The Link and the Worlds Within

The Birth of the Link

In 2011, a scientist in Belgium created a microchip that could interact with the human brain, allowing a person to operate a computer by thought alone. Cybernetic Interface Technology revolutionized computers. Allowing people to directly connect to a computer with a simple headjack and a pair of Virtual Reality goggles. As C.I.T. progressed the need for a headjack to operate a computer ceased, the Cerebral Interface Device, or C.I.D. was developed. With the C.I.D., only those who needed the fastest response time possible needed a headjack. The Internet became a vast Virtual Reality where there were no limits.

During The Golden Age the population of the Earth was connected to each other through this vast virtual reality of computers. This network, built upon vestiges of what was once the Internet, became known as the Link. As one of the keys to opening the doors of the Golden Age of Humanity, the Link connected governments, corporations, states, cities, and individuals, allowing an enormous sharing of information. Through this network, governments worked together to end hunger and war, scientists cooperated to achieve thousands of discoveries, doctors cured some of the worlds worst epidemics, and common people realized that humanity as a whole was important, not the individual. It became one of the greatest tools in the history of humankind, but as with all tools, a tool of peace and understanding can just as easily be turned into a tool of war and prejudice. As the New Cold War began and the governments began to close their borders, the Link became the key to staying ahead of your enemies.

With the New Cold War came a new breed of soldier; the Cyberjacker. Cyberjackers cut through the deadly defenses of enemy computer systems stealing vital information that meant victory for his people, saving countless lives. These men and women were the kings and queens of the Link who showed that intelligence was just as important as strength. Cyberjackers became worshipped in a way that only compares to the hero worship that Juicers received, but with every great cyberjacker came a hundred other cyberjackers convulsing in white hot pain as 20,000 volts of electricity burned through their cyberdecks to their frontal lobes.

The Link of Rifts Earth

With the coming of the Apocalypse the communication network of fiber optic lines and satellites which created the Link were gone and with it the Link. Even if the people of Rifts Earth had the technology after the Apocalypse it would have been useless. The technology, which had been so common place, has now become extremely rare and expensive.

Chi-Town and the rest of the CS had been using the network technology for videophones and moving military information for decades. Private companies had begun to grow within the Coalition cities, and with it the need for these companies to move vital information quickly so they could keep ahead of their competitors. At the corporations' requests the CS gave them permission to use the Link.

The CS citizens had used the Link for many years as a communications network. Fifteen years ago, a CS corporation came up with an idea to use the Link as a form of entertainment. The Link became a battleground full of people with C.I.D.'s playing games such as CS Trooper; a first person VR game pitting a player against evil d-bees, mages, and demons. Quickly, the use of the Link began to grow and kept many CS citizens content plus it became great for the corporations as another place to advertise.

Not long after, many other major cities began to set up the network within their own cities and on some occasions across their territory. The New German Republic, Kingsdale, Lazlo, New Lazlo, Tolkeen, Newtown, and Los Alamo have the Link. None have a Link even comparable to that of the CS which connects CS cities across North America, and soon, the CS State of Arkansas will be connected to the CS Link. With the return of the Link came the cyberjacker.

Glossary of Cyberjacking Terms

Virtual Damage Capacity (V.D.C.): V.D.C. is a representation of how much damage a cyberjacker or program can take before being destroyed. V.D.C. is equal to a cyberjacker's hit points plus the cyberjacker's M.E. attribute. If a cyberjacker's V.D.C. is ever reduced to zero then the character must make a saving throw vs. Coma/Death.

Virtual Physical Prowess (V.P.P.): V.P.P. represents how quickly the cyberjacker responds to combat situations in the Link. V.P.P. is equal to a cyberjacker's I.Q. attribute plus cyberdeck speed. To get bonuses use the standard attribute chart and go down the P.P. column using V.P.P. attribute to get bonuses.

Damage Threshold Capacity: (D.T.C.): A number which represents the amount of damage that a cyberdeck can receive before being rendered inoperable. D.T.C. is determined by the cyberdeck.

Trace Damage Capacity (T.D.C.): A number that represents a Tracer program's attempt to trace a cyberjacker. T.D.C. is equal to the cyberjacker's stealth program.

Other Bonuses: A cyberjacker also gets a bonus to strike, parry, and dodge due to exceptional skill with a computer. To get bonuses from exceptional computer skill divide the cyberjacker's skill percentage in cyberjacking by 24 (round fractions down).

Virtual Reality Combat

Combat in cyberspace uses traditional Palladium combat rules. See the combat section for combat rules. The only important difference is the length of melee rounds and what combat skills apply in the Link.

Melee rounds in cyberspace, unlike standard melee rounds, are much shorter. Each link melee round is only three seconds. When combat in cyberspace and combat in the physical world are taking place at the same time then resolve the cyberspace combat round, then resolve the standard combat round. This order helps to reflect the speed that combat in cyberspace takes place.

Physical attributes and skills do not always apply in cyberspace. All cyberjackers have two actions per melee round which cannot be increased by hand to hand combat skills, boxing, other physical skills or special abilities. The skills of Cyberspace Combat Basic and Elite can increase the number of actions per melee round and skill with a computer will provide bonuses to strike, parry, and dodge.

Jacking Out During Combat

A cyberjacker may need to exit cyberspace quickly. To do so the cyberjacker must perform the jacking-out procedure. The jacking-out procedure consists of the cyberdeck breaking the link between the cyberjacker and the cyberdeck with no ill effects. The jacking-out procedure takes one melee action. The cyberjacker can perform no other action including defensive actions while jacking-out. The cyberjacker can choose to stop the jacking out procedure to engage in combat at any time.

