3 costs 2 SMC. A AMC of 4 would also have a 2 SMC but a AMC of 5 or 6 AMC would have a 3 SMC if it is not in use.

Also the Martial Arts feats work a bit different. The Improved Combat Martial Arts feat is an upgrade for the Combat Martial Arts Program. It adds to it and ups the cost one. (The same goes for the Advanced Combat Martial Arts Program. It adds to the previous two.)

And here is the same example I typed yesterday without the abbreviations:

Sample Enhancement Programs:

Combat Martial Arts - Takes up 1 slot of active memory and gives the user the Combat Martial Arts Feat

Improved Combat Martial - Takes up 2 slots of active memory and gives the user the Combat Martial Arts Feat and the Improved Combat Martial Arts Feat.

Advanced Combat Martial Arts - Takes up three slots of Active Memory and gives the user the Combat Martial Arts Feat, the Improved Combat Martial Arts Feat, and the Advanced Combat Martial Arts Feat.

Pilot Program - A 1 slot program gives the user a +5 skill bonus to the Pilot skill. A two slot program gives the user a +7 skill bonus to the Pilot skill. A three slot program gives the user a +10 bonus to the Pilot Skill

Neural Interface Jack (NIJack) - The NIJack is what connects the subjects nanocomputer to the world of the matrix. The Human Resistance has developed reliable methods for using the NIJack to hack into the Matrix. They utilize the global communications grid to pipe into the Matrix and interact or observe events. Projecting the matrix runners residual self image 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. Ego relies on these hard lines to access the Matrix as well. Hard-line telephones are placed by Ego throughout the city, or can be placed by operators - though this is a painstakingly difficult procedure. 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. Matrix infiltrators, those who were bred by the machines, jack into 'construct programs' by connecting their NIJack to a 'jump chair' and then which supply their residual self image with equipment which is then uploaded by the operators into the Matrix itself. Once there, they can 'physically' interact with other humans and the software of the Matrix. Hacking the Matrix most often occurs aboard Hoverships that must travel to a location that is within 5 kilometers of a Node or Communications Router in order to send and receive information clearly. Trying to hack the matrix outside of that 5 kilometer range may result in lost packets which would kill the Matrix Runners.

Belief - The Score used to see if a Matrix Infiltrator can properly perform a near impossible ability. Each ability requires a certain amount of your mind to be free. The mind will sometimes have trouble letting go of the matrix world and only through a lot of training and concentration can someone perform some of these abilities. Your belief score is measured by how much of your mind is free. If someone were to have 10 % of their mind free they could perform simple nontraditional abilities in the matrix, whereas a 100% is a fully freed mind and the Matrix Infiltrator can do almost anything. Table 1-2 shows possible abilities and the required percentage of a mind to be free in order to perform it.

Table 1-2

Example Abilities

Basic Acrobatics 15% (Gives the Matrix Infiltrator the feat Acrobatics)

Running on walls 25%

Free partial action 25%

Speed Increase +10ft. 25% (+10% for each additional 10ft. bonus)

Free full round action 45%

2 free full round actions 65%

Jumps over 20 ft. 10% (+5% for each additional 50ft.)

Flying 85%

Dodging bullets 65%

Stopping bullets in thin air 75%

Walking through walls 85%

Running through walls 95%

Walking on water 75%

Healing the wounded 65%

Healing the mortally wounded 75%

Reviving the deceased 95%

Increased STR Bonus +1 25% (10% increase for each additional +1 bonus)

Increased DEX Bonus +1 25% (10% increase for each additional +1 bonus)

Increased CON Bonus +1 25% (10% increase for each additional +1 bonus)

Remake Matrix 100%

Your Belief Score increases as you level up through experience. Table 1-3 shows how it increases according to your level.

Table 1-3

Level % of Mind Free

1 5%

2 15%

3 25%

4 35%

5 45%

6 55%

7 65%

8 75%

9 85%

10 95%

Although the characters are able to do each ability when they free a certain percentage of their mind, they are not able to do it perfect. Each ability starts out at a 20% chance of success. For each Level increase they get a number based off of their Intelligence + Wisdom. This number in the percentaged they are allowed to distribute to their abilities.

Example. Marx is 3rd level and is advancing to forth. He has the abilities Basic Acrobatics 15%, running on walls 25%, free partial action 25%, speed increase +10ft. 25%. His INT and Wisdom scores combine to a 34. That means he has 34% to add to his scores. Table 1-4 shows how Marx distributed his points.

Table 1-4

Basic Acrobatics (does not increase because this is a bonus feat)

Running on walls 25% à 39%

Free partial action (does not increase since this is a bonus action)

Speed Increase +10ft. 25% à 45% (+20ft. to his speed.)

Marx would now have a speed of 60ft and can running along walls with a 30% accuracy. So when Marx would choose to run on a vertical surface he would need to

score 39% on an d% roll. Keep in mind too that this is 4th level and that Marx would have a much higher score by 10th level. No matter what no one may be able to have a score above 95% except for Neo because there is always that chance of failure. Neo is the One and he is able to do much more than others. Also a roll of a 01% is always an automatic failure and a roll of a 100% is a double success, which means that if Marx would roll a 100% on his Running on walls ability he would be able to use his full move and attack options in the same round, other wise he would only be able to use a move action or an attack and a 5ft. move.

Lets just say the coin landed on its side but is rolling away. Until it stops rolling there will be a chance of it falling over...

[JerichotheBard](#)

Member

Posts: 4

(2/10/03 11:41:00 am)

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Re: Matrix d20

Pretty good start - I really like some of this.

