

Psyber Space

Psyberspace Geography

Psyberspace is the network that exists when any two or more computers communicate. The Psyberspace that is governed by the Empire is broken down as follows. The Domain of the Empire's Psyberspace is the GalacticNet, as it encompasses the entire Empire. Communication rates over the GalacticNet vary with how much resources are available in each region of space. The GalacticNet communicates to the local SolarNets, one native to every inhabited system. The SolarNets in turn connect each of the WorldNets of planets, the StationNets of Space Stations that orbit the Star, FleetNets of the Empire's Fleets, and CourierShips that travel from system relaying date. Each WorldNet governs the communication of an inhabited planet, and the OrbitalNet of the satellites that govern an entire region of the planet surface. The OrbitalNet controls all communication traffic over a certain portion of the planet's surface, by connecting the various local AreaNets. The AreaNets govern all the traffic in the area of a city or other large settlement. Each building structure, and function of the city will have a LocalNet. A LocalNet typically resides within a building and governs typically all functions. When an outside computer, such as a deck or terminal, links to any of these nets, a CableNet is formed.

GalacticNet

The GalacticNet spans all of the Empire, and represents the highest level of the Empire's Psyberspace. It is formed by HyperDataGates, and CourierShips. Due to the immense size of the region of space that the Empire controls, data can take up to several days to travel from one end of the Empire to the other. Due to this Hacking across the Empire is not likely.

Under special circumstances, the GM may allow hacking across the GalacticNet, if they are in the heart of the Empire. The density of Psyberspace there is so intense that network traffic can be routed completely via HyperDataGates. In the core systems the flow of data passes from source to destination via those routes very quickly, due to the large amount of HDGs that are available.

Within each moderately populated solar system, there will be two SolarNet stations that maintain a synchronous position over the poles of the star, and perpendicular to the plane of the system. They will be located far away from the star to Within this station is a HyperDataGates or HDG, and the computer system that maintains the SolarNet. A HDG is a transmitter that opens a small hyperspace warp tunnel to another HDG for direct and near instantaneous data transfer. The HDGs of the SolarNets are the backbone of the GalacticNet.

In a similar fashion, CourierShips travel through hyperspace or by folding space from system to system, in a scheduled route, transmitting data from SolarNet to SolarNet. This is obviously considerably slower but is the only method for the fringe areas of the Empire that are not well established yet.

The Galactic Net connects the SolarNets from individual inhabited solar systems. The GalacticNet is guarded and maintained by the Imperial CommTech Guild. Sentinels of this guild are feared by hackers everywhere, being the masters of Psyberspace. Every CourierShip and most HDGs have at least one Sentinel that maintains them. The GalacticNet unless allowed by the GM will only be used for sending transmissions to contact someone out of the solar system, and not for hacking.

SolarNet

There are many SolarNets. Each inhabited solar system of the Empire, will have a SolarNet to connect the many WorldNets of each inhabited planet or station and traffic of starships at large in the system. Smaller HDGs are used to keep the transmission time to nearly instantaneous.

SolarNets are patrolled by the dominant power or Mega-Corporation in the region

WorldNet

Each WorldNet connects to other WorldNets by communicating with the SolarNet. If there is no SolarNet, then they are cut off from the GalacticNet and only organize the traffic on their world. WorldNets are located on large space stations as well.

OrbitalNet

FleetNet

AreaNet

LocalNet

CableNet

A CableNet is formed anytime a computer is attached to another. This occurs when one simply connects their deck to a terminal. To connect to another computer

Terminals

A terminal can be found just about anywhere in any city. They are commonly used by non-hackers to access bank accounts, place video calls, pull up news, play games, and to search for information on any given subject. They can be found on street corners, in restaurants and bars, in space ports, in residences and hotels. A terminal is considered a last resort for the seasoned hacker, a deck with a direct access to the target system is much more preferable. Due to the simplicity of a public terminal, a hacker is required to have a deck, and from there simply

uses the terminal as access node, after a successful hacking test.

Decks

A true hacker will have his own customized and portable terminal, often referred to as a deck. A deck or a terminal is a system to itself and therefore has a characteristics profile. A deck is a portable terminal that has been modified by a hacker to tweak its abilities. On a deck the hacker might store any number of assault programs, stolen data, write new programs, capsules, sidekicks, or payloads. A deck is the ideal tool for a hacker. Decks also often have some type of neural interface, allowing the mind to be directly linked to the deck. Decks also typically have language translating features that terminals don't, this allows hacks on systems that are alien to the user, such as those used by another race. The owner of a deck never has to pass a hacking test to use it, using someone else's deck does require a hack test.

Access Routes & Nodes

An access routes is any connection, or a series of connections to a target system. This represents hacking to the target system. For example, decking into the terminal at the local coffee shop, and then hacking into the bank across the street via its public access site, this is a access route. It will require a hacking skill test to hack the coffee shop terminal (which should be easy, like +10 modifier), then hacking the bank's public site (which should be somewhat more challenging, like a -20 modifier), then having to deal with the bank's secure systems starting with the System Security Program.

An access node is a connection that brings you directly to the System Security Program. This represents systems that are sealed from the public, such as a system for a installation, government or other guarded system. Access nodes are usually within the complex in which they are housed, which means typically breaking and entering to gain access. A access node often appear on the walls, and on internal terminals.

Hacking

Attacker must have access to a computer terminal, a access route to the target system, and typically a assault program. The purpose to hack a particular system, may be to steal, or destroy files, to destroy the system itself, or to take over the system and to control it functions. Stolen files may be sold, someone may hire you to destroy someone's files, or the system itself, and having control of that sentry gun that has the entire party diving for cover may be a decent idea too. These are just a few of many reasons the party may need to perform a hack.

Assault Programs

An Assault Program is a program the has been written by the hacker, and is used to battle and enslave systems. Without a Assault Program a Hack would be impossible, due to the speed of the systems in this era. Any program

that a assault program defeats it can either delete, control or in the case of other assault programs and defensive programs trace back to its source and assault that terminal or deck. A assault program can control and or delete terminals, decks, assault programs, defensive programs, sidekicks, capsules, payloads, system security, system defense that it has beaten. Note sidekicks, capsules, and payloads would only be controlled if they were held by a defensive program or another assault program. There effect is instantaneous upon launch.

Sidekicks

A sidekick is a small program written to assist a AP or DP and possesses a single function. Sidekicks are typically a single shot offensive or defensive system. After their function is completed they self delete. They are launched and take affect immediately. Due to the nature of there usage, they can never be assaulted or controlled, without taking over there host first.

Systems

A system is any linked computer system that is isolated at a particular node of a net, or has a net indigenous to itself. A system consists of a system security program, a system defense master program, and a master control program.

System Security Program

The system security program is the first line of defense, being designed to keep out unauthorized intruders in a relatively straight forward way, typically logins and passwords, or by challenge protocols attempting to identify the individual. Typically after 3 errors the defensive system will alert defensive systems and put them on a alert status, however many systems are will do this much quicker depending on its design. A assault program cannot enter a system without the security being defeated first, which alerts the defensive system of the breach.. A defeated system security can either be controlled, which means that the all other users have to pass the controllers challenge protocols, or be the controller themselves, or deleted which means that anyone can enter unchallenged. If access is gained by passing the challenge protocols, or passwords, the hack can move about the system freely, and can move and search freely undetected until they attempt to attack something, attempt to gain control, or steal something.