A cyberjacker may choose not to perform the jacking out procedure, because he or she needs to exit the Link in hurry to avoid a trace or a deadly piece of ICE. If the cyberjacker chooses to do so, (which consists of pulling the headjack plug before the procedure is complete) than the cyberjacker must make a Saving Throw verses Link Shock and roll a 14 or higher on a twenty sided die. If successful the character suffers a penalty of -20% on all skills -2 to initiative, and -3 to strike, parry and dodge for 1D4 hours. If the character fails then he or she is knocked unconscious for 3D6 minutes.

Cyberjacking Programs

A cyberjacker may be skilled with a cyberdeck, but that expensive deck and hard-learned skills are useless without even the simplest programs. Programs aid a cyberjacker in everything that a cyberjacker does in the Link from combat to the simple management of a database. Only the most desperate or insane cyberjacker would enter the Link without a simple program or two.

Each program is unique in some way, and some programs may not even be essential. **Decryption Programs** are code-breaking programs which allow a cyberjacker to bypass the security protocols of a system and gain access without the proper security codes. The higher the bonus a program provides the more effective it is at breaking codes. A decryption program assists a cyberjacker in code breaking, but they are not essential. For more information on decryption rules see the section *Fortresses of the Virtual World*. **Stealth Programs** allow a cyberjacker to move around a system undetected and prevents traces. If a cyberjacker does not have a stealth program he or she will immediately be detected by the system and attempts to trace will be almost instantaneous. **Combat programs** are used to attack security programs, cyberjackers, and cyberdecks. **Miscellaneous Programs** are programs that provide the cyberjacker with unique abilities while in the Link. These programs do not fit into any of the categories discussed above.

Decryption Programs

Decryption programs make breaking into systems much easier than if the cyberjacker were trying to break the codes by skill alone. Decryption programs provide a bonus to the cyberjacker's Cryptography, Computer Hacking and Cyberjacking skill. The more effective the program, the higher the bonus it provides. The maximum bonus that a decryption program can provide is a bonus of +60%. No matter how good the decryption program, a character's skill can never be higher than 98%.

Many cyberjackers write their own decryption program. Creating a decryption program is tricky. A cyberjacker has a -5% penalty applied to his computer programming skill for each bonus of +5% (i.e. +10% causes a -10% penalty to the programming skill).
Size: Total bonus x 10.
Cost: Total bonus x 4000 credits.

Stealth Programs

Stealth Programs provide a cyberjacker with the ability to move around a system undetected. In effect, it provides the cyberjacker with a form of virtual prowl skill. The maximum percentage that a stealth program can provide is 92%.

A cyberjacker may create a stealth program. The cyberjacker has a base prowl equal to half his programming skill. The cyberjacker may add +10% to stealth program for a cumulative -5% penalty to his Computer Programming.
Size: Stealth program percentage x 1.5 (round fractions up).
Cost: Stealth program percentage x 1,500 credits.

Combat Programs
Ranged Weapon Programs

Ranged weapon programs are used for striking enemies at a distance.

A cyberjacker may choose to create a program rather than purchase it. Ranged weapon programs are complex and quite time consuming to design. Ranged weapon programs have a payload equal to the cyberjacker's Computer Programming skill divided by the number of dice of damage that the program does. For Example, if a programmer has a 78% programming skill then, a ranged program may do 1D6 damage per shot and have 78 shots, it may do 6D6 damage and have only 13 shots, or it may do 1D6 x 10 damage and have 8 shot, etc. Once the weapon has been emptied then the cyberjacker must load a new weapon program or attempt to reload the weapon by making a success for Computer Programming skill roll (takes two actions). There is a -15% skill penalty to the cyberjacker's computer programming skill when creating a ranged weapon program.

When programming, the cyberjacker may choose to increase the die type used for damage (i.e. increase the base six-sided die to an eight-sided die, and so on) up to a maximum of a ten-sided die. For each die type increase there is a -30% penalty to the cyberjacker's programming skill roll.
Size: (Number of dice x die type) x 10. For example, a cyberjacker is installing a 6D6 ranged weapon program on his cyberdeck. To figure out the size of the program multiply the number of dice by the die type (i.e. 6 x 6 = 36). Then multiply that total by five (36 x 10 = 360).
Cost: Size x 500 credits.

Melee Weapon Programs

Melee weapons are much simpler combat programs. They take less time to program, eliminates the need of worry about running out of ammunition, and take much less storage space on the cyberdeck. The drawback is that the cyberjacker must be close for the weapon to be effective.

A melee weapon may do one die of damage for every 10% (round fractions up) of the cyberjacker's programming skill (i.e. a cyberjacker with a 78% programming skill may have a weapon which does 8D6 damage).

When programming, the cyberjacker may choose to increase the die type used for damage (i.e. increase the base six-sided die to an eight-sided die, and so on) up to a maximum of a ten-sided die. For each die type increase there is a -15% penalty to the cyberjacker's programming skill roll.

Size: (Number of dice x die type) x 5. For example, a cyberjacker is installing a 6D6 melee weapon program on his cyberdeck. To figure out the size of the program multiply the number of dice by the die type (i.e. 6 x 6 = 36). Then multiply that total by three (36 x 5 = 180)

Cost: Size x 300 credits.

Miscellaneous Programs

Miscellaneous programs cover any of the areas that are not covered by any of the above programs. Many of these programs simulate magic spells or psionic powers. The difficulty of creating one of these programs is based of the spell level or the category that the psionic power falls under (physical, sensitive, healing, or super). Some of the abilities may not even be simulated (GM's discretion).

Spell-like Programs

The effects of spells may be simulated. To program a spell equivalent, the cyberjacker must roll a successful programming roll with a -5% skill penalty for each level beyond first level spells (i.e. a 7th level spell has a penalty of -35%).

