

Chrysalid Matrix 001 – **Uncommon**

AI Template

0

Program-AI-2 MU
 Remove AI Template from the game, trash an installed resource: Pass a piece of ice. Use this ability only during an encounter with a piece of ice.
Any meat puppet in a storm.

Illus. Crushman
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 002 – **Common**

Diagnostic Agent

0

Program-AI-Random-1 MU
 At the start of each of your turns, you may roll a die. On a 1, 2, or 3, put [1] from the bank on Diagnostic Agent. On a 4 or 5, put [2] from the bank on the Agent. On a 6, put [3] from the bank on the Agent. Use these bits only to pay for installing hardware. At the end of your turn, return to the bank any of these bits you did not spend.
It's not really an AI. It just thinks it is.

Illus. Lushpix Fotosearch
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 003 – **Rare**

Infinity Jest

6

Program-2 MU
 All ice is encountered with its strength reduced by 2. You may not trash any of the Corp's cards, even if an effect would allow you to trash cards that may not normally be trashed. On all icebreakers, the cost to use any subroutine that breaks one or more subroutines on a single piece of ice is increased by [X]. If the number of your installed icebreakers with different names is 1, then X=2; if it is 2, then X=1; otherwise, X=0.
"Anyone can get into Roar-Sol. The real trick is getting out." –Habeas Purter

Illus. unknown
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 004 – **Common**

Patience

0

Program-Icebreaker-Stealth-2 MU
 At the start of each of your turns, put [1] from the bank on Patience.
 [2]: Break ice subroutine. If successful, put [1] from the bank on Patience at the end of the run. Use these bits only to pay for using Patience.
 [2]: +3 strength
 You may use only use bits from stealth sources to pay for using Patience.

Illus. unknown
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 005 – **Uncommon**

Muzzle-to-Puzzle

3

Program-Icebreaker-1 MU
 [2]: Break ice subroutine.
 [3]: +2 strength
 [3]: T: The wall or sentry you just passed successfully loses its keyword wall or sentry, and instead gets the keyword code gate. If that ice leaves play, it reverts to its original keyword. Use this ability only if you broke all subroutines on that piece of ice with Muzzle-to-Puzzle, and only immediately after the encounter.

Illus. Lushpix Fotosearch
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 006 – **Rare**

Rainmaker

4

Program-Icebreaker-2 MU
 [0]: Break subroutine on a piece of ice with the chosen keyword.
 [4]: +2 strength
 [0]: Choose a keyword, other than ice, code gate, wall, or sentry, on any rezzed piece of ice. Use this ability only once. You may use this ability during an encounter with a piece of ice.

Illus. Visual Paradox
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 007 – **Rare**

Snowball in Beta

10

Program-Icebreaker-Stealth-1 MU
 Snowball has +1 strength for each subroutine it has broken during a run, until the end of that run.
 [1]: Break ice subroutine.
 [1]: +1 strength
 Put [1] from the bank on Snowball in Beta at the end of any run during which you broke a subroutine with Snowball in Beta. Use this bit only to pay for using Snowball in Beta.
 You may only use bits from stealth sources to pay for using Snowball in Beta.
"So that's where I put my backup. Now I wish I hadn't Rewritten the whole beast." –Habeas Purter

Illus. Stefan Vitanov
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 008 – **Uncommon**

Looking Glass

8

Program-Icebreaker-Stealth-2 MU
 [1]: Break subroutine on a piece of ice that has strength equal to Looking Glass.
 [2]: +1 strength for the remainder of the run
 [1]: -1 strength for the remainder of the run
 Put [2] from the bank on Looking Glass when it is installed. Use these bits only to pay for using Looking Glass. If you use any of these bits, replace them from the bank at the start of your next turn.
 You may only use bits from stealth sources to pay for using Looking Glass.

Illus. Dragon vds
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 009 – **Common**

One Hand Clapping

9

Program-Icebreaker-Stealth-1 MU
 [2]: Break ice subroutine.
 Put [3] from the bank on One Hand Clapping when it is installed. Use these bits only to pay for using One Hand Clapping. If you use any of these bits, replace them from the bank at the start of your next turn.
 You may only use bits from stealth sources to pay for using One Hand Clapping.
It makes the CL. The other hand makes the AP.