System Defense Master Program

The system defense program is the second line of defense and consists of any number of defensive programs, Autoprogs and a static defense program. A static defense program resides in all parts of a system simultaneously

and attempts to route out intruders and destroy them. A static defense system will alert defensive programs of the location of APs, and launch Autoprogs, but cannot directly attack a AP. A static defense program can be hacked and enslaved, and used by the hackers against the defensive programs, or if attempting to crash the system against the Main Control Program itself.

Autoprogs

Autoprogs are generic system defenders, that run autonomously after launch, they are typically far weaker than defensive programs. They are far more stupid and typically weaker, but usually make up for in by sheer numbers.

Defense Program

A defensive program has many of the characteristics of a assault program but are typically geared more towards sensing AP's and destroying them, except that they are controlled by a runner. A runner is similar to a hacker, except that they are employed by a systems owners to prevent hackers from pillaging their systems. A defense program can automatically boot anyone straight hacking as soon as they are found. If a defensive program encounters a assault program, they will duke it out, with the loser being booted. Anyone booted immediately there location is determined, and a defensive program if particularly nasty can attack the terminal or deck from which the assault program, sometimes this assault can be directed at the person controlling the assault program.

Master Control Program

A master control program is the heart of a system, and the third line of defense. After a MCP has been hacked, the hacker has full access to any function or data of/in that system, and can instantly crash the entire system.

DataFiles

DataFiles are the banks of stored information in a system. They can be anything from financial information, to dirty laundry useful for blackmail, to electronic funds, to directives proving that someone gave the order, all the evidence you need to prove their guilt. Information is the

Operations Control Program

This program controls the automatic functions that the system may govern. These are typically based upon the functions that the system serves. For example a system for a base would have things like life support, remote gun sentries, intrusion alarms, doors, you name it, even drive systems for starships. Not all systems will have these programs only if it is in their design. Each of these functions may have a different program or they be under one programs control, again it varies with design.

Running a Hack

The first part of the hack is to jack in, and launch your Assault Program. You will then launch your AP against the targets systems security. This can be done forcefully by attacking it, and defeating it which will alert the system of a impending attack. The alternative is to get password and challenge protocols and answer the security system correctly. Once past the system security is defeated the AP will search for either the Master Control Program or the System Defenses

- 1) Defeat system security
- 2) Search for the system defense, defensive programs, master control programs
- 3) Assault the desired system

Defending a System

You are typically alerted by the system security that a renegade hacker or assault program is lose in the system, and you begin to search for it. Once it is found you attack, and hopefully destroy it. Repeat as necessary with multiple attackers.

Hacking Skill Tests

All test made during a hack are based upon the hackers proficiency. When a program is defeated by another program it is under that program control, and can be deleted, or enslaved, as the victor chooses.

Writing your own Programs

A Hacker or Runner can write their own programs. This takes approximately a week with no interruptions. The writer can customize their program's strengths and weaknesses, by spending programming points. These points represent the extent of the programmer's ability. They are equal to the Hacking Level times 1000. The cost of programming levels is found on the following chart.

Designing your own Deck

A Deck is designed just like a regular program so far as its' system goes, however since it is also a electronic device, the builders hardware skills come into play as well. So far as games terms, the following conventional ideas in computers are obsolete, having practical infinite value, memory, storage speeds, and I/O rates. All stats of a computer so far as performance are in terms of it's operational system, like any other program. Since it is also electronic, it can sustain damage, and can be hardened against receiving such damage. To describe these two aspects, the following attributes have been designed Body, and Defense. Defense is the amount of damage that the hardware can shrug off without being damaged, and Body the amount of damage it can take before no longer functioning. The construction of a deck is based on the builder's computer tech skill, and receives 1,000 points per level.

Deck Construction

Attribute	Description	Design Cost	Material Cost	Max	Example	Example Cost
Defense	The amount of damage the hardware can withstand before the body of the hardware is affected.	250 points per defense point	500 credits per defense point	Defense points can never exceed 5% of the body score	50 defense points	12,500 design points & 25,000 Credits
Body	The amount of damage the hardware can take before it is no longer functional.	10 points per body point	100 Credits per body point	Body points can never be less than 20 times defense.	1,000 defense points	10,000 design points &

Systems

System Color	Function					
Outline	Personal System					
White	Small Business					
Red	School or Institution					
Orange	Large Company					
Yellow	Bank					
Green	State/Local Government					
Blue	Planetary Government					
Indigo	Corporation					
Violet	Mega-Corporation					
Black	Military/Empire					

Getting Money from Stealing Data

A Fence is the connection to the black market his pay-outs will match those listed below. A Contractor is a man that needs data, and has arranged for you to steal a specific piece for him. He will pay up to ten times the amount indicated below, depending on how badly he

needs them. A Competitor is the direct enemy of the person you just looted for information. They will pay double for any data. They will pay triple for Financial, Black Ops, Gray Ops, Goals/Directives, and Personnel DataFiles.

Stolen Data	Size in DUs	Outline	White	Red	Orange	Yellow	Green	Blue	Indigo	Violet	Black
Programs	10	100	500	2.5K	5K	10K	25K	50K	100K	250K	500K
Black Ops	1500	10	50	250	500	1K	2.5K	5K	10K	25K	50K
Gray Ops	200	20	100	500	1K	2K	5K	10K	20K	50K	100K
White Ops	100	50	250	1.25 K	2.5K	5K	12.5 K	25K	50K	100K	200K
Financial	2000	25	125	625	1.25 K	2.5K	6.25 K	12.5 K	25K	50K	100K
Goals/Directives	200	10	50	250	500	1K	2.5K	5K	10K	25K	50K
Personnel Records	100	100	500	2.5K	5K	10K	25K	50K	100K	250K	500K
Production	100	100	500	2.5K	5K	10K	25K	50K	100K	250K	500K
Delivery	50	20	100	500	1K	2K	5K	10K	20K	50K	100K

DU is the abbreviation for Data Units, a measure of data that is inconceivable in our conventional sense.

Programming Cost with Example

Programming Pool is equal to Programming Level times 1000. This example program is written by a 16th level

Programming, this gives a 16,000 point programming pool.