Size: P.P.E. cost x 5.

Cost: (P.P.E. cost + Spell level) x 1000 credits.

Psionic-like Programs

The effects of psionics also may be simulated. To program a psionic power equivalent, the cyberjacker must roll a successful programming roll with a -15% skill penalty for Sensitive, Healer, and Physical psionic power equivalent and a -35% penalty for Super psionic powers.

Size: I.S.P. cost x 5.

Cost: I.S.P. cost x 1000 credits.

On the Fly Programming

There are times when the programs the cyberjacker has just won't do the job. When this happens, a cyberjacker may alter a program to do what he or she needs it too. On the fly programming is a simple Computer Programming skill roll. The game master may apply skill penalties depending on how significant of a change will be made to the program. There is usually a minimum skill penalty of -10% to the skill roll. The player must define how their character is going to alter the program. For example, a cyberjacker is caught off guard by a rather nasty piece of ICE and he does not have a combat program ready. Rather than load up a combat program, the cyberjacker decides to alter his decryption program so it can harm the ICE. The player says he is going to alter it so the decryption program can find the command to shut the ICE down. The Game master decides the standard -10% penalty is all that is necessary and the player makes the skill roll. The character succeeds at altering his program and attacks the ICE this round.

Fortresses of the Virtual World

Systems and the Link

Systems are the only reason that the Link exists. Thousands of computers interconnected to each other allowing a massive sharing of information. At least that's the basic concept, but most people don't share their information.

Systems are the network of computers that can be accessed through the Link. They contain massive amounts of information from simple food recipes to the newest design for the hottest motorcycle on market. Of course, the information is almost always protected in some way, from simple security codes to deadly ICE that kills a cyberjacker.

A system's appearance varies from system to system. When a system is connected to the Link the system administrator programs how the system will appear to people via a Realty Enforcement System (R.E.S.) chip. A system can appear as anything and as can the ICE. Passwords or coded access points may appear as walls of granite or spinning saw blades. While ICE may appear as mounted knights and programs running in the system may appear as peasants working in the fields.

A cyberjacker may create an appearance for himself, which many cyberjackers do to show their individual style and taste. For example, Data Shark, a well-known cyberjacker has the appearance of a giant, great white shark that swims on currents of data.

The Link appears how a cyberjacker chooses for it to appear. Through simple programming, the Link appears as a Wild West town with streets of dirt and horse-drawn wagons or a fantastic world of magic and glistening streams. The appearance of a system will always override the programming a cyberjacker has done to modify the appearance of the Link through a Reality Enforcement System (R.E.S.). The forces the cyberjacker to conform to virtual reality created by the R.E.S. Therefore, doors and walls stop a cyberjacker and other aspects of the reality apply to the cyberjacker.

System Security

All systems have a Security Level. The Security Level is represented by a color. The color of a system represents the complexity of the system's entry codes and usually, but not always, the sensitivity of the information contained within. White systems are often simple systems such as computer message boards for hobbyists; they have only minimal protection and are rarely by anything other than simple passwords. Orange systems are the most common; they have complex passwords and will contain basic tracer or non-lethal ICE. Purple to brown systems represent well-protected systems that contain sensitive information. Many corporations have purple to brown level systems and they always contain ICE that is sometimes lethal. Finally, gray to black systems are extremely tough to crack and contain sensitive information. They are often military systems or corporate research and development severs. These systems will have the best ICE money can buy.

Whenever a cyberjacker wishes to enter a system without authorization, the cyberjacker must beat the system security color. To do this the cyberjacker must make a successful Computer Hacking skill roll. The security level of a system incurs certain skill bonuses or

penalties to the cyberjacker's skill. This penalty applies to all activities performed in the systems. Decryption programs can help adjust this modifier.

Security Level	Skill Penalty
White	No Modifier
Blue	-5%
Green	-10%
Orange	-15%
Purple	-20%
Yellow	-25%
Brown	-30%
Gray	-45%
Red	-50%
Black	-60%

Security Total

Each time a cyberjacker fails a skill roll when in a system, that failure adds to the Security Total of the system. When the Security Total reaches a certain number, the system may take steps to protect it. The system may attempt to detect the invalid user, activate ICE to deal with intruders, move to a new security status, alert system operators to an intrusion, or shutdown completely.

When the Security Total reaches a set number of failures, the system takes measures to be deal with possible intruders. This number is called a Security Step. The Security Step is a number set by the game master that activates defensive measures. At low Security Steps the system will usually just try to detect the cyberjacker, while at high Security Steps the system will activate lethal ICE and alert system administrators (i.e. enemy cyberjackers) to the intrusion. What happens at each Security Step is up to the game master. A good rule of thumb is that every time the Security Total goes up about three to six points; the system takes a new step to protect itself.

A system may attempt to detect an intruder. The system may send out ICE to investigate or do a full scan to validate all users (i.e. ask for pass codes). When this happens, the cyberjacker must make a prowl roll using any stealth programs. The security level penalty applied to this roll. If the cyberjacker fails the skill roll than the system will validate the user and request a user name and password. The cyberjacker must make a computer hacking roll with any bonuses from decryption programs. If the cyberjacker fails the skill roll then the system immediately takes steps to eliminate the intruder.

System Topography

The Link is made up of network of computers connected to each other via phone lines, satellite relays, and other forms of communications mediums. Systems are made of a series of nodes. Nodes are computers that are connected to the Link. A node may only be a single computer that serves some purpose (advertising, on-line ordering, controlling security systems, Link Service Provider, etc.), or it may connect to a series of computers that form a network for a corporation.