Illus. ThreeOH
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 010 – **Uncommon**

Martyr

5

Program-Icebreaker-Killer-1 MU
 [2]: Break sentry subroutine.
 [1]: +1 strength
 [1]: Prevent up to 1 brain damage. Use this ability only during a run; if you do so once or more during that run, put a -1 strength counter on Martyr at the end of that run.
 T: Prevent another installed **Icebreaker** from being trashed. Use this ability only during an encounter with a piece of ice.

Illus. Deaddreamer
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 011 – **Uncommon**

Dumpster Cam

2

Program-Virus-1 MU
 Whenever you make a successful run on the Archives, give the Corp a Cam counter. Three or more Cam counters cause all discards from HQ to be face up.
 The Corp may remove all **Virus** counters at any time, but must then forgo its next three actions.

Illus. Zed
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 012 – **Common**

Surge Suppressor

2

Hardware-Unique
 Whenever you are about to suffer any amount of Net damage coming from a Corp source, that damage is automatically prevented.
 At the end of each turn, suffer as much Net damage as the total amount of Net damage prevented by Surge Suppressor this turn.
 Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

Illus. Richard Max
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 013 – **Rare**

Hardwired Customization

2

Hardware-Unique
 Gain an action during each of your turns, which you must use, but only to make a run.
 You may not trash any of the Corp's cards that you access during runs.
 Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.
 "Always void your warranty as soon as possible. It gives you a wonderful sense of focus." –Habeas Punter

Illus. Randis Albion
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 014 – **Rare**

TENEBRUM™ Roundhouse

2

Hardware
 You cannot install any **deck**, unless you install it in Tenebrum Roundhouse. You cannot install more than two **decks** in Tenebrum Roundhouse. A **deck** installed in Tenebrum Roundhouse is considered either to be in play if it is face-up, or out of play if it is face-down. If Tenebrum Roundhouse leaves play, trash all **decks** in it.
 All **decks** get -[2] installation cost.
 A: Flip face-down the current face-up **deck** installed in Tenebrum Roundhouse. Then, either install from your hand a new **deck** face-up in Tenebrum Roundhouse, or flip a face-down **deck** face-up.
 For runners. By runners. –Tenebrum advert
 Illus. Magik Unicorn
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 015 – **Uncommon**

TENEBRUM™ Jukebox

6

Hardware
 Only the top **program** on Tenebrum Jukebox is considered to be in play. At the start of each of your turns, pay [1] or take the top **program** on Tenebrum Jukebox and make it the bottom **program**. If Tenebrum Jukebox leaves play, trash all **programs** on it.
 A: Install a non-**Icebreaker** **program** on top of Tenebrum Jukebox.
 A, [1]: Take the top **program** on Tenebrum Jukebox and make it the bottom **program**.
 "Put another nickel in."
 "What's a nickel?"

Illus. Joel R Cheves
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 016 – **Common**

TENEBRUM™ Runabout

6

Hardware-Deck-Stealth
 Provides +1 MU. At the start of each run, put [1] from the bank on Tenebrum Runabout. Use this bit only to pay for using **Icebreakers** during runs, but not for using **noisy Icebreakers**. At the end of each run, return the bit to the bank if you did not spend it.
 Only one **deck** can be in play at a time. Trash any older **decks**.
 Tenebrum is one of several legit businesses started by (surviving) runners of Forward's generation. They ended up with so much in the way of profit that there was nothing for it but to invest.

Illus. Timur Mutsaev
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 017 – **Uncommon**

TENEBRUM™ Sidecar

7

Hardware-Deck
 Provides +1 MU. All tags are automatically avoided. For each [1] the Corp pays when it is about to give Runner any number of tags, one tag is not avoided by this card.
 Trash a **connection**. T: Prevent any amount of Net damage.
 Only one **deck** can be in play at a time. Trash any older **decks**.
 "Just sit here and put these on. You can see everything I do. It's really great." "Yeah, but is it safe?"