Program Attribute	Description	Program Availability	Programming Cost	Max	Example	Example Cost Detail
Name	An identifier that specifies a particular program, or its brand name and model number.	All	Free	Good Taste	Quick Silver	0
Hacking Bonus	A hacking bonus received by a user indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	All except Autoprogs.	100 points per +1	+1 per Programming Level	+5	500
AI Hacking Score	This represents the program hacking abilities, when it is not being controlled by a user, when it is in its free-roaming mode.	All	100 points per 1%	10% per Level through 5, 5% per Level through 10, 3% thereafter	50	5000
Attack Bonus	A attack strength bonus received by a user indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	All except Autoprogs	750 points per d10	d10 per Programming Level	1d10	750
AI Attack Strength	This represents the programs attack strength, when it is not being controlled by a user, when it is in its free-roaming mode.	All	500 points per d10	d10 per Programming Level	5d10	2500
Base Defensive Strength	This is the defensive strength of the program.	All	5 points per 1 point of defensive strength	20 points per Programming Level	200	1000
Defensive Bonus	A defensive bonus received by a user indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	All except Autoprogs	10 points per 1 point of defensive strength	5 points per Programming Level	40	400
AI Defensive Strength	This represents the programs defensive strength, when it is not being controlled by a user, when it is in its free-roaming mode.	All	Equal to Base Defensive Strength, free of charge	Always equal to base defensive strength	FOC	FOC

Awareness Bonus	A awareness bonus received by a user to their base hacking skill, when searching a system being hacked for files and programs, such as the master control program, or system defense master program, indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	All except Autoprogs, typically only on Assault and Defense Progs.	100 points per +1	+1 per Programming Level.	+5	500
AI Awareness Score	This represents the programs awareness abilities, when it is not being controlled by a user, when it is in it's free-roaming mode.	All	100 points per 1%	10% per Level through 5, 5% per Level through 10, 3% thereafter	40	4000
Stealth Bonus	A bonus the hacker/runner receives to his hacking skill test when attempting to hide, indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	All except Autoprogs, typically only on Assault and Defense Progs.	100 points per +1	+1 per Programming Level.	+5	500
AI Stealth Score	This represents the programs stealth abilities, when it is not being controlled by a user, when it is in it's free-roaming mode.	All, typically only on Assault and Defense Progs.	100 points per 1%	10% per Level through 5, 5% per Level through 10, 3% thereafter	40	4000
Encrypt	The level of the program to encrypt data.	Typically only Master Control, Assault Programs	Desired Level times 10, then squared.	1 Encrypt Level per Programming Level through 5, then 1 Encrypt Level per 2 Programming Levels thereafter.	4	1600
Decrypt	The level of the program to decrypt data.	Typically only Master Control, Assault Programs	Desired Level times 10, then squared.	1 Decrypt Level per Programming Level through 5, then 1 Decrypt Level per 2 Programming Levels thereafter.	4	1600
Movement	The rate at which the program can move, on a hack.	Only Assault, Defense Programs, and Autoprogs	Score Squared times 5	1 per Programming Level	10	500
Control	The total number of programs, sidekicks, capsules, and Autoprogs this program can have under its control at any given time.	Any except Autoprogs	Score Squared times 10	1 per Programming Level	7	490
Sidekicks	The number of sidekicks and or capsules the program can carry and have at their disposal at anytime, on a hack. This can never exceed the Control score.	Typically only Assault and Defense Programs	Score Squared times 10	1 per Programming Level	7	490

Examples of Programming Styles

Since most programs created by PC's will be assault programs, the following program styles have been shown for assault programs. These are examples of assault programs written by a 15th level programmer, showing a wide range of program design. Some that are pure killers, some that are well balanced like the Crusader, some are

meant to evade detection and steal what they want like the Data Teef, and yet others like the assassin are made to defeat defense programs by their use of sidekicks and capsules. Note these programs are completely stripped of any AI, meant to do quick in and out missions, under the complete direction of the Hacker.

Program Attribute	Ratings	Cost Detail	Ratings	Cost Detail	Ratings	Cost Detail	Ratings	Cost Detail
Name	Killer	15,000	Crusader	15,000	Data Teef	15,000	Assassin	15,000
Hacking Bonus	+15	1,500	+20	2,000	+20	2,000	+30	3,000
AI Hacking Score	0	0	0	0	0	0	0	0
Attack Bonus	+14d10	10,500	+7d10	5,250	+0d10	0	+8d10	6,000
AI Attack Strength	0	0	0	0	0	0	0	0
Base Defensive Strength	300	1500	300	1,500	300	1,500	284	1,420
Defensive Bonus	+75	750	+45	450	0	0	0	0
AI Defensive Strength	300	0	300	0	300	0	200	0
Awareness Bonus	0	0	+15	1,500	+18	1,800	0	0
AI Awareness Score	0	0	0	0	0	0	0	0
Stealth Bonus	0	0	+15	1,500	+18	1,800	+30	3,000
AI Stealth Score	0	0	0	0	0	0	0	0
Encrypt	Level 0	0	Level 3	900	Level 6	3600	Level 0	0
Decrypt	Level 0	0	Level 3	900	Level 6	3600	Level 0	0
Movement	10	500	10	500	10	500	12	600
Control	4	160	5	250	3	90	7	490
Sidekicks	3	90	5	250	3	90	7	490
	Total	15,000	Total	15,000	Total	14,980		15,000

Assault Program Standards & Examples

Program Attribute	Description	Novice	Advanced	Expert	Master
Program Writers Level	The level of the writer of this program.	13 th	24 th	38 th	57 th
Typical User Level	The hacking level of a typical user, or its equivalent artificial intelligence, if a non-user program.	3rd	6 th	9 th	12 th
Base Hacking Score	The hacking score of a typical user of the indicated level.	35%	50%	65%	80%
Hacking Bonus	A hacking bonus received by a user indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	+0% (0)	+5% (500)	+10% (1000)	+15% (1500)
Hacking Score	This represents the combined user's abilities and the programs bonuses. This is for quick reference for GM controlled NPCs, and should never be used for PC's.	35%	55%	75%	95%
AI Hacking Score	This represents the program hacking abilities, when it is not being controlled by a user, when it is in it's free-roaming mode.	35% (3500)	50% (5000)	65% (6500)	80% (8000)
Base Attack Strength	The attack strength of a typical user of the indicated level.	3d10	6d10	9d10	12d10
Attack Bonus	A attack strength bonus received by a user indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	+0 (0)	+1d10 (750)	+2d10 (1500)	+3d10 (2250)
Attack Strength	This represents the combined user's abilities and the programs bonuses. This is for quick reference for GM controlled NPCs, and should never be used for PC's.	3d10	7d10	11d10	15d10
AI Attack Strength	This represents the programs attack strength, when it is not being controlled by a user, when it is in it's free-roaming mode.	3d10 (1500)	6d10 (3000)	9d10 (4500)	12d10 (6000)
Base Defensive Strength	This is the defensive strength of the program.	60 (300)	120 (600)	180 (900)	240 (1200)
Defensive Bonus	A defensive bonus received by a user indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	15 (150)	30 (300)	45 (450)	60 (600)
Defensive Strength	This represents the combined user's abilities and the programs bonuses. This is for quick reference for GM controlled NPCs, and should never be used for PC's.	75	150	225	300
AI Defensive Strength	This represents the programs defensive strength, when it is not being controlled by a user, when it is in it's free-roaming mode.	60 (FOC)	120 (FOC)	180 (FOC)	240 (FOC)