These networks are used for connecting the employees of the company even though they may be on the other side of the planet or possibly even in orbit around the Earth. This ease of communication allows for employees that would not normally be able to work together, to combine efforts and ideas to make new products and discoveries for their corporation. The corporations aren't the only ones using the Link. People use it every day; just like people do the Internet in the 20th century. The government, scientists, and private citizens all use the Link for work and recreation, but unlike the 20th century, computers are as common at televisions and telephones, which makes the Link much larger then the Internet could have ever been.

But now the question arises; what do these systems look like? This section discusses system concepts and common topographical layouts. This is of course not all-inclusive; the Link is a large place after all. It will, however, provide some of the basic concepts that are needed for a game master to properly run a cyberjacker through a cyberjacking scenario and give the player an idea of what to expect when he decides to cyberjack a system.

Independent Nodes

Independent nodes make up a large majority of the computers in the Link. They are usually only simple things, such as Link Service Providers, on-line encyclopedias, and personal Link page libraries. They rarely contain any sellable data, but often contain useful information that can help a cyberjacker. It may simply be a message board where a cyberjacker can get in contact with other cyberjackers and learn tricks of the trade, pick up new programs, find the location of a certain node, or any number of things. They often have rather low security colors, rarely above green, and contain white ICE, if any. There are some rather paranoid people on the Link, so don't be surprised if to find a black node that is nothing but a listing of some guy's favorite holo-movies. In the example below, nodes one, two, three, and four are all connected directly to the Link.

Firewall System

A firewall system is the next most common system on the Link. It is a classic network design. A firewall is a term used for a part of a car. In cars, firewalls are physical objects that separate the engine from the passengers. They are meant to protect the passenger in case the car's engine catches fire while still providing the driver access to the engine's controls. Firewall systems consist of a specially designed gateway that screens communications. All of the nodes are connected to the Link via a single node, called the firewall, which is connected to the Link. The only way to access these nodes is by passing through the firewall. The firewall usually has a very high security color, while the nodes connected to the firewall are considerably lower. These systems can be any type of system but most are computer networks for smaller companies whom want access to the resources available on the Link. In the example, the firewall node is connected to the link and has a security color of purple. Nodes one and two are both connected to the firewall. Node one has a security color of blue and node two has a security color of white. For someone trying to access these nodes they must pass through the firewall.

Node Access System

A Node access system is consists of a series of node connected to each other and connected to the Link via a node, similar to a firewall system. Some of the nodes are only connected to the other nodes by passing through another node. Node access systems are the most common corporate system because is provides security and open access. In example, the main node is connected to node two. Node two is connected to nodes one, three, and four, and nodes one and four are connected to each other. To access node one from node two you can go directly to node one or choose to go through node four. Node five is connected to node three. The only way to access the node five is go through node three. More than likely, node three has a higher security color than the other nodes the other nodes in the system.

Private Link

A private link consists of one main node connected to a self-contained, private link. This self-contained link can only be accessed by passing though the main node, but you do not have to pass through the main node to access the nodes on the private link once you have passed the main node. The nodes contained in the private link may be independent nodes or any of the other system styles stated above. It is even possible to have a private link within a private link. This is a common network setup for corporations who want to be connected to the link, but don't want to have to worry about having the security problems of have multiple connections to the Link. On this style of system, the main node is usually a very high security color and will have a wide assortment of ICE.

Unconnected Systems

Unconnected systems are simply computer networks that are not connected to the Link. This is the most secure system because the only way for an intruder to get into the system is for them to be breaking into the system by being in the facility where the system is kept. Unconnected systems are common for top secret government and corporate computer networks. Once inside the system, it can have any designed, or it may not be networked to any other computers in the facility.

Intrusion Countermeasures Electronics (a.k.a. ICE)

System administrators prevent unauthorized users from gaining access to a system by install Intrusion Countermeasures, or ICE. ICE includes entry codes, viruses, data bombs, Trojan horse programs, and black and gray ICE.

ICE programs come in all shapes and sizes. Listed below is some of the most common ICE, but this list in no way accounts for all ICE programs that have been developed. To represent this, almost any monster from Rifts, Monsters and Animals 2nd Edition or any other Palladium Books game can be reproduced as an ICE program. The rules for creating these programs are quite simple, use the monster as listed. Attributes for ICE programs are standard Palladium attributes. When determining bonuses, use the standard attribute bonus table. Some attributes do not apply, such as M.A., M.E., and P.B. If the ICE program must make a saving throw the use the bonuses from P.E. because of some program effect.

The attributes, bonuses, and special abilities are used as listed. M.D.C. or S.D.C. become V.D.C. and hit points represent when the program begins to malfunction. When a program takes hit point damage then the program must make a saving throw vs. Code Collapse and roll a 16 or higher. If the program fails the saving throw then it is destroyed. If the hit points of the program are ever reduced to zero then the program is automatically destroyed.

Tracer Programs (a.k.a. K-9's)

Tracer Programs attempt to trace a cyberjacker's signal. Tracer ICE lets the owner of the system know the location of the intruder so that he or she may be arrested or eliminated. Tracer ICE is most common on low level systems.

When Tracer ICE detects a cyberjacker then the program may attempt to trace the cyberjacker. The cyberjacker enters combat with the Tracer program in an attempt to avoid being traced. The damage that the cyberjacker takes is used to represent the program's attempt to trace the cyberjacker. A cyberjacker total Trace Damage Capacity (T.D.C.) is equal to cyberjacker's stealth program percentage plus any bonuses provided by the type of connection. If the trace damage equal to or greater than the cyberjacker's T.D.C. then the trace is successful. If the cyberjacker destroys the program before it can do enough T.D.C. to trace the cyberjacker then, the trace is unsuccessful and T.D.C. returned to its full amount.

