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Run.Net Beta #1.2.1

These are the beta rules. To get updated rules go to:
<http://vfte.cyberpunk.co.uk/index.php?showforum=101>
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Run.Net is a semantic command-line system for simulating 'Netrunning' in your Cyberpunk games. Actions in Run.Net are created 'semantically'...if you wish to conceal a User's presence on a system, you use the Command "Conceal" on the Target "User", and as a player, you say "Conceal User" in your declaration. This avoids unnecessary crunch, keeps Netrunning actions as free-form in their meaning as the other skills in the Interlock system, and keeps the system 'agnostic' of the hardware background you're running with.

If you wish to simulate the sense of a particular kind of hardware, we advise you research it for its peculiarities, and then use those concepts in play. A Babbage engine will be immune to EMP - but a Quantum Computer might do something really strange without crashing!

Interface Skill

The Interface Skill represents the character's ability to manipulate computers. Interface can be used in the normal system of Stat + Skill + D10 for simple tasks, in the same way you could use Tech + Drive + 1D10 to drive home.
For more complex actions you need to use the Command & Target lists.

Command & Target

Commands are functions a User can perform, and Targets are what the commands are performed on. In this text, we will use the format [Command//Target].

For example:
[Conceal//User]
[Edit//File]
[Infiltrate//Modem]

Another format can be found in the text. If a user does an action that is missing either the command or target then the action will be in single quotes ('example').

For example:
The user 'Conceals'
The runner 'Scans'
The Intruder 'Infiltrates'

Since the Target for these actions can depend on the situation the single quote is used. This means that a Command//Target Action is being used but either the command or the target can vary depending on the situation.

The Command List:

1. **Detect/Conceal** - To determine presence of Target or overcome concealment / to hinder discovery or disguise to avoid detection by another party.
2. **Locate** - To find physically or Digitally within a given set of parameters.
3. **Infiltrate/Login** - To gain unwarranted access to or bypass security of Target.
4. **Control** - To execute normal operation of Target.
5. **Secure** - To prevent infiltration, modification, or control of Target by outside force.
6. **Cypher** - To render a File or Signal indecipherable to another party / To decipher an encrypted File or Signal.
7. **Scan** - To assess the condition of a Target. To maintain passive observation of a Target.
8. **Query** - Request specific information that can be gained from Target. Serial number, version, manufacturer, size, hardware linkage, range, mode of operation, etc.
9. **Edit** - To alter a Program, File, or Database.
10. **Run Program** - Execute software from a controlled system.

**To do an action using the Command//Target System
Stat + Command + Target + Mods+ D10**

The Target List:

1. **File/Database** - Set of data contained as a unit for use by program, system, or user.
2. **Cyber** - Hardware that utilizes bio-mechanical interface technology.
3. **Comm.** - Technology designed to enable the communication of 2 or more parties (e.g. phones).
4. **Sensor** - Hardware designed to gather sensory data (Camera, Microphone, Touch/Heat/Motion sensor, etc).
5. **Remote** - Mobile system operating under control of user or system from a distance.
6. **Modem** - Hardware designed to interface a user or system with the Net.
7. **Vehicle** - System designed to physically transport user or materials.
8. **Weapon** - System designed to cause physical damage.
9. **System** - CPU in control of a given set of parameters.
10. **User/Runner** - Human (or AI) operator connected to a system or hardware.

To do any task online, you should combine a Command and a Target in your declaration to the GM.

“I Conceal User, then I’ll roll to Infiltrate Modem.”

“I want to add a myself to that delivery database, so... Edit Database, and add a new line to deliver a Ninja 750 to my pickup address.”

“Locate Comm on frequencies for mobile devices. I want to find that guy before he gets out of the club.”

Interface x 5

Multiply your Interface Skill by 5. These points represent your familiarity with the tasks and systems of a computer. System Familiarity Points = Interface x 5. Distribute your Total Familiarity Points to the Command list and the total again to the Target list. This represents your character’s skill at performing those tasks and their familiarity with those targets.