Assault Program Standards & Examples

Program Attribute	Description	Novice	Advanced	Expert	Master
Base Hacking Score	The hacking score of a typical user of the indicated level.	35%	50%	65%	80%
Awareness Bonus	A awareness bonus received by a user to their base hacking skill, when searching a system being hacked for files and programs, such as the master control program, or system defense master program, indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	+0% (0)	+5% (500)	+10% (1000)	+15% (1500)
Awareness Score	This represents the combined user's abilities and the program bonuses. This is for quick reference for GM controlled NPCs, and should never be used for PC's.	35%	55%	75%	95%
AI Awareness Score	This represents the programs awareness abilities, when it is not being controlled by a user, when it is in it's free-roaming mode.	35% (3500)	50% (5000)	65% (6500)	80% (8000)
Base Hacking Score	The hacking score of a typical user of the indicated level.	35%	50%	65%	80%
Stealth Bonus	A bonus the hacker/runner receives to his hacking skill test when attempting to hide, indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	+0% (0)	+5% (500)	+10% (1000)	+15% (1500)
Stealth Score	This represents the combined user's abilities and the program bonuses. This is for quick reference for GM controlled NPCs, and should never be used for PC's.	35%	55%	75%	95%
AI Stealth Score	This represents the programs stealth abilities, when it is not being controlled by a user, when it is in it's free-roaming mode.	35% (3500)	50% (5000)	65% (6500)	80% (8000)
Encrypt	The level of the program to encrypt data.	Level 1 (100)	Level 3 (900)	Level 6 (3600)	Level 9 (8100)
Decrypt	The level of the program to decrypt data.	Level 1 (100)	Level 3 (900)	Level 6 (3600)	Level 9 (8100)
Movement	The rate at which the program can move, on a hack.	0 (0)	3 (45)	6 (180)	9 (405)
Control	The total number of programs, sidekicks, capsules, and Autoprogs this program can have under its control at any given time.	0 (0)	3 (90)	6 (360)	9 (810)
Sidekicks	The number of sidekicks and or capsules the program can carry and have at their disposal at anytime, on a hack. This can never exceed the Control score.	0 (0)	3 (90)	6 (360)	9 (810)

System Security Program Standards & Examples

Program Attribute	Description	Novice	Advanced	Expert	Master
Program Writers Level	The level of the writer of this program.	4 th	7 th	11 th	14 th
Typical User Level	The hacking level of a typical user, or its equivalent artificial intelligence, if a non-user program.	3rd	6 th	9 th	12 th
Base Hacking Score	The hacking score of a typical user of the indicated level.	35%	50%	65%	80%
Hacking Bonus	A hacking bonus received by a user indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	+0% (0)	+5% (500)	+10% (1000)	+15% (1500)
Hacking Score	This represents the combined user's abilities and the programs bonuses. This is for quick reference for GM controlled NPCs, and should never be used for PC's.	35%	55%	75%	95%
AI Hacking Score	This represents the program hacking abilities, when it is not being controlled by a user, when it is in it's free-roaming mode.	35% (3500)	50% (5000)	65% (6500)	80% (8000)
Base Attack Strength	The attack strength of a typical user of the indicated level.	3d10	6d10	9d10	12d10
Attack Bonus	A attack strength bonus received by a user indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	+0 (0)	+1d10 (750)	+2d10 (1500)	+3d10 (2250)
Attack Strength	This represents the combined user's abilities and the programs bonuses. This is for quick reference for GM controlled NPCs, and should never be used for PC's.	3d10	7d10	11d10	15d10
AI Attack Strength	This represents the programs attack strength, when it is not being controlled by a user, when it is in it's free-roaming mode.	N/A (0)	N/A (0)	N/A (0)	N/A (0)
Base Defensive Strength	This is the defensive strength of the program.	50 (250)	100 (500)	150 (750)	200 (1000)
Defensive Bonus	A defensive bonus received by a user indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	10 (100)	20 (200)	30 (300)	40 (400)
Defensive Strength	This represents the combined user's abilities and the programs bonuses. This is for quick reference for GM controlled NPCs, and should never be used for PC's.	60	120	180	240
AI Defensive Strength	This represents the programs defensive strength, when it is not being controlled by a user, when it is in it's free-roaming mode.	50 (FOC)	100 (FOC)	150 (FOC)	200 (FOC)

System Security Program Standards & Examples

Program Attribute	Description	Novice	Advanced	Expert	Master
Base Hacking Score	The hacking score of a typical user of the indicated level.	35%	50%	65%	80%
Awareness Bonus	A awareness bonus received by a user to their base hacking skill, when searching a system being hacked for files and programs, such as the master control program, or system defense master program, indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	+0% (0)	+0% (0)	+0% (0)	+0% (0)
Awareness Score	This represents the combined user's abilities and the program bonuses. This is for quick reference for GM controlled NPCs, and should never be used for PC's.	35%	50%	65%	80%
AI Awareness Score	This represents the programs awareness abilities, when it is not being controlled by a user, when it is in it's free-roaming mode.	N/A (0)	N/A (0)	N/A (0)	N/A (0)
Base Hacking Score	The hacking score of a typical user of the indicated level.	35%	50%	65%	80%
Stealth Bonus	A bonus the hacker/runner receives to his hacking skill test when attempting to hide, indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	+0% (0)	+0% (0)	+0% (0)	+0% (0)
Stealth Score	This represents the combined user's abilities and the program bonuses. This is for quick reference for GM controlled NPCs, and should never be used for PC's.	35%	55%	75%	95%
AI Stealth Score	This represents the programs stealth abilities, when it is not being controlled by a user, when it is in it's free-roaming mode.	N/A (0)	N/A (0)	N/A (0)	N/A (0)
Encrypt	The level of the program to encrypt data.	N/A (0)	N/A (0)	N/A (0)	N/A (0)
Decrypt	The level of the program to decrypt data.	N/A (0)	N/A (0)	N/A (0)	N/A (0)
Movement	The rate at which the program can move, on a hack.	0	3	6	9
Control	The total number of programs, sidekicks, capsules, and Autoprogs this program can have under its control at any given time.	0	3	6	9
Sidekicks	The number of sidekicks and or capsules the program can carry and have at their disposal at anytime, on a hack. This can never exceed the Control score.	0	3	6	9

System Defense Master Program Standards & Examples

Program Attribute	Description	Novice	Advanced	Expert	Master
Program Writers Level	The level of the writer of this program.	10 th	15 th	23 rd	28 th
Typical User Level	The hacking level of a typical user, or its equivalent artificial intelligence, if a non-user program.	3 rd	6 th	9 th	12 th
Base Hacking Score	The hacking score of a typical user of the indicated level.	35%	50%	65%	80%
Hacking Bonus	A hacking bonus received by a user indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	+0%	+5%	+10%	+15%
Hacking Score	This represents the combined user's abilities and the programs bonuses. This is for quick reference for GM controlled NPCs, and should never be used for PC's.	35%	55%	75%	95%
AI Hacking Score	This represents the program hacking abilities, when it is not being controlled by a user, when it is in it's free-roaming mode.	35%	50%	65%	80%
Base Attack Strength	The attack strength of a typical user of the indicated level.	3d10	6d10	9d10	12d10
Attack Bonus	A attack strength bonus received by a user indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	+0	+1d10	+2d10	+3d10
Attack Strength	This represents the combined user's abilities and the programs bonuses. This is for quick reference for GM controlled NPCs, and should never be used for PC's.	3d10	7d10	11d10	15d10
AI Attack Strength	This represents the programs attack strength, when it is not being controlled by a user, when it is in it's free-roaming mode.	2d10	3d10	5d10	6d10
Base Defensive Strength	This is the defensive strength of the program.	75	150	225	300
Defensive Bonus	A defensive bonus received by a user indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	+0%	+5%	+10%	+15%
Defensive Strength	This represents the combined user's abilities and the programs bonuses. This is for quick reference for GM controlled NPCs, and should never be used for PC's.	75	150	225	300
AI Defensive Strength	This represents the programs defensive strength, when it is not being controlled by a user, when it is in it's free-roaming mode.	75	150	225	300