K-9 4.62

K-9 4.62 is a common ICE program is fairly effective and reliable which has been around for almost ten years. The program is so well known that most tracer programs are referred as K-9's. K-9 4.62 appears as a large, robot dog with neon green, glowing eyes.
Attributes: I.Q.: 2 (simple artificial intelligence), All other attributes are average.
V.D.C.: 4D6 + 10
Hit Points: 2D6
Bonuses and Abilities: 2 actions per melee round, +1 to all saving throws, and prowl 32%.
Damage: 2D6 T.D.C. per attack.

Cyber-Wolf

Cyber-wolf is a new program, which combines the aspects of tracer and Gray ICE (see below). The program does damage to a cyberjacker's cyberdeck while it attempts to trace the program. Unfortunately, the program is not as effective at tracing as most of the other tracer programs. Cyber-wolf appears as a steel wolf with glowing blue eyes, which lets out a chilling howl when it attacks.
Attributes: I.Q.: 2 (simple artificial intelligence), P.P. 18 All other attributes are average.
V.D.C.: 1D4 x 10 + 10
Hit Points: 2D6 + 10
Bonuses and Abilities: 3 actions per melee round, +2 to strike, parry, and dodge, and prowl 40%.
Damage: Does 1D6 T.D.C. and 1D6 D.T.C. when attacking.

Link Stalker

Link Stalker is one of the deadliest tracer programs available. Not only does the program trace the cyberjacker, but then ties up the cyberdeck so that the cyberdeck cannot disconnect from the Link. It then attacks the cyberjacker with lethal feed back through the cyberdeck. Link Stalker appears as a cloaked, shadow-like figure with glowing yellow eyes.

Attributes: I.Q.: 6 (basic artificial intelligence) P.P.: 23, P.E.: 17, P.S.: 19

V.D.C.: 2D6 x 10

Hit Points: 5D6 + 17

Horror Factor: 8

Bonuses and Abilities: 4 actions per melee round, +4 to strike, +5 parry and dodge, +2 to all saving throws, +1 to perception, and prowl 68%.

Damage: Does 3D6 + 4 T.D.C. when attacking.

Cyberdeck Lock-Up: The Link Stalker may force the cyberdeck to stay connected to the Link if the program successfully traces the cyberjacker. It may then attack doing 2D6 +4 V.D.C. per attack. If the cyberjacker wishes to disconnect from the Link, the cyberjacker must by-pass the jacking-out procedure and make a saving throw verses Link Shock.

Gray ICE

Gray ICE does damage to the cyberdeck. It attempts to do enough damage to either cause an overload of the cyberdeck and force the cyberjacker to jack-out or actually damage the circuitry of the cyberdeck.

For every 10 points, or fraction thereof, that the Damage Threshold Capacity of a cyberdeck is exceeded roll once on this table. Add five to the roll for every 10 points of damage (starting at 20 points of damage).

Exceeded Damage Threshold Capacity Table

1-30   **No Effect**, cyberdeck operates as usual.

31-50   **The cyberjacker is kicked off the Link.** The cyberjacker must make a successful cyberjacking skill roll before the cyberdeck can reconnect to the Link. There is a minus -5% penalty to the skill roll of every 10 points of excess V.D.C. taken.

51-65   **The cyberdeck loses 2D4 Speed.** The Cyberjacker must make a Cyberdeck Repair roll with a penalty of -5% per point of Speed lost.

66-80   **The cyberdeck's interface board is destroyed.** The cyberjacker is immediately kicked off the Link and the cyberdeck won't function until repaired. The cyberjacker must make a Cyberdeck Repair roll with a penalty of -20% to get the cyberdeck working again.

81-90   **Memory short circuit.** All the programs of the cyberdeck are damaged in some way. Stealth programs have their ability reduced by 1D6 x 10%, and Weapon programs have their damage reduced by 2D6 dice. Miscellaneous programs fail in some inconvenient way defined by the GM. The cyberjacker may get the programs running up to standard if the cyberjacker can make a successful Computer Programming skill roll with a penalty of -15%. Make a separate skill roll for each program.

91-95   **Active Memory Destroyed.** Cyberjacker is immediately kicked of the Link. All Active memory in the cyberdeck must be replaced. The cyberjacker must make a successful Cyberdeck Repair skill roll for every ten points of destroyed Active Memory. If the cyberjacker fails a roll there is a cumulative penalty of -3% for each failure (i.e. five failures is a -15% to all rolls) effects all future Cyberdeck Repair rolls until the cyberdeck is repaired.

96-98   **Storage Memory Destroyed.** Cyberjacker is immediately kicked off the Link. All Storage Memory is destroyed and all programs and information stored there is lost. The cyberjacker must make a successful Cyberdeck Repair skill roll for every 50 points of destroyed Storage Memory. If the cyberjacker fails a roll, there is a cumulative penalty of -5% for each failure (i.e. five failures is a -25% to all rolls) effects all future Cyberdeck Repair rolls until the cyberdeck is repaired.

99-100   **Cyberdeck Overload.** The entire cyberdeck is destroyed. It is completely unsalvageable and the cyberdeck must be replaced.

Sledgehammer

Sledgehammer is a simple yet effective Gray ICE program. The ICE appears as a giant, black hammer surrounded in a field of lightning.

Attributes: All attributes are average.

V.D.C.: 4D6

Hit Points: 3D6 + 10

Bonuses and Abilities: 2 actions per melee round, +1 to strike, +2 parry and dodge.

Damage: Does 2D6 D.T.C. when attacking.