As a suggestion, though, if you are going to make it a D20 game, I think that you should model the "belief" mechanic as a standard D20-type skill. i.e. give target DC's for the different abilities (acrobatics, dodging bullets, etc) and then make "Belief" a skill in the classic sense, based on WIS. (to model The One, just give Neo an insanely high bonus by the end of the first movie...) - Trinity, Neo and Morpheus have spent a lot of skill points on matrix training, Mouse hasn't - which is why he gets gacked. I was thinking of it very similar to the Force Skills from Star Wars D20, and Neo is a Skywalker.

I like the way you modeled the uploading of skills and the NIJack.

Some suggestions I think might work:

Nanocomputers - A Nanocomputer has 7 slots of Active Memory and 6 slots of Stored Memory. Nanocomputers can be upgraded, which requires surgery and a better nanocomputer, and can only be performed in Zion (or by the Machines, but why would they?). The nanocomputers originally acted as distributed processors for the machines and the Matrix, but once an infiltrator has been freed they can be converted for personal use.

Active: These slots can be uploaded either on the fly, during an infiltration mission, or back home. Only skills, no feats, may be uploaded into these slots. The first four ranks of skill take up one slot, each additional rank takes up another slot.

Downloading a program from a file on the hovership requires enough empty slots to upload the program, and a live voice connection to an operator. The operator must pass a computer use check (DC 12+ skill ranks to be uploaded), which represents being able to scrounge up the skill program in question and insert it into your computer. Uploading is a a full round action for each slot used, which provokes attacks of opportunity (for both operator and infiltrator). The infiltrator may erase as many slots as they want as a standard action, which provokes attacks of opportunity (only for the infiltrator).

For example, the skill program Knowledge: History would have the following costs:
Skill Bonus +5: 2 Active Memory Slots, 2 full rounds to upload, one standard action to erase.

Skill Bonus +7: 4 Active Memory Slots, 4 full rounds to upload, one standard action to erase.

Skill Bonus +10: 7 Active Memory Slots, 7 full rounds to upload, one standard action to erase.

Stored: These slots must be filled prior to a mission, either in Zion itself or on a hovership. Feats and skills may be added into this memory. Each feat takes one slot, and each slot devoted to skills gives 5 ranks in a skill. Each slot can only hold one type of skill. Loading one of these slots takes two hours each for a feat, or ten

minutes for a skill. If a feat to be uploaded has a prerequisite, the Infiltrator must meet that prerequisite. Uploaded feats may count towards prerequisites for other feats (real or virtual). If a character takes a real feat earned from level advancement, and is using a virtual feat or skill to fill a prerequisite, he may only use the new feat so long as he does not erase the virtual feat/skill.

Matrix Training [General]: this feat represents training in the Matrix.

Prerequisite: Wis 13+, must have installed Nanocomputer and NIJack.

Benefit: This feat allows the Matrix Infiltrator to take ranks in the Belief Skill, which allows them to bend and break the rules of the Matrix. This feat may not be uploaded into your nanocomputer.

Normal: The character may not take ranks in Belief, as he has spent little to no time training as a Matrix Infiltrator

(Note, this could be a first level granted feat for the Matrix Infiltrator Advanced class, or it could be a prereq for the class... maybe it could be a granted power, and levels in the class could govern how many times a day it could be used. Start maybe with 2+Wis mod, +1/2 levels?)

Belief (Wis, Exclusive) - This skill represents the time and effort you have spent training in the matrix simulator, and is used to see if a Matrix Infiltrator can properly perform a near impossible ability. Belief can be used to add to a number of different skill and ability checks.

"Believing" is a standard action that does not provoke attacks of opportunity. Belief effects typically last one round unless specified otherwise.

Special: this skill may not be uploaded into your nanocomputer.

Table 1-2 - Example Abilities

Add to Jump, Tumble, Balance Checks - DC 10, Adds +1 for every point over DC

"There is no spoon" - DC 15

Speed Increase +10ft. - DC 15, Adds +10 ft. for every 5 points over DC

Add to STR, DEX, CON - DC 15, Adds +1 for every 2 points over DC. (Note that these will also affect your combat stats - AC, HP, Strike and Damage, for ex.)

Cure Minor Wounds (as spell, self only) - DC 10

Cure Light Wounds (as spell, self only) - DC 15

Cure Moderate Wounds (as spell, self only) - DC 20

Cure Serious Wounds (as spell, self only) - DC 25

Cure Critical Wounds (as spell, self only) - DC 30

Heal (as spell, self only) - DC 35

(These can be attempted together, and the result based on the result of the skill roll - for example, you can try to Heal, but if you only roll a 27, the result is a Cure Serious Wounds. You may use this power on someone else, but it raises the DC +5).

Fly - DC 35, Speed 90ft, perfect maneuverability

Walking through walls - DC 35

Running through walls - DC 40

Walk on water - DC 35

Stopping bullets in thin air - DC 40

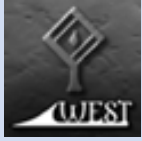
[Mapmaker](#)

Map Mechanic

Posts: 15

(2/15/03 9:17:34 pm)

[Reply](#)



Re: Matrix d20

One of these days I'd like to re-upload my Alternity Matrix adaptation...the site was deleted when the free hosting service went out of business, but I have it backed up on disk. From some of your terminology (NIJack), I gather that you visited it back when it was still available. =)

Who knows...maybe I'll even find the time to organize my Matrix adventure from the Gen Con a couple years ago into a written form...if so, I might dual-stat it for both Alternity and d20.

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