System Defense Master Program Standards & Examples

Program Attribute	Description	Novice	Advanced	Expert	Master
Base Hacking Score	The hacking score of a typical user of the indicated level.	35%	50%	65%	80%
Awareness Bonus	A awareness bonus received by a user to their base hacking skill, when searching a system being hacked for files and programs, such as the master control program, or system defense master program, indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	+0%	+5%	+10%	+15%
Awareness Score	This represents the combined user's abilities and the program bonuses. This is for quick reference for GM controlled NPCs, and should never be used for PC's.	35%	55%	75%	95%
AI Awareness Score	This represents the programs awareness abilities, when it is not being controlled by a user, when it is in it's free-roaming mode.	35%	50%	65%	80%
Base Hacking Score	The hacking score of a typical user of the indicated level.	35%	50%	65%	80%
Stealth Bonus	A bonus the hacker/runner receives to his hacking skill test when attempting to hide, indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	+0%	+5%	+10%	+15%
Stealth Score	This represents the combined user's abilities and the program bonuses. This is for quick reference for GM controlled NPCs, and should never be used for PC's.	35%	55%	75%	95%
AI Stealth Score	This represents the programs stealth abilities, when it is not being controlled by a user, when it is in it's free-roaming mode.	35%	50%	65%	80%
Encrypt	The level of the program to encrypt data.	Level 1	Level 3	Level 6	Level 9
Decrypt	The level of the program to decrypt data.	Level 1	Level 3	Level 6	Level 9
Movement	The rate at which the program can move, on a hack.	0	3	6	9
Control	The total number of programs, sidekicks, capsules, and Autoprogs this program can have under its control at any given time.	0	3	6	9
Sidekicks	The number of sidekicks and or capsules the program can carry and have at their disposal at anytime, on a hack. This can never exceed the Control score.	0	3	6	9

Defensive Program Standards & Examples

Program Attribute	Description	Novice	Advanced	Expert	Master
Program Writers Level	The level of the writer of this program.				
Typical User Level	The hacking level of a typical user, or its equivalent artificial intelligence, if a non-user program.	3rd	6 th	9 th	12 th
Base Hacking Score	The hacking score of a typical user of the indicated level.	35%	50%	65%	80%
Hacking Bonus	A hacking bonus received by a user indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	+0%	+5%	+10%	+15%
Hacking Score	This represents the combined user's abilities and the programs bonuses. This is for quick reference for GM controlled NPCs, and should never be used for PC's.	35%	55%	75%	95%
AI Hacking Score	This represents the program hacking abilities, when it is not being controlled by a user, when it is in it's free-roaming mode.	35%	50%	65%	80%
Base Attack Strength	The attack strength of a typical user of the indicated level.	3d10	6d10	9d10	12d10
Attack Bonus	A attack strength bonus received by a user indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	+0	+1d10	+2d10	+3d10
Attack Strength	This represents the combined user's abilities and the programs bonuses. This is for quick reference for GM controlled NPCs, and should never be used for PC's.	3d10	7d10	11d10	15d10
AI Attack Strength	This represents the programs attack strength, when it is not being controlled by a user, when it is in it's free-roaming mode.	3d10	6d10	9d10	12d10
Base Defensive Strength	This is the defensive strength of the program.	50	100	150	200
Defensive Bonus	A defensive bonus received by a user indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	+0%	+5%	+10%	+15%
Defensive Strength	This represents the combined user's abilities and the programs bonuses. This is for quick reference for GM controlled NPCs, and should never be used for PC's.	50	100	150	200
AI Defensive Strength	This represents the programs defensive strength, when it is not being controlled by a user, when it is in it's free-roaming mode.	50	100	150	200

Defensive Program Standards & Examples

Program Attribute	Description	Novice	Advanced	Expert	Master
Base Hacking Score	The hacking score of a typical user of the indicated level.	35%	50%	65%	80%
Awareness Bonus	A awareness bonus received by a user to their base hacking skill, when searching a system being hacked for files and programs, such as the master control program, or system defense master program, indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	+0%	+5%	+10%	+15%
Awareness Score	This represents the combined user's abilities and the program bonuses. This is for quick reference for GM controlled NPCs, and should never be used for PC's.	35%	55%	75%	95%
AI Awareness Score	This represents the programs awareness abilities, when it is not being controlled by a user, when it is in it's free-roaming mode.	35%	50%	65%	80%
Base Hacking Score	The hacking score of a typical user of the indicated level.	35%	50%	65%	80%
Stealth Bonus	A bonus the hacker/runner receives to his hacking skill test when attempting to hide, indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	+0%	+5%	+10%	+15%
Stealth Score	This represents the combined user's abilities and the program bonuses. This is for quick reference for GM controlled NPCs, and should never be used for PC's.	35%	55%	75%	95%
AI Stealth Score	This represents the programs stealth abilities, when it is not being controlled by a user, when it is in it's free-roaming mode.	35%	50%	65%	80%
Encrypt	The level of the program to encrypt data.	Level 1	Level 3	Level 6	Level 9
Decrypt	The level of the program to decrypt data.	Level 1	Level 3	Level 6	Level 9
Movement	The rate at which the program can move, on a hack.	0	3	6	9
Control	The total number of programs, sidekicks, capsules, and Autoprogs this program can have under its control at any given time.	0	3	6	9
Sidekicks	The number of sidekicks and or capsules the program can carry and have at their disposal at anytime, on a hack. This can never exceed the Control score.	0	3	6	9