Green Knight

Green Knight is a program that has an unusual, but helpful bug in its programming. On occasion it will erase programs from a cyberdeck when it attacks. The program appears as a large medieval knight dressed in green plate armor carrying a giant ax.

Attributes: P.P.: 23; All other attributes are average.

V.D.C.: 5D6 + 15

Hit Points: 3D6

Virtual Armor: A.R.: 13, V.D.C.: 65

Bonuses and Abilities: 3 actions per melee round, +4 to strike, +5 parry and dodge.

Damage: Does 4D6 D.T.C. when attacking.

Erase Programs: If a natural twenty is rolled when it attacks, then one program is randomly erased from the cyberdeck in addition to the damage.

Screaming Skull

Perhaps one of the more feared programs on the Link, Screaming Skull not only destroys the cyberdeck but also attempts to kill the cyberjacker at the same time. The program has the capabilities to do massive damage to a cyberdeck as well as being equipped with a ranged attack. The program appears as an obsidian black, flaming skull that screams and howls as it attacks.

Attributes: P.P.: 24; All attributes are average.
V.D.C.: 3D4 x 10
Hit Points: 5D6 + 10
Horror Factor: 13
Bonuses and Abilities: 5 actions per melee round, +5 to strike, +6 parry and dodge, +4 to all saving throws and prowl 76%.
Damage: Does 1D4 x 10 D.T.C. when attacking or may use its ranged attack that does 4D6 V.D.C.
Cyberdeck Overload: When a natural twenty is rolled in combat, roll once on the Exceeded Damage Threshold Capacity Table.

Black ICE

Black ICE is a lethal program developed to kill intruders rather than drive them out of the system. These are most common on military and high-level government systems, but they can be found on many corporate systems. These programs are often referred as Black programs

Ghoul

Ghoul is a program that was developed to disrupt the nervous system of an intruding cyberjacker. Also the program attempts to cause a cyberdeck's system stall, causing the cyberjacker to be paralyzed for a short period of time. Ghoul is perhaps one of the most common Black ICE. The program appears as a decaying human body surrounded in a black mist.

Attributes: I.Q.: 7 (basic artificial intelligence), P.P.: 16, P.S.: 17, P.E.: 16; All other attributes are average.
V.D.C.: 1D4 x 10 +20
Hit Points: 4D6 + 16
Bonuses and Abilities: 3 actions per melee round, +3 to strike, +5 parry and dodge, +1 to all saving throws and prowl 56%.
Damage: Does 6D6 V.D.C. when attacking or may choke the cyberjacker with the mist surrounding it, the attack is treated as a 3D6 ranged attack.
Cyberdeck Stall: If a natural 18, 19, or 20 is roll on any attack roll then the cyberjacker is stunned for 1D4 melee rounds in addition to any damage taken.

Soul Knight

The lethal version of Green Knight, Soul Knight is similar to many ways to its brother but all the more deadly. The program attempts to lobotomize the cyberjacker, turning him into a drooling catatonic. The program appears as an obsidian skeleton dressed in medieval plate armor carrying a giant, two-handed war hammer.

Attributes: P.P.: 20, P.S.: 30 P.E.: 20, All attributes are average.
V.D.C.: 2D6 x 10 + 15
Hit Points: 4D6 + 20
Virtual Armor: A.R.: 16, M.D.C.: 100
Horror Factor: 10
Bonuses and Abilities: 5 actions per melee round, +4 to strike, +6 parry and dodge, +3 to all saving throws, and prowl 46%.
Damage: Can attack with the giant war-hammer doing 5D6 +15 V.D.C. or do a ranged attack which does 4D6 V.D.C.
Cerebral Feedback: Anytime that the program rolls a natural 20 when attacking with its melee weapon, the cyberjacker permanently loses 1D4 I.Q. points instead of the damage usually taken.

Digital Asp

Digital Asp has great speed and amazing combat abilities. In addition to amazing combat abilities that the program possesses, the program also attempts to put the cyberjacker into cardiac arrest. Digital Asp appears as a neon green asp, pulsating with blue mathematical symbols pulsating around it.

Attributes: P.P.: 30; All attributes are average.
V.D.C.: 2D4 x 10
Hit Points: 3D6 + 10
Horror Factor: 15
Bonuses and Abilities: 8 actions per melee round, +7 to strike, +9 parry and dodge, automatic dodge, +4 to all saving throws, and prowl 92%.
Damage: Does 1D6 x 10 V.D.C. when attacking or may use its ranged attack that does 6D6 V.D.C.
Cardiac Arrest: If a natural twenty is rolled the cyberjacker must make a saving throw verses Coma/Death at a +15%. If the cyberjacker fails his roll then Digital Asp kills him. If he succeeds then he is kicked out of the Link and knocked unconscious for 1D6 hours.

Virus ICE

These programs are completely invisible and can only be detected by making a successful perception roll. If the cyberjacker detects the program, then the cyberjacker must make a successful computer hacking skill roll including the system skill penalty, if successful then the virus is removed. If the skill roll fails, the virus infects the cyberdeck. If the cyberjacker fails to detect the program then it infects the cyberdeck and remains there until removed. To remove the virus, the cyberjacker must make a successful computer programming roll with virus skill penalty applied.

Data Virus

Perception Difficulty: 16.
Removal Penalty: -25%

If a Data Virus invades a cyberdeck then any information downloaded by the cyberdeck will be either erased from the cyberdeck or rewritten so that it will be unreadable.

Sloth Virus
Perception Difficulty: 13.
Removal Penalty: -35%
   The Sloth Virus slows down the cyberjacker's cyberdeck processing speed which causes the cyberjacker's V.P.P. to be reduced by half.