Illus. Gassner
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 018 – **Common**

Private Kelp Tank

0

Resource
 At the start of each of your turns, if Private Kelp Tank has a bit on it, put that bit into your bit pool; otherwise, put a bit from the bank on Private Kelp Tank.
 If any of your other installed **resources** leave play, trash Private Kelp Tank.
 "All the nutrition of a three-course meal! All the flavor of... well... kelp."

Illus. Ex-Chao
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Archive Storage Service

1



Resource-Position-Unique

A: Make a run on the Archives. If run is successful, and if there are no cards in the Archives, put an Service counter in the Archives and the Corp gives you a tag.

Each Service counter forces the Corp, whenever it is about to trash a card, to trash that card face-up, and you gain [1]. The Corp may remove an Service counter by taking an action to pay [1].

Only one unique card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

"Retrieval? Heh. For that, you gotta pay extra."

Illus. Gabor Szugyi
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Beta-of-the-Month Club

2



Resource-Position-Random

A, A: Gain three consecutive actions which you may use only to install programs. At the end of your turn, roll a die. On a 1, return an installed program to your hand.

Illus. unknown
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Aubrey, Apprentice Cowboy

3



Resource-Connection-Unique

At the start of each of your turns, put [1] from the bank on Aubrey, Apprentice Cowboy.

A: Take all the bits from Aubrey.

[2]: Make two consecutive runs. If both these runs are successful, forgo your next action; otherwise, forgo your next two actions. Use this ability only once per turn and only at the end of your turn.

Only one unique card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

Illus. Rye Bread
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Markus, Apprentice Sysop

3



Resource-Connection

As soon as any installed icebreaker has a negative strength, trash it.

Put a -1 strength counter on an installed icebreaker. Gain an action which you may only use to make a run on HQ or R&D. If run is successful and you access any ice stored in this fort, choose one of those ice cards and one data fort. You may not trash nor steal any card you access during this run. The Corp must install and rez that ice on that fort, at no cost, in the outermost position. Use this ability only once per turn and only during your turn.

Illus. Josh West
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Pug Underwood, Rogue Mechanic

3



Resource-Connection-Unique

[1]: Gain an action, which you may use only for installing hardware. Use this ability only during your turn and only once per turn.

Only one unique card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

"Being a history buff has hurt our friend Pug. He kept trying to unionize every shop that hired him."

—Habeas Punter

Illus. Artemis Kolakis
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Headmaster, Wilson Memorial Academy

4



Resource-Position-Unique

At the start of each of your turns, either trash an installed connection or the Corp gives you a tag. Then, gain [1] for every two installed connections.

A, A [1]: Gain three actions which you must use to make three runs on three different forts. Use this ability only once per turn.

T: Prevent any amount of meat damage.

Only one unique card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

"Punter's such a survivalist. I can't think what possessed him to take on students." —Madeleine Vallejo, RSC Security Director

Illus. Neaux
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Jayne, Apprentice Cynic

4



Resource-Connection

Trash an installed resource: Gain an action which you may use only to make a run on a subsidiary data fort, during which you may not trash any cards you access. Use this ability only during your turn, and only once per turn.

T: Prevent any amount of meat damage.

A [2]: Look at all cards stored in HQ. Use this ability only if you made a successful run on HQ this turn.

"She's just like a daughter to me." —Mason Rey, CEO, Roa-Sol Codifiers, Inc.

Illus. Ionen
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Madame Rousseau's House of Constructs

4



Resource-Base Link-Position-Random

[0]: Roll a die. Base link X, where X is the result of the die. Use this ability only once per trace attempt.

Gain [1] whenever you successfully use Madame Rousseau's House of Constructs to avoid a trace.

Use only one base link card for each trace attempt made against you.

Every time you go in, your icon is morphed into a random historical figure. People go there just to look at each other.

Illus. John Sledd
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Mateo, Apprentice Incompetent

5



Resource-Connection

Gain [1] at the start of each of your turns. If Mateo, Apprentice Incompetent leaves play, suffer 1 brain and 1 meat damage.