Autoprogram Standards & Examples

Program Attribute	Description	Novice	Advanced	Expert	Master
Program Writers Level	The level of the writer of this program.				
Typical User Level	The hacking level of a typical user, or its equivalent artificial intelligence, if a non-user program.	3rd	6 th	9 th	12 th
Base Hacking Score	The hacking score of a typical user of the indicated level.	35%	50%	65%	80%
Hacking Bonus	A hacking bonus received by a user indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	+0%	+5%	+10%	+15%
Hacking Score	This represents the combined user's abilities and the programs bonuses. This is for quick reference for GM controlled NPCs, and should never be used for PC's.	35%	55%	75%	95%
AI Hacking Score	This represents the program hacking abilities, when it is not being controlled by a user, when it is in its free-roaming mode.	35%	50%	65%	80%
Base Attack Strength	The attack strength of a typical user of the indicated level.	3d10	6d10	9d10	12d10
Attack Bonus	A attack strength bonus received by a user indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	+0	+1d10	+2d10	+3d10
Attack Strength	This represents the combined user's abilities and the programs bonuses. This is for quick reference for GM controlled NPCs, and should never be used for PC's.	3d10	7d10	11d10	15d10
AI Attack Strength	This represents the programs attack strength, when it is not being controlled by a user, when it is in its free-roaming mode.	2d10	4d10	6d10	8d10
Base Defensive Strength	This is the defensive strength of the program.	40	80	120	160
Defensive Bonus	A defensive bonus received by a user indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	+0%	+5%	+10%	+15%
Defensive Strength	This represents the combined user's abilities and the programs bonuses. This is for quick reference for GM controlled NPCs, and should never be used for PC's.	40	80	120	160
AI Defensive Strength	This represents the programs defensive strength, when it is not being controlled by a user, when it is in its free-roaming mode.	40	80	120	160

Autoprogram Standards & Examples

Program Attribute	Description	Novice	Advanced	Expert	Master
Base Hacking Score	The hacking score of a typical user of the indicated level.	35%	50%	65%	80%
Awareness Bonus	A awareness bonus received by a user to their base hacking skill, when searching a system being hacked for files and programs, such as the master control program, or system defense master program, indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	+0%	+5%	+10%	+15%
Awareness Score	This represents the combined user's abilities and the program bonuses. This is for quick reference for GM controlled NPCs, and should never be used for PC's.	35%	55%	75%	95%
AI Awareness Score	This represents the programs awareness abilities, when it is not being controlled by a user, when it is in it's free-roaming mode.	35%	50%	65%	80%
Base Hacking Score	The hacking score of a typical user of the indicated level.	35%	50%	65%	80%
Stealth Bonus	A bonus the hacker/runner receives to his hacking skill test when attempting to hide, indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	+0%	+5%	+10%	+15%
Stealth Score	This represents the combined user's abilities and the program bonuses. This is for quick reference for GM controlled NPCs, and should never be used for PC's.	35%	55%	75%	95%
AI Stealth Score	This represents the programs stealth abilities, when it is not being controlled by a user, when it is in it's free-roaming mode.	35%	50%	65%	80%
Encrypt	The level of the program to encrypt data.	Level 1	Level 3	Level 6	Level 9
Decrypt	The level of the program to decrypt data.	Level 1	Level 3	Level 6	Level 9
Movement	The rate at which the program can move, on a hack.	0	3	6	9
Control	The total number of programs, sidekicks, capsules, and Autoprograms this program can have under its control at any given time.	0	3	6	9
Sidekicks	The number of sidekicks and or capsules the program can carry and have at their disposal at anytime, on a hack. This can never exceed the Control score.	0	3	6	9

Master Control Program Standards & Examples

Program Attribute	Description	Novice	Advanced	Expert	Master
Program Writers Level	The level of the writer of this program.				
Typical User Level	The hacking level of a typical user, or its equivalent artificial intelligence, if a non-user program.	3rd	6 th	9 th	12 th
Base Hacking Score	The hacking score of a typical user of the indicated level.	35%	50%	65%	80%
Hacking Bonus	A hacking bonus received by a user indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	+0%	+5%	+10%	+15%
Hacking Score	This represents the combined user's abilities and the programs bonuses. This is for quick reference for GM controlled NPCs, and should never be used for PC's.	35%	55%	75%	95%
AI Hacking Score	This represents the program hacking abilities, when it is not being controlled by a user, when it is in it's free-roaming mode.	35%	50%	65%	80%
Base Attack Strength	The attack strength of a typical user of the indicated level.	3d10	6d10	9d10	12d10
Attack Bonus	A attack strength bonus received by a user indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	+0	+1d10	+2d10	+3d10
Attack Strength	This represents the combined user's abilities and the programs bonuses. This is for quick reference for GM controlled NPCs, and should never be used for PC's.	3d10	6d10	9d10	12d10
AI Attack Strength	This represents the programs attack strength, when it is not being controlled by a user, when it is in it's free-roaming mode.	1d10	2d10	3d10	4d10
Base Defensive Strength	This is the defensive strength of the program.	100	200	300	400
Defensive Bonus	A defensive bonus received by a user indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	+0%	+5%	+10%	+15%
Defensive Strength	This represents the combined user's abilities and the programs bonuses. This is for quick reference for GM controlled NPCs, and should never be used for PC's.	100	200	300	400
AI Defensive Strength	This represents the programs defensive strength, when it is not being controlled by a user, when it is in it's free-roaming mode.	100	200	300	400

Master Control Program Standards & Examples

Program Attribute	Description	Novice	Advanced	Expert	Master
Base Hacking Score	The hacking score of a typical user of the indicated level.	35%	50%	65%	80%
Awareness Bonus	A awareness bonus received by a user to their base hacking skill, when searching a system being hacked for files and programs, such as the master control program, or system defense master program, indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	+0%	+5%	+10%	+15%
Awareness Score	This represents the combined user's abilities and the program bonuses. This is for quick reference for GM controlled NPCs, and should never be used for PC's.	35%	55%	75%	95%
AI Awareness Score	This represents the programs awareness abilities, when it is not being controlled by a user, when it is in it's free-roaming mode.	35%	50%	65%	80%
Base Hacking Score	The hacking score of a typical user of the indicated level.	35%	50%	65%	80%
Stealth Bonus	A bonus the hacker/runner receives to his hacking skill test when attempting to hide, indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	+0%	+5%	+10%	+15%
Stealth Score	This represents the combined user's abilities and the program bonuses. This is for quick reference for GM controlled NPCs, and should never be used for PC's.	35%	55%	75%	95%
AI Stealth Score	This represents the programs stealth abilities, when it is not being controlled by a user, when it is in it's free-roaming mode.	35%	50%	65%	80%
Encrypt	The level of the program to encrypt data.	Level 1	Level 3	Level 6	Level 9
Decrypt	The level of the program to decrypt data.	Level 1	Level 3	Level 6	Level 9
Movement	The rate at which the program can move, on a hack.	0	3	6	9
Control	The total number of programs, sidekicks, capsules, and Autoprogs this program can have under its control at any given time.	0	3	6	9
Sidekicks	The number of sidekicks and or capsules the program can carry and have at their disposal at anytime, on a hack. This can never exceed the Control score.	0	3	6	9