Command//Target Skills are capped at 5, it is not possible to go higher.

If your Command and/or Target skill is 0 you can still attempt the task - you're guessing your way through the interface, clicking on menus that look useful, or even using the help files.

Chas Kingston (Net Handle: BlueSteel) has an Interface of 3. This means his System Familiarity Points total is 15. That means 15 points to the Command list, and 15 points to the Target List. He chooses to the commands: Detect/Conceal 3, Infiltrate/Login 3, Control 2, Cypher 2, Scan 2, Query 2, and Edit 1. A total of 15 points. His target list is Comm 3, Sensor 3, Remote, 3, Modem 4, and System 2. A total of 15 points.

Why the cap of 5? So that we don't 'break' Interlock by pushing past the normal range of 0 to 10. When you combine your Command & Target skill, you are recomposing the Interface skill that was broken into detailed parts, and that is what fits in the normal Stat + Skill + D10 function.

Examples of Command Skills:

Competent office staff would have a high ‘Edit’ skill.

A competent Hacker will have a high ‘Infiltrate.’

A spy might use ‘Locate’ a lot to track targets.

A double agent will want ‘Cipher’ to protect their files.

Examples of Target Skills:

A MedTech installing bionics will want a high ‘Cyber’ to personalize settings for their patient.

A Miner using robotic diggers will use ‘Remote’ to control his machines.

A Signals Officer will use ‘Comm’ to keep information flowing on the Net-Centric battlefield.

A Netrunner will want to be familiar with ‘User’ to kick hostile Runners out of the battle.

What happens when I increase my Interface?

Ding! Say you’ve gone from Interface 3 to 4. You now have 5 Familiarity points to spend on the Command list, and on the Target List. Yes, 5 to each. Every time the characters Interface skill increases they get 5 points to spend on each list.

Actions - Basic

We mentioned semantic command line Netrunning before - what this means is that your declaration of an action has already encoded the Command & Target component of your roll. Succeed and you get the result you want! Fail, and your opponent becomes aware something is going on. Other Users might notice flashing modem lights, grinding drives, or lurches in system performance. They don't know what, but they know something is going on.

Example Actions:

"I infiltrate their modem." = [Infiltrate//Modem] vs Firewall

"I delete that rap sheet." = [Edit/Database]

"I aim the sentry gun away from me." = [Control//Weapon]

"I scramble their comms." = [Cypher//Comm]

"I give the UAV a new waypoint." = [Control//Remote(Waypoints)]

"I hide my presence." = [Conceal//User(self)]

"I hide the database." = [Conceal//Database]

Rolling To Hit:

Run.Net's Command//Target system uses a modified version of the basic Stat + Skill +D10. Since the Interface Skill is broken down into Command and Target Lists the same applies to rolls. Use **Int +Command + Target + Mods + 1D10 vs DV** to determine success.

Mods include the Speed bonus of your deck, and any circumstantial bonuses. (See below for more detail)

DV (Difficulty Value) can be an opposed roll, or a fixed difficulty. Anything from a Software Firewall to an opponent's persistent action.

If you fail an action then everyone on that system gets to make an immediate 'Detect' roll. If you are not concealing your actions the DV to detect is 5. Else the DV is equal to or greater than your previous 'Conceal' check. If the other users fail their 'Detect' they are aware that "something" has happened but are madly digging through screens of information, frustrated by doubt, but are unsuccessful in finding you or what happened. On a success, they become aware of what just occurred, and can then begin to counteract it at the start of their turn.

(This replaces 'Awareness' rolls, only in the Net.)

Multiple Actions

So you've infiltrated, and you immediately want to Query that Database? Just roll another basic action, at a cumulative -2 penalty. This replaces the -3 for real-world multiple actions, because the Net is designed with speed and ease in mind.

Want to combine actions? Say you need to get access to the Security Camera right this instant! An example might be :

[Infiltrate//System] > to get into the Security control board. [Control//Remote] -2 > to take over the Security Camera. The camera shows a Guard is coming down the hall, so you shoot him. Now you're taking a Real-World action, and it's on top of net actions, you apply the Real-World -3 modifier for a total of -5.