Reaper Virus
Perception Difficulty: 14.
Removal Penalty: -50%
   The Reaper Virus is a virus that infects the electrical dampening systems on a cyberdeck and disrupts any combat programs that the cyberdeck contains. The Reaper will increase damage done to the cyberjacker and the cyberdeck by 50%. Also, the damage of all combat programs that a cyberdeck contains is reduce by 50%

Trojan Horse ICE
   Trojan Horse ICE is a unique form of ICE that is disguised as other objects and terrain in the Link. For a cyberjacker to detect a Trojan Horse the player must roll a successful Computer Hacking skill with the system modifiers applied or use an appropriate program. If successful, the cyberjacker can detect and possibly avoid the Trojan Horse.
   A Trojan horse program is usually disguised as something harmless (i.e. date, nodes, etc.). These programs will attack or activate when the data is accessed or the cyberjacker passes within a certain distance. When the ICE is activated then the true nature of the program is revealed, it can no longer hide from the cyberjacker. Any of the ICE above can be used as Trojan horse ICE.
Data Bomb
   Data bombs are attached to data and other objects as a simple way to protect that data. It is common form of ICE and will detonate when the data is accessed. If the cyberjacker detects the data bomb then he can disarm it with a successful computer hacking skill roll with the usual system penalty. Data Bombs do either V.D.C. or D.T.C.
Damage: Light: 3D6, Medium: 6D6, Heavy: 1D6 x 10, Ultra-Heavy: 2D6 x 10

The Cyberdeck
Accessing the Link
   Any character can use a cyberdeck to interface with the Link provided they have the required skills. Those skills are Computer Operation, Computer Programming, Computer Hacking, Computer Networks, and Cyberjacking. If a character has these skills, then he or she may cyberjack.
   To access the Link a cyberjacker must also have a few pieces of basic equipment: a headjack or fingerjack, a cyberdeck and a set of eye-phones. The headjack and cyberdeck allows the cyberjacker to interface with the Link and a pair of eye-phones allows the cyberjacker to see the virtual world. Without eye-phones the cyberjacker must have the optic nerve implant to see the Link.

Cyberdecks
   Cyberdecks vary from the size of a paperback book to the size of a standard computer. Most people use a desktop cyberdeck that is used for general work and entertainment. Desktop cyberdecks don't have the capabilities of the black market cyberdecks. Only those people wish to commit crimes with the powerful cyberdecks have any true need for them.
   Combat Assault Cyberdecks are constructed of composite materials and designed to take a beating. These are often the most powerful cyberdecks available. It is illegal in many countries, including the United States, to own a combat assault cyberdeck.
   A cyberdeck has a number of attributes that reflect its processor speed, storage space, and the amount of damage that it may take before being rendered inoperable.
Cyberdeck Attributes
Size: There are four sizes of cyberdecks: miniature, standard, desktop and cranial. Miniature cyberdecks average from the size of a paperback book to a spiral notebook. Standard cyberdecks average about the size of a standard laptop computer to a computer keyboard, but twice as thick. Desktop cyberdecks are about the size of a traditional personal computer. Finally, the cranial cyberdeck is a costly cybernetic implant that can be implanted in the cyberjacker's skull and directly connected to the headjack. If the cyberdeck needs to be repaired then the cyberjacker must undergo surgery.
Speed: Speed represents how fast a cyberdeck processes the information that it receives. Cyberdeck speed is added to the cyberjacker's V.P.P.
Active Memory: Active Memory is the amount of memory the cyberdeck has available for running programs. If a cyberjacker does not have enough active memory available to run a program then the cyberjacker cannot use the program unless he removes a program from active memory.
Storage Capacity: Storage Capacity is how much information that a cyberdeck may hold. Storage capacity is used not only for programs but it is also used for storing information that is downloaded from systems. If the file being downloaded exceeds the Storage Capacity or the cyberdeck, then the information may not be downloaded.
Damage Threshold Capacity (D.T.C.): D.T.C. is the total amount of damage that the cyberdecks internal systems may take before being damaged. Gray ICE commonly does D.T.C. damage.
A.R.: The armor rating of the cyberdeck's case. If the strike roll is under the A.R. then the attack bounces of harmlessly.
M.D.C.: This is the amount of physical damage the cyberdeck may take before it is no longer operational.

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M.D.C.: This is the amount of physical damage the cyberdeck may take before it is no longer operational.

Cyberdeck Descriptions

Chipwell Armaments CW-080 Cyber-warrior
A low-end cyberdeck produced by Chipwell Armaments.
Size: Standard
Speed: 0
Active Memory: 45
Storage Capacity: 100
Damage Threshold Capacity (D.T.C.): 15
M.D.C.: 1 (100).
Cost: 15,200 credits.

MI-302 Harbinger Cyberdeck
The Harbinger is an old cyberdeck produced by the Manistique Imperium.
Size: Standard
Speed: 3
Active Memory: 80
Storage Capacity: 180
Damage Threshold Capacity (D.T.C.): 35
M.D.C.: 35
Cost: 40,000 credits

Northern Gun Mouse Mini-Cyberdeck
This is the smallest, most portable, and the most easily concealed cyberdeck on the market. Although it has low capabilities it is about the size of an adult's open hand. It is very popular among city rats due to how easily it is concealed and mercenaries as a backup cyberdeck.
Size: Miniature
Speed: 1
Active Memory: 50
Storage Capacity: 150
Damage Threshold Capacity (D.T.C.): 10
M.D.C.: 5.
Cost: 45,000 credits

CS-1000 Executioner Combat Assault Cyberdeck
  This is the standard issue cyberdeck for all Coalition cyberjackers. There is a hip mount designed to attach to CS armor allowing the solider to keep his hands free.
Size: Miniature
Speed: 7
Active Memory: 720
Storage Capacity: 1400
Damage Threshold Capacity (D.T.C.): 40
M.D.C.: 65
Cost: 1.3 million credits.