SideKicks

Name	Program Time	Function	Damage / Specifics	Cost
Assault Feedback I	1 week	This sidekick is launched to attack a neural linked user of a program. No damage is done to the program, or the user's deck, but it does directly affect the user's TN/WN. If there is no user, then the effects are nil.	10d10	
Assault Feedback II	2 weeks	This sidekick is launched to attack a neural linked user of a program. No damage is done to the program, or the user's deck, but it does directly affect the user's TN/WN. If there is no user, then the effects are nil.	15d10	
Assault Feedback III	3 weeks	This sidekick is launched to attack a neural linked user of a program. No damage is done to the program, or the user's deck, but it does directly affect the user's TN/WN. If there is no user, then the effects are nil.	20d10	
Assault Hardware I	1 week	This sidekick is launched to attack the deck of a program's neural linked user. No damage is done to the program, or user, but it does directly damage the deck. If there is no user, then the effects are nil.	10d10	
Assault Hardware II	2 weeks	This sidekick is launched to attack the deck of a program's neural linked user. No damage is done to the program, or user, but it does directly damage the deck. If there is no user, then the effects are nil.	20d10	
Assault Hardware III	3 weeks	This sidekick is launched to attack the deck of a program's neural linked user. No damage is done to the program, or user, but it does directly damage the deck. If there is no user, then the effects are nil.	30d10	
Assault Stun I	1 week		10d10	
Assault Stun II	2 weeks		20d10	
Assault Stun III	3 weeks		30d10	
Assault Virus I		Cuts the I/O Rate, RAM, and Processing by ½, by causing the system to fight against itself	Reduces all hacking rolls by 50%	
Assault Virus II		Kills everything in RAM, causing the user to be bumped out of his system	Knocked	
Assault Virus III		Attempts to delete all attached storage devices permanently		
Ghost		Used when retreating causes multiple images to be cast of in random directions preventing a trace...		
Repair				
Virus Defense				
Sentinel				

Terminals and Decks Standards & Examples

Program Attribute	Description	Novice	Advanced	Expert	Master
Program Writers Level	The level of the writer of this program.				
Typical User Level	The hacking level of a typical user, or its equivalent artificial intelligence, if a non-user program.	3rd	6 th	9 th	12 th
Base Hacking Score	The hacking score of a typical user of the indicated level.	35%	50%	65%	80%
Hacking Bonus	A hacking bonus received by a user indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	+0%	+5%	+10%	+15%
Hacking Score	This represents the combined user's abilities and the programs bonuses. This is for quick reference for GM controlled NPCs, and should never be used for PC's.	35%	55%	75%	95%
AI Hacking Score	This represents the program hacking abilities, when it is not being controlled by a user, when it is in it's free-roaming mode.	35%	50%	65%	80%
Base Attack Strength	The attack strength of a typical user of the indicated level.	3d10	6d10	9d10	12d10
Attack Bonus	A attack strength bonus received by a user indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	+0	+1d10	+2d10	+3d10
Attack Strength	This represents the combined user's abilities and the programs bonuses. This is for quick reference for GM controlled NPCs, and should never be used for PC's.	3d10	7d10	11d10	15d10
AI Attack Strength	This represents the programs attack strength, when it is not being controlled by a user, when it is in it's free-roaming mode.	N/A (0)	N/A (0)	N/A (0)	N/A (0)
Base Defensive Strength	This is the defensive strength of the program.	60	120	180	240
Defensive Bonus	A defensive bonus received by a user indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	+0%	+5%	+10%	+15%
Defensive Strength	This represents the combined user's abilities and the programs bonuses. This is for quick reference for GM controlled NPCs, and should never be used for PC's.	60	125	190	255
AI Defensive Strength	This represents the programs defensive strength, when it is not being controlled by a user, when it is in it's free-roaming mode.	N/A (0)	N/A (0)	N/A (0)	N/A (0)

Terminals and Decks Standards & Examples

Program Attribute	Description	Novice	Advanced	Expert	Master
Base Hacking Score	The hacking score of a typical user of the indicated level.	35%	50%	65%	80%
Awareness Bonus	A awareness bonus received by a user to their base hacking skill, when searching a system being hacked for files and programs, such as the master control program, or system defense master program, indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	+0%	+5%	+10%	+15%
Awareness Score	This represents the combined user's abilities and the program bonuses. This is for quick reference for GM controlled NPCs, and should never be used for PC's.	35%	55%	75%	95%
AI Awareness Score	This represents the programs awareness abilities, when it is not being controlled by a user, when it is in it's free-roaming mode.	N/A (0)	N/A (0)	N/A (0)	N/A (0)
Base Hacking Score	The hacking score of a typical user of the indicated level.	35%	50%	65%	80%
Stealth Bonus	A bonus the hacker/runner receives to his hacking skill test when attempting to hide, indicating its design, ease of use, and functionality, not applicable to artificial intelligence.	+0%	+5%	+10%	+15%
Stealth Score	This represents the combined user's abilities and the program bonuses. This is for quick reference for GM controlled NPCs, and should never be used for PC's.	35%	55%	75%	95%
AI Stealth Score	This represents the programs stealth abilities, when it is not being controlled by a user, when it is in it's free-roaming mode.	N/A (0)	N/A (0)	N/A (0)	N/A (0)
Encrypt	The level of the program to encrypt data.	Level 1	Level 3	Level 6	Level 9
Decrypt	The level of the program to decrypt data.	Level 1	Level 3	Level 6	Level 9
Movement	The rate at which the program can move, on a hack.	0	3	6	9
Control	The total number of programs, sidekicks, capsules, and Autoprogs this program can have under its control at any given time.	0	3	6	9
Sidekicks	The number of sidekicks and or capsules the program can carry and have at their disposal at anytime, on a hack. This can never exceed the Control score.	0	3	6	9

System Sheet (Example)

System Role	System Security Program	System Defense Master Program	Master Control Program	Autoprogram	Defense Program	Other
Programming Level	Advanced	Advanced	Advanced	Advanced	Master	Advanced
Name	SSP	SDMP	MCP	Autoprogram	DP Type 1	DP Type 2
Typical Hacking Score Total	55%	55%	55%	50%	80%	55%
Typical Attack Strength	5d10	8d10	N/A (0)	3d10	13d10	5d10
Defensive Strength	75	200	350	150	150	50
Typical Awareness Score	50%	50%	50%	50%	65%	55%
Typical Stealth Score	N/A (0)	N/A (0)	N/A (0)	N/A (0)	N/A (0)	N/A (0)
Encrypt						
Decrypt						
Control	1 Autoprogram	1 Autoprogram	N/A (0)	N/A (0)	5 Autoprogram	N/A (0)
Movement	N/A (0)	N/A (0)	N/A (0)	N/A (0)	9	1
Sidekick & Capsules	1)	1)	1)	1)	1)	1)
	2)	2)	2)	2)	2)	2)
	3)	3)	3)	3)	3)	3)
	4)	4)	4)	4)	4)	4)
	5)	5)	5)	5)	5)	5)
	6)	6)	6)	6)	6)	6)
	7)	7)	7)	7)	7)	7)
	8)	8)	8)	8)	8)	8)
	9)	9)	9)	9)	9)	9)
	10)	10)	10)	10)	10)	10)
Hacking Bonus	+5%	+5%	+5%	N/A (0)	+15%	+5%
Attack Bonus						
Awareness Bonus						
Stealth Bonus						