Stack the penalty in the order they happen - it might make more sense to take a Real-World action first while it is still easy to overcome the -3, and stack on Net actions at -2 afterwards.

You may attempt no more Actions per turn than your Interface skill.

Actions - Persistent

You may declare an action to be persistent - this is setting up something to run, and leaving it run over any number of rounds. Persistent action can take one of three forms. An Action declared persistent by the player, an action that the GM rules will take more than one round to complete, and programs.

Examples include:

"I leave the Scanner running, looking for hackable stuff." = [Locate//Modem] while this order is active, the Locate roll is applied to any detectable target, every turn, until stopped.

"I conceal my connection for the duration." = [Conceal//Modem] : while active, any attempt to back trace your connection must beat your conceal roll.

"I CIPHER the whole database." = [Cipher//database] = The GM may rule a long duration task may take a number of combat rounds to process.

"I Run the IC breaker to crack the systems security" = [Run Program//System]

A runner can run a number of persistent actions equal to his Interface Skill + his gear Speed value, a minimum of 1. If you exceed this value you immediately must make reliability saves each round or risk failure of some kind, determined by the GM. Failing a reliability check will cause automatic failure of all actions that turn and possibly losing connection to the Net.

Save by rolling 1D10 UNDER the Reliability value of your deck.

Modifiers

Modifiers (mods) for Net use will come from Research, Items, and Circumstances.

Research : If your Netrunner had invested time and effort in finding out a real password to access a system, then their Infiltrate roll may simply be a [Login//System] vs DV5, given that such a Login is a legitimate, every day use of the system.

Programs & Items : Your Netrunner may have written special code for the circumstance, automating some part of the attack process, such as a program designed to edit a sophisticated database to conceal the modification. Or perhaps it is a virus that will hide itself in system, and spread elsewhere. The GM will expect some 'Real-World' programming rolls to gain a bonus in the range +1..+10, or suitable hustling to buy the program or device.

Items, such as Chinese Military ICE-Breakers, drug-mazes, flip-switches, or AI allies, have conditions to trigger and behaviors defined by the GM. This is where ICE-

Breakers, special viral attacks or mazes fit. When their conditions are met, bonuses will be applied.

Examples Include:

“I activate the ICE-Breaker, and I have it target their modem.” = [Control//System(ICE- Breaker, modem)]. The ICE-Breaker may then have a 3 turn ‘spool up’ while it probes the target, and on the fourth turn, gives the attacker a +10 to Infiltrate, against that Modem.

“My god! They’ve branched OpSec! Inject now!” = [Run//System(Drug-maze, OpSec)]. All the friendly defending Netrunners in Operation Security branch are involuntarily injected with hallucinogenic drugs, in order to create a completely irrational mental space attacking Netrunners will be unable to manipulate, increasing [Infiltrate//User] to DV 30.

“Okay, I’m in. I’ll maintain stealth, let Pin-Pin take the sentry camera.” = [Run//System(Ai_Ally:PinPin)]. Activates an AI Ally in that system. The Ally will then perform its orders with its skill level and programs, acting as a friendly NPC. The Ally may be volitional, and can assist the Runner in its own way, perhaps offering to perform a ‘structural analysis’.

Circumstances: A connection to the Net might be laggy or simply very low bandwidth, and apply a GM defined penalty to all actions.

A previous successful brain-hack may have left a Runner with a terror of a specific opponent. Apply a negative whenever the Runner meets that opponent.

Sleeping properly and then getting loaded on coffee might confer a +1 for three hours.

Deck Design

The ‘Deck’ is what comes after the digital tablet. The interface is DNI cables, and the display is your own vision, the Deck will have an on switch and a few ports - but no screen, or keys. The average mobile deck ranges in size from a deck of playing cards to a ream of paper. Larger Decks range in size from a school desk up to a room sized unit, these decks often have much larger computational power, but cost significantly more.

Type//Speed//IC//Availability//Reliability

Type: An ordinary electronic Deck is ‘Basic’. Other options will depend on the game-world - Quantum, Rod- Logic, Neural, or Photonic are a few options. The benefits and vulnerabilities will need to be fleshed out by the GM or genera setting.

Speed: Is a bonus to every roll. Speed is relative to the age of the Deck. The rate at which speed decays will be defined by the setting. Speed ranges from -3 to +3 for consumer decks.

IC (Intrusion Countermeasures): Is the

Why is there no MU?

During Run.Net’s design phase, it was decided that exact account keeping of memory added nothing to the game. It was decided that if a file was big enough to be plot-worthy for its size, the GM can rule extra storage is required - and thus the logistical necessity of extra memory can remain, but without the need for exact book keeping.

defenses for stopping intrusion to the System, with a flat DV number. Its use counts as a persistent action. Serious Netrunners have been known to turn it off to free up space.

Availability: How hard it is to buy/acquire the deck or its components.

Common (C) - a readily available unit, low priced, consumer model.

Prosumer (P) - an expensive unit, sold by specialty retailers, higher than average performance.

Rare (R) - expensive, unusual, custom made, with unusual features and extremely high performances.

Military (M) - a militarized deck, not available to consumers, with obvious assault oriented features and specialty connections, unusual security systems and unique interface connections. Also hardened against impacts, shocks, and environment. Has SP/SDP. In case of a water landing it can be used as a floatation device, probably.

Exotic (E) - equipment at the very bleeding edge of conceivable capabilities. This is the realm of prototypes from highly advanced laboratories or the pet projects of hermetic and insanely driven individuals. The cost and capabilities of such technology will likely both be astronomical.

Reliability: Is a modifier to rolls against the stability of your System. If many persistent actions are running at once, the system may crash. Reliability will help resist this, and may also resist damage mechanics. Unreliable (UR) = 3, Standard (ST) = 5, Very Reliable (VR) = 8.

Programs

Programs help the user with tasks. Some programs accomplish unique tasks, others simply help the user do her job better.

Classical Programs:

These are programs designed to be usable in any game genera.

Launching: To launch a program the user must make a Run program/User check. The DV of this check is equal to the programs strength times 4.

Multiple Instances: Unless otherwise noted a program can have an unlimited number of itself running at the same time, as long as it is being run by the registered user.

Strength: How powerful a program is relative to other programs of the same type. When the program is bought/made the strength is determined. Each program has a minimum and maximum strength that it can be created at.

Degradation Time: How long until the program's strength decreases by one. When the strength reaches zero the program ceases to function. Note: In this way the program's strength can drop below the minimum strength listed.

Patch: Increases a programs strength by one, up to the original strength score. Costs 10% of the initial cost per restored point.

Pirating: It is possible to pirate a program. NetWatch removes all pirated programs within minutes of posting so to get a pirated program one has to have online connections in a peer-to-peer network. These networks are exclusive and require subscription. The user pays 25% the cost of the original program (this is the subscription fee). The pirated program stops working in 1/2 the degradation time of the normal program. The program cannot have multiple instances of itself running. It takes 1d10 minutes to find a program on a pirate network and a library search, DV equal to the programs strength times five.

Anti-System - Programs designed to damage hardware.

Memory Hole:

Cost: Str*100

Degradation Time: 3 weeks

Strength: 1 to 5

This causes the target system to develop a memory leak. The attacker rolls 1d10 under or equal to double the programs strength. If successful the target deck gets -1 speed until it is rebooted. Only one instance of this program can be in effect on any given target.

Overheat:

Cost: Str*300

Degradation time: 2 weeks

Strength: 2 to 5

This causes the target system to overheat. The attacker rolls 1d10 under or equal to the programs strength. If successful the target must make a reliability check.

Power Surge:

Cost: Str*400

Degradation time: 2 weeks

Strength: 2 to 5

This causes the target system to have a power surge. The attacker rolls 1d10 under or equal to the programs strength. If successful the attacker rolls 1d10. 1 to 3 minor system surge target makes a reliability check. 4 to 6 moderate system surge target deck remains active but drops one category of reliability until repaired (repair: 10% of deck cost). 7 to 9 major system surge target deck shuts down and needs repair, the deck can still function (repair: 10% of deck cost). 10 target deck is toast, shuts down, and needs repair (repair: 50% of deck cost)

Anti-IC - Programs designed to attack, or hinder, other programs.

Wise Man:

Cost: Str*50 (150)

Degradation Time: 4 weeks

Strength: 3

Wise Man Identifies programs that are launched by another user. The target user must be detected and Wise Man's owner must make a Detect/User on the target, Wise man give a +3 bonus on this roll. Success is determined by the total roll.

5 identifies all strength 1 programs the target currently has launched.

10 identifies all strength 2 and below programs that the target currently has launched.

15 identifies all strength 3 and below programs that the target currently has launched.

20 identifies all strength 4 and below programs that the target currently has launched.

25 identifies all strength 5 and below programs that the target currently has launched.

Only one target may be scanned at a time.

Persistent Man

Cost: Str*100 (500)

Degradation Time: 3 weeks

Strength: 5

Persistent Man is an upgraded version of Wise Man. It works the same as Wise Man except that it constantly scans a target. Persistent Man give a +5 bonus to its identification roll. Whenever the target launches a new program Persistent Man allows its user to make an immediate identification roll. Persistent Man only targets one user at a time.

Knight

Cost: Str*250

Degradation Time: 4 weeks

Strength: 1 to 5

Knight is a defensive program that targets Anti-System programs. Knight can only attack programs that it knows about, either by Wise/Persistent Man, or another method. Once the program has been identified Knight will attempt to crash the program. This is done by each user rolling opposed Run Program/User the programs strength is used as a modifier on for this roll. If Knight succeeds then the target program crashes. Knight will target one program every turn, it can be set to prioritize specific programs over others, but it will only attack Anti-System type programs.

Dark Knight

Cost: Str*300

Degradation Time: 3 weeks

Strength: 1 to 5

Dark Knight is a defensive program that targets Anti-Personnel programs. Dark Knight can only attack programs that it knows about, either by Wise/Persistent Man, or another method. Once the program has been identified Dark Knight will attempt to crash the program. This is done by each user rolling opposed Run Program/User the programs strength is used as a modifier on for this roll. If Dark Knight succeeds then the target program crashes. Dark Knight will target one program every turn, it can be set to prioritize specific programs over others, but it will only attack Anti-Personnel type programs.

Champion:

Cost: Str*400

Degradation Time: 2 weeks

Strength: 1 to 5

Champion is a defensive program that targets Demon programs. Champion can only attack programs that it knows about, either by Wise/Persistent Man, or another method. Once the program has been identified Champion will attempt to crash the program. This is done by each user rolling opposed Run Program/User the programs strength is used as a modifier on for this roll. If Champion succeeds then the target program crashes. Champion will target one program every turn, it can be set to prioritize specific programs over others, but it will only attack Demon type programs.

Dragon:

Cost: Str*300

Degradation Time: 3 weeks

Strength: 1 to 5

Dragon is a defensive program that targets Anti-IC programs. Dragon can only attack programs that it knows about, either by Wise/Persistent Man, or another method. Once the program has been identified Dragon will attempt to crash the program. This is done by each user rolling opposed Run Program/User the programs strength is used as a modifier on for this roll. If Dragon succeeds then the target program crashes. Dragon will target one program every turn, it can be set to prioritize specific programs over others, but it will only attack Anti-IC type programs.

Hand of God:

Cost: Str*1250

Degradation Time: 2 weeks

Strength 2 to 5

Hand of God is a defensive program that targets all types of programs (except the basic Command/Target programs). Hand of God can only attack programs that it knows about, either by Wise/Persistent Man, or another method. Once a program has been identified Hand of God will attempt to crash the program. This is done by each user rolling opposed Run Program/User the programs strength is used as a modifier on for this roll. If Hand of God succeeds then the target program crashes. Hand of God will

target one program every turn, it can be set to prioritize specific programs over others. Hand of God can attack any type of program. If no Program is visible Hand of God will scan an enemy user (never passive users) looking for programs, Hand of God functions like Wise Man but has no bonus to the roll.