NG-200 Northern Gun Link Master Combat Cyberdeck
  This is a very popular cyberdeck among mercenaries. It is a tough, portable cyberdeck and has the Northern Gun name that proves its quality.
Size: Standard
Speed: 2
Active Memory: 200
Storage Capacity: 400
Damage Threshold Capacity (D.T.C.): 25
M.D.C.: 40
Cost: 42,000 credits

Wilk's 9000 Combat Assault Cyberdeck
  Wilk's had been sitting on the plans for a cyberdeck for years, never really seeing use for the design. Finally, Wilk's put the cyberdeck into production. The Wilk's 9000 is a durable cyberdeck with a sleek ceramic case. Although it lacks the capabilities of the Northern Gun Link Master, the Wilk's 9000 has sold amazingly well solely because it has the Wilk's name.
Size: Standard
Speed: 1
Active Memory: 130
Storage Capacity: 250
Damage Threshold Capacity (D.T.C.): 25
M.D.C.: 70
Cost: 35,500 credits

Triax Industries TX-230 Ultra-Deck
  The TX-230 is a high quality cyberdeck that is extremely difficult to find. The Ultra-Deck is highly sought by many cyberjackers.
Size: Standard
Speed: 8
Active Memory: 1000
Storage Capacity: 1500
Damage Threshold Capacity (D.T.C.): 45
M.D.C.: 65
Cost: 475,000 credits

Nurani Enterprises NE-068 Dragon Combat Assault Cyberdeck
  When Nurani Enterprises saw that the Link was beginning to gain popularity on Rifts Earth they immediately began to sell the NE-068 Dragon. The most powerful cyberdeck on Rifts Earth, the NE-068 is a heavily sought after piece of equipment.   Since the CS attack on all Nurani weapons dealers the cost of the cyberdeck has skyrocketed.
Size: Miniature
Speed: 10
Active Memory: 1300
Storage Capacity: 2500
Damage Threshold Capacity (D.T.C.): 70
M.D.C.: 100
Cost: 4.6 million credits (Extremely Rare)

Building a Cyberdeck
  A cyberjacker may wish to build a cyberdeck with certain capabilities. The cyberjacker may choose to build the cyberdeck, but he must have the skills of Circuit-Board Micro-Electronics and Cyberdeck Repair to do so. If the cyberjacker builds the cyberdeck himself then the price is reduced by 30% (a beginning character must pay full price for his cyberdeck).
  If the cyberjacker chooses to build his own cyberdeck then there is a -10% penalty applied to the cyberjackers skill rolls. The size of the cyberdeck also makes it easier or harder to build the cyberdeck. There is a skill modifier applied to the skill roll depending on the size of the cyberdeck. If the cyberjacker wants to build a cranial cyberdeck then he must also make a Basic Cybernetics skill roll with the same penalties applied to the other skill rolls. Two out of three (2 of 3) skill rolls must be made for each step of building the cyberdeck.

Size	Skill Modifier
Cranial	-30%

Miniature   -15%
Standard   No penalty
Desktop   +15%

Cost of the Cyberdeck
   A certain times a Cost Multiplier may be applied to the price of the parts of the cyberdeck. The Cost Multiplier is based on the cyberdeck's Speed rating.

Speed   Cost Multiplier (CM)
0-3   100 credits
4-6   200 credits
7-9   500 credits
10+   1000 credits

Step One: Determine Cost of Speed Rating
   The first thing that a player must determine is the cost of the cyberdeck's speed rating. There is a -2% penalty to the skill roll for each point of speed.
Speed Cost: [(Speed x Speed) x (CM x 8) + 195]

Step Two: Determine Amount and Cost of Memory
   Next, the player must decide how much active and storage memory the cyberdeck will have and then use the formula below to determine the cost of the memory.
Memory Cost: Active Memory x 7.5
                       Storage Memory x 6

Step Three: Determine the Amount and Cost of D.T.C.
   The third step is to determine how much D.T.C. the cyberdeck will have and then use the formula below to determine the cost.
Damage Threshold Capacity (D.T.C.) Cost: D.T.C. x (CM x 8) + 60 + (D.T.C. x 70)

Step Four: Purchase M.D.C.
   The player then decides the M.D.C. of the cyberdeck, and then uses the formula below to determine the cost.
M.D.C. Cost: M.D.C. x 10 (Maximum of 120 M.D.C.)

Step Five: Determine Size
   The final step is to decide on the size of the cyberdeck and multiply the total cost by the multiplier listed below.
Size Cost Modifier: Cranial: Total Cost x 5
                              Miniature: Total Cost x 3
                              Standard: Total Cost x 1
                              Desktop:Total Cost x ½
Note: All costs are in credits. Round fractions up.

Other Cyberjacking Equipment
   Eye-Phones: Eye-Phones are a combination of Virtual Reality goggles and head phones which allow a cyberjacker to experience the Link in 360 degree sound and vision. A number of different companies produce eye-phones that a cyberjacker may use. Without eye-phones the cyberjacker cannot access cyberspace via virtual reality. In effect, the cyberjacker is blind and deaf. Eye-Phones may range from the size of a standard Virtual Reality helmet to a pair of sunglasses. **Cost:** 1000 to 6000 credits depending on size and quality.
Full Virtual Reality Body Suit and Harness (FVRBSH): This is a virtual reality suit and harness that suspends the cyberjacker in the air and immerses the cyberjacker in the world of virtual reality. The entire piece of equipment is 8 feet wide and tall. It is a