

## GOAL

Inspired by Netrunner, I wanted to make a hacking system that was unpredictable so that no two players would have the same experience. The system responds entirely to player actions, deciding consequences based on specific conditions. What I love about the system is that not all consequences are immediate. Player actions can trigger mechanisms that lie in wait, and it's up to the player to decide whether they want to keep going or not.

## INTRODUCTION

This is a Cyberpunk RPG Sim with a heavy emphasis on corporate espionage. These **turn-based dice rules** are for players attempting to hack a mega-corporation.

Players can invest in multiple skills and cybernetics which add modifiers to their D20 dice up to +9.

Players must **meet or exceed** the difficulty class (DC) when rolling their **HACK skill**.

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## SETUP

### Connection

In order to hack a target, the player must maintain a stable connection. This connection **integrity** is a player's "HP" for their hack attempt. All players start with 10 integrity. If it falls to 0, the hack ends.

### Access Tiers

Each tier must be accessed before proceeding to the next.

- ▶ Tier 1: Access (Access DC: 16. Requires *Capable (+0)* Hacking.)
- ▶ Tier 2: Encrypted (Access DC: 24. Requires *Trained (+3)* Hacking.)
- ▶ Tier 3: Black Wall (Access DC: 30. Requires *Specialized (+6)* Hacking.)

What is in each tier is largely up to the Faction, but as a general rule of thumb:

Tier 1: Non-managerial information.

le: Company memos, security camera viewing, meeting schedules, timetables.

Tier 2: Executive information.

le: HR/Employee records, camera controls, contracts, project reports.

Tier 3: Top-Secret.

le: Intelligence reports, records of illegal activity, black site projects.

## Hacking Actions

The primary hacker is responsible for all hacking rolls. On their turn, they must choose a hacking action, then roll against the relevant DC. **If the hack uses a physical connection, all DC is reduced by 3.**

The actions are:

- |                            |                                                  |
|----------------------------|--------------------------------------------------|
| ▶ Access a tier:           | DC 16/24/30 according to tier                    |
| ▶ Access a file:           | DC 3/7/11 according to tier                      |
| ▶ Restore integrity:       | DC 12, restores 3 Integrity. Can be used 3 times |
| ▶ Start/Continue Download: | DC 3/7/11 according to tier                      |
| ▶ Reduce a tier:           | Auto-success                                     |
| ▶ End hack:                | Auto-success unless specified by daemon          |

A successful hack nets players access to **one** file.

Accessing a new file requires another roll with an added modifier of +1/2/3 depending on the tier.

Failing a roll will activate a **DAEMON**. More on them later.

## Player 2

A second player can **attempt to counter-hack** a daemon. They cannot take any other action. Both players suffer the same consequences of a failed hack.

Only 1 daemon can be counter-hacked at a time.

Rolling less than the DC is a failure.

Rolling less than half the DC is a critical failure and **doubles the effect of the daemon**.

The result of a successful roll is listed in the **counter-hack effect** below.

## Downloading

Players can start their ↴download the same turn they access a file. Download times vary by tier. When taking the download action, a natural 20 roll will reduce the download time by one. Players must roll each round to continue the download. Failing a roll interrupts the download and partially corrupts the file while also triggering a daemon.

- ▶ Tier 1: ↴ 1 round
- ▶ Tier 2: ↴ 3 rounds
- ▶ Tier 3: ↴ 4 rounds

If a file is downloaded in tier 3, the servers will automatically shut down and end the hack.

## DAEMONS

The type of daemons depend on player or GM rolls and are unique to each tier unless “universal”.

More than one daemon can be activated at once based on the roll.

At the end of the primary hacker's turn each round, all active daemons will progress their effects by one, or bring them closer to activation if they were triggered.

Effects are listed by the round they activate on, 1 being immediate.

Daemon	Activation	Effect	Counter-Hack DC	Counter-Hack Effect
<b>Universal</b>				
<b>Sentry</b>	Player matches the DC	1: Reduces activation time of all daemons by 1		
<b>Backlash</b>	Player rolls a base 1	1: Reduce Integrity by 2 2: Deal 2 health damage	DC 14	Deactivates the daemon.
<b>TIER 1</b>				
<b>Trace</b>	Player rolls 3 or less. Automatic on 3rd player DC fail.	3: Stores time of hack in Black Wall 4: Stores location of hack in Black Wall 5: Reduce integrity by 8	DC 16	Deactivates the daemon and removes the last identified data from the files.
<b>TIER 2</b>				
<b>Data Scrambler</b>	GM D20: Even numbers	1-5: If a download would progress, it instead does not. 6: Deactivates the daemon	DC 16	Deactivates the daemon.
<b>Bulwark</b>	GM D20: 10 - 20	1: Increases all DCs by 1 next round 3: Increases all DCs by 2 next round	DC 16	Deactivates the daemon.
<b>Synaptic Spike</b>	GM D20: Odd numbers	2: Reduce integrity by 4 and deal 4 health damage	DC 16	Reduces integrity and health loss by 2.
<b>Baskerville</b>	GM D20: 20 Automatic on 2nd player DC fail.	4: Stores time of hack and location in Tier 3 files 5: Reduce integrity by 10	DC 18	The next time this would progress, it instead does not. If it has not progressed for three rounds, deactivates the daemon.
<b>Neural Decay</b>	GM D20: 1 - 9	1-6: Progressively decrease player's hack stat by 1 up to 6 each round	DC 15	Deactivates the daemon and restores 1 to hack stat if lost.
<b>TIER 3</b>				

<b>Ripperworm</b>	GM D20: Odd numbers	All Rounds: Deletes files in the reverse order they were downloaded in (latest download first). Files take the same number of turns to delete as they did to download. While active, the "End hack" action may not be taken.	DC 20	Choose one: <ul style="list-style-type: none"> <li>• The next time this would progress, it instead does not.</li> <li>• End the hack.</li> </ul>
<b>Overload</b>	GM D20: 18 - 20	All Rounds: The hacker may not take any actions other than End Hack, or Counter-Hack. (If Ripperworm is active, End Hack is not available) 3: Reduce integrity by 8 and deal 8 health damage.	DC 20	Deactivates the daemon.
<b>Shogun</b>	GM D20: even numbers	1: Activates Trace as if it's effect is now 1/2/3 3: Activates a Tier 2 Daemon that is not already active 4: Activates a Tier 3 Daemon that is not already active 5: Deactivates the daemon, activates a new Shogun	DC 22	Deactivates the daemon