Grease

Cost: Str*600 (1800)

Degradation Time: 3 weeks

Strength: 3

Grease is a program designed to counteract Brain Lock and Satan's Hold. The turn after Brain Lock effects the user Greases gives a 40% chance to escape. It gives a 10% chance to escape Satan's Hold. Grease only allows one attempt, and only one copy of Grease may be active per user. Grease does not work on Black Programs.

Anti-Personel - Programs designed to attack other users.

In order to effect a user with an antipersonnel type program the targets hardware must have been Queried. To run an antipersonnel without knowing the hardware of the target means that it only has a 20% chance of effecting the target.

Dry Cleaner:

Cost: Str*500

Degradation Time: 4 weeks

Strength: 1 to 3

Dry Cleaner causes the target to feel the need to pee. The target must succeed on a Resist Torture/Drugs (COOL) roll the DV is 5 time the programs strength. if the user fails they must logoff and go to the restroom. This is seen as a humane way to deal with hackers.

Erotic:

Cost: Str*400

Degradation time: 4 weeks

Strength: 1 to 5

Erotic images fill the targets UI with various porn while at the same time filling the user with positive feelings. The user makes a Resist Torture/Drugs (COOL) tests with the DV being 5 times the programs strength. On failure the user takes a negative to INT, equal to the programs strength, for the next 1d6 minutes.

Brain Lock:

Cost: Str*800 (2400)

Degradation Time: 3 weeks

Strength: 3

Brain Lock tries to freeze the user, often so a meatspace location can be determined. The target makes an Endurance (BOD) check DV 15. If the target fails they are frozen for 1d6 turns. NetWatch can determine location in 3 to 4 turns.

Satan's Hold:

Cost: Str*1000 (5000)

Degradation Time: 2 weeks

Strength: 5

Satan's Hold is a more powerful version of Brain Lock. Satan's Hold tries to freeze the user, often so a meatspace location can be determined. The target makes an Endurance (BOD) check DV 25. If the target fails they are frozen for 2d6 turns. NetWatch can determine location in 3 to 4 turns.

Disco:

Cost: Str*600

Degradation Time: 3 weeks

Strength: 1 to 5

Disco fills the targets UI with swirling and flashing colors specifically designed to cause micro-seizures in the brain. The target makes an Endurance (BOD) check equal to the five times the programs strength. If the target fails their reflex is reduced by half for 1d6 minutes.

Good Night:

Cost: Str*1000

Degradation time: 2 weeks

Strength: 3 to 5

Good Night works similar to Disco, by using very fast color flashes and by sending rapidly fluctuating signals over the Net the targets brain gets overloaded and shuts down to protect itself, the result is a blackout. The target makes a Resist Torture/Drugs (COOL) check with the DV equal to five times the programs strength. When the user blackout their hardware remains on.

Demon - Task specific AI

Demons use state of the art AI to act like users specifically designed to do one task so that the user does not have to.

Demons are exceptionally large programs that take two processor limit to run.

Encore:

Cost: Str*1000 (3000)

Degradation Time: 3 weeks

Strength: 3

Encore is launched against one of the users own programs. Whenever that program crashes Encore automatically launches the program the next round. The re-launched program continues to run the same as before it crashed. Encore uses the users stats as its own when trying to re-launch the crashed program.

Assistant:

Cost: Str*1500

Degradation Time: 4 weeks

Strength: 1 to 5

Assistant helps the user with tasks. The user can task Assistant to launch programs for him/her. When launched the user can include a list of other programs that he/she wants launched as a free action (no check). Assistant will launch one program per turn from this list (in the order give by the user). The launched program is not give any specific orders, but will execute any tasks that it would normally do automatically. Assistant uses the users stats to launch these programs. Assistant can only launch programs of its strength or lower. When all programs on the list have been launched Assistant closes itself. The user can add or remove any number of programs to an active assistants list with an easy Run Program/File check.