**PSYBERSPACE RANDOM ENCOUNTERS
@LOW ALERT**

01-45		NOTHING
46-50		ASSAULT PROGRAM
		Passing Through
		Running From The Inquisitors
		Breaking In or Hacking Something
		Fighting with Another
51-55		INQUISITORS
		Observing Traffic
		Guarding A System
		Roadblock Checking Identities
		Interrogating a Interface Program
		Chasing a Assault Program
		Attacking a Assault Program
56-90		INTERFACE PROGRAM
		Routine Business
91-95		LOST PROGRAM
		Valueless
		Valuable
96-00		LOST DATA
		Valueless
		Valuable

**PSYBERSPACE RANDOM ENCOUNTERS
@RED ALERT**

01-25		NOTHING
26-45		ASSAULT PROGRAM
		Passing Through
		Running From The Inquisitors
		Breaking In or Hacking Something
		Fighting with Another
51-90		INQUISITORS
		Observing Traffic
		Guarding A System
		Roadblock Checking Identities
		Interrogating a Interface Program
		Chasing a Assault Program
		Attacking a Assault Program
91-93		INTERFACE PROGRAM
		Routine Business
94-96		LOST PROGRAM
		Valueless
		Valuable
97-00		LOST DATA
		Valueless
		Valuable

**PSYBERSPACE RANDOM ENCOUNTERS
@YELLOW ALERT**

01-35		NOTHING
36-45		ASSAULT PROGRAM
		Passing Through
		Running From The Inquisitors
		Breaking In or Hacking Something
		Fighting with Another
46-80		INQUISITORS
		Observing Traffic
		Guarding A System
		Roadblock Checking Identities
		Interrogating a Interface Program
		Chasing a Assault Program
		Attacking a Assault Program
81-90		INTERFACE PROGRAM
		Routine Business
91-95		LOST PROGRAM
		Valueless
		Valuable
96-00		LOST DATA
		Valueless
		Valuable

**INSYSTEM RANDOM ENCOUNTERS
@GATEWAY**

01-35		NOTHING
36-50		ASSAULT PROGRAM
		Passing Through
		Running From The Inquisitors
		Breaking In or Hacking Something
		Fighting with Another
51-80		INQUISITORS
		Observing Traffic
		Guarding A System
		Roadblock Checking Identities
		Interrogating a Interface Program
		Chasing a Assault Program
		Attacking a Assault Program
81-90		INTERFACE PROGRAM
		Routine Business
91-95		LOST PROGRAM
		Valueless
		Valuable
96-00		LOST DATA
		Valueless
		Valuable

**INSYSTEM RANDOM ENCOUNTERS
@SYSTEM**

01-15		NOTHING
16-25		ASSAULT PROGRAM
		Passing Through
		Running From The Inquisitors
		Breaking In or Hacking Something
		Fighting with Another
26-80		INQUISITORS
		Observing Traffic
		Guarding A System
		Roadblock Checking Identities
		Interrogating a Interface Program
		Chasing a Assault Program
		Attacking a Assault Program
81-90		INTERFACE PROGRAM
		Routine Business
91-95		LOST PROGRAM
		Valueless
		Valuable
96-00		LOST DATA
		Valueless
		Valuable

**INSYSTEM RANDOM ENCOUNTERS
@NODES**

01-30		NOTHING
31-50		ASSAULT PROGRAM
		Passing Through
		Running From The Inquisitors
		Breaking In or Hacking Something
		Fighting with Another
51-60		INQUISITORS
		Observing Traffic
		Guarding A System
		Roadblock Checking Identities
		Interrogating a Interface Program
		Chasing a Assault Program
		Attacking a Assault Program
61-90		INTERFACE PROGRAM
		Routine Business
91-95		LOST PROGRAM
		Valueless
		Valuable
96-00		LOST DATA
		Valueless
		Valuable

**INSYSTEM RANDOM ENCOUNTERS
@DATAFILES**

01-30		NOTHING
31-50		ASSAULT PROGRAM
		Passing Through
		Running From The Inquisitors
		Breaking In or Hacking Something
		Fighting with Another

51-60		INQUISITORS
		Observing Traffic
		Guarding A System
		Roadblock Checking Identities
		Interrogating a Interface Program
		Chasing a Assault Program
		Attacking a Assault Program
61-90		INTERFACE PROGRAM
		Routine Business
91-95		LOST PROGRAM
		Valueless
		Valuable
96-00		LOST DATA
		Valueless
		Valuable

**INSYSTEM RANDOM ENCOUNTERS
@CODEGATES**

01-35		NOTHING
36-50		ASSAULT PROGRAM
		Passing Through
		Running From The Inquisitors
		Breaking In or Hacking Something
		Fighting with Another
51-85		INQUISITORS
		Observing Traffic
		Guarding A System
		Roadblock Checking Identities
		Interrogating a Interface Program
		Chasing a Assault Program
		Attacking a Assault Program
86-90		INTERFACE PROGRAM
		Routine Business
91-95		LOST PROGRAM
		Valueless
		Valuable
96-00		LOST DATA
		Valueless
		Valuable

Description

CommNet is the web of communications created on a planet when computers or other communication tools talk. This web often covers the entire globe, satellites, perhaps its moons, and maybe nearby planets. Access can be gained by plugging into these communication lines. This can be achieved in many ways buying a account , physically hacking into a line, stealing other peoples access cards, codes. You name and its been done.

Psyber is the communication of computers and machinery analogous to the bodily control of a organic mind and its body. Since it is the mind that enters the into this computer web, the Psyche, the term Psyber now exists. In expansion Psyberspace is a term to describe the universe of psyches, and computers in communication.

Interactions

There are many different catalyst, transports and utilities in Psyberspace, and there are many ways for them to interact. These are them;

System Program	SYS	Runs a network of information usually at a company, bank or institution.
Assault Program	AP	A illegal pirate program designed to steal, or destroys items from a SYS
Defense Program	DP	A program controlled by a SYS to hunt down and destroy enemy AP
SideKick	SK	A small utility program that aids a AP when launched
Program	P	The mundane word-processing, and Data-Base type programs that exists
File	F	The files that exists to keep information for programs

AP Point of view

A Mission

- 1) User defeats security by computer hacking
- 2) User launches AP
- 3) AP Attempts to decrypt SYS
- 4) AP Browses through SYS locations
- 5) AP if detected uses its stealth to hide
- 6)

- Must make a awareness check and pass before being able to engage other program even if already attacked.
- A program with Stealth may attempt to lose his attackers by making a successful stealth check
- Highest Speed goes first
- Attack Power destroys Defense Strength
- A AP that destroys a system replaces it and has full control over its files, and functions. When it leaves the system crashes unless the departing AP repairs it.
- A AP that is destroyed by another program transfers the damage back to the deck and then to the user.
- A AP in the system instead of attacking system may attempt to destroy files or programs by attacking it.
- A AP that has replaced the system may delete anything it chooses, except other APs which it must battle.
- A AP that is in system may browse or use functions until it is detected.
- A SYS that is aware of a AP may direct all of its DPs at the AP

TRAFFIC RATE NUMBER OF ENCOUNTERS POSSIBILITIES

GRIDLOCK	8
TRAFFIC JAM	5
HEAVY TRAFFIC	4
MODERATE TRAFFIC	3
LIGHT TRAFFIC	2
NO TRAFFIC	1