Trash a piece of hardware: Gain an action to make a run, during which you cannot break any subroutines that do damage as part of their effect, except for tracing subroutines. Use this ability only during your turn, and only once per turn.

"Clumsy, yes, but he's well-connected."

Illus. Delsa
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 028 – Rare

Rusty, Apprentice Vandal

5

Resource-Connection-Unique
 Reduce your hand size by 2 for the remainder of the game. Gain an action which you may only use to make a run on HQ or R&D. If run is successful, you may trash at no cost one stored card you are currently accessing, even if that card cannot normally be trashed. Use this ability only once per turn and only during your turn.

A, [2]: Shuffle your hand into your stack, then draw two cards. Only one unique card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

"You, boy, will have to learn better manners." –Vallejo, Acting Headmaster, Wilson Memorial Academy

Illus. OmeN2501
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 029 – Rare

Lars Dali, Consumer Advocate

6

Resource-Connection-Unique
 At the start of each of your turns, lose [2] and forgo your next action. If you have one or more tags at the end of any of your turns, trash Lars Dali, Consumer Advocate. That trashing cannot be prevented.

If the Corp has already scored any agenda of a particular name, all agendas with that name get +2 difficulty.

Only one unique card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

"I'm easy, but I'm not cheap." –Lars Dali

Illus. Anry
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 030 – Rare

Insider Trading

0

Prep
 Play only if the Corp scored any asset agendas during its last turn. Gain [3] per agenda point scored by the Corp during its last turn.

You cannot play more than two Insider Trading during each of your turns.

"It's always worthwhile to know what Mason Rey knows." –Habeas Punter

Illus. Fred Fields
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 031 – Common

Recombinant Source Code

0

Prep
 Uninstall two of your installed programs and shuffle them into your stack. Then search your stack for a program and gain [2], which you may use only to install that program. Install that program, if you can; otherwise, shuffle it to your stack. Shuffle your stack afterwards. Return to the bank any of the [2] you did not spend.

Illus. metaeffect
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 032 – Uncommon

Vid Rights

0

Prep
 Remove any number of Bad Pulpity points from the Corp. Gain [3] for each Bad Pulpity point removed in this way.

"Never sell to the evening news what you can sell to a stim producer. The profit margin is too large to ignore." –Habeas Punter, Headmaster, Wilson Memorial Academy

Illus. Lorin Wood
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 033 – Common

Sympathetic Vibrations

1

Prep-Sabotage
 Play only if you have made a successful run on HQ this turn. Pay the rez cost of a piece of rezzed ice to derez it and all rezzed copies of that ice for the remainder of the turn. At the end of the turn, the Corp may rez all of the ice derezzed in this way at no cost.

"Excuse me, ma'am, but every single Mazer just went offline."
"WHAT?!"
"Don't hit me! Don't hit me! Don't hit me!"

Illus. continuum2
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 034 – Common

What You Don't Know

1

Prep-Detection
 Expose all ice on a single data fort. ...can hurt you.

Illus. Nick Baker
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 035 – Common

Requisition Form Rebuild

2

Prep-Detection
 Play only if you made a successful run on the Archives this turn. Choose up to five different data forts and expose one card in or on each of those forts.

If you learn the shredding protocols, figuring out who ordered what is a cinch. But lately, getting into Roar-Sol's Archives has been anything but a cinch.

Illus. Mark Bot
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 036 – Uncommon

Friend of a Friend of a Friend

3

Prep
 Search your stack for a connection, and install it at no cost. Shuffle your stack afterwards. At the end of the turn, if the connection is still in play, uninstall it and take it into your hand.

Illus. Janet Aulisio
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Spite or Malice?



Prep

Make a run. If run is successful, do not access cards. Instead, you may either pay [X] to remove X counters on a rezzed piece of ice on this fort, or move any number of advancement counters from a card installed in this fort to another installed card or the Corp's choice, and that can be advanced; if there is no such card, then you may pay two times [X] to remove X advancement counters on this card.



Illus. Lushpix Fotosearch
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011