Secretary:

Cost: Str*1000 (2000)

Degradation Time: 3 weeks

Strength: 2

Secretary is used on an meatspace object that the user has access to. Door, cameras, audio microphone, vehicle, etc. The user must maintain a connection to the object. Secretary can only be assigned to one object. Whenever the assigned object changes, in any way, secretary alerts the user. Doors opening/closing, cameras moving in non-preprogramed ways, something moving in front of a camera, audio microphone detecting non-background noise, etc.

Thug:

Cost: Str*1000 (2000)

Degradation Time: 3 weeks

Strength: 2

Thug is run on a hacked system. When launched the user is allowed to add up to two key words to search for. Thug will search any visible database for these key words and will download any file that is associated with them. Thug will search and/or download only one database/file per turn

Thief:

Cost: Str*2000 (8000)

Degradation Time: 3 weeks

Strength: 4

Thief is run on a hacked system. When launched the user is allowed to add up to ten key words to search for. Thief will search any visible database for these key words and will download any file that is associated with them. The user can set thief to only download files that meet a minimum number of key words. Thief will search and/or download only one database/file per turn

Worm:

Cost: Str*2500

Degradation Time: 1 week

Strength: 1 to 5

Worm is run on a hacked system. When launched worm looks for the accepted user database. Once found worms adds a new username and password to the database and then alerts the user to the new information. In the future to log on to the system the user needs to roll 1d10 under twice the worms strength (degradation does not apply to this roll). If the user does not succeed then the username and password had been previously discovered and deleted. Whenever the user logs in their is a 20% chance that the username and password will be discovered on the next system sweep (2d6 hours) and not be available for any future logins (the user is not logged off their current session, they also do not know the result of this roll until they try to login in the future).

Monitor:

Cost: Str*1000 (1000)

Degradation time: 6 weeks

Strength: 1

Monitor checks the users vitals every turn, if they fall outside the normal limits then Monitor logs the user off the Net. Good Night and Disco will both trigger this condition. Brain Lock, Satan's Hold, Erotic, and Dry Cleaner will not. Monitor does not work against Black programs.

Black Programs

Black Programs are designed to circumvent the hardware and software that protects the user from lethal effects. Black Programs only work at full strength, if they degrade at all they no longer function.

All Black programs are either military or illegal, civilian access to these programs is always illegal.

Flatline:

Cost: Str*3000 (15000)

Degradation Time: 2 weeks

Strength: 5

Flatline is a combination of a specialized Satan's Hold and Good Night. The effect is that the target is locked into their hardware and then bombard them with images, noises, and signal feedback. Flatline is specifically designed to not allow the user to blackout. The user must make an Endurance (BOD) check of 25. On failure they are locked into their machine. The next turn, and in every subsequent turn, the user makes a Death Save. The targets machine is left on. The special Satan's Hold and Good Night can only be used by Flatline.

Al Capone

Cost: Str*5000 (25000)

Degradation Time: 2 weeks

Strength: 5

Named after the vicious Chicago mob boss of the 1920's Al Capone is a program of equal cruelty. First the program uses a special Good Night to knockout the target, Resist Torture/Drugs (COOL) DV 25. Then Al Capone searches the users hardware for all contacts and using these and information available on the general Net Al Capone finds the targets Friends and Family. It then proceeds to use a special Flatline black program (included) to kill as many of them as possible, one at a time. The original target is left alive. Al Capone finds a targets contacts in 3d6 minutes. The target is knocked out for 1d10+3 minutes. The special Flatline and Good Night can only be used by the Al Capone program.

Shrink

Cost: Str*1500 (6000)

Degradation time: 2 weeks

Strength: 4

Shrink first locks a person into their machine Resist Torture/Drugs (COOL) DV 20 and then bombards them with horrific images and subliminal messages. This process takes 1d10+10 minutes to complete. Afterwards the target makes a Resist Torture/Drugs (COOL) DV 25. On failure the target develops a new random mental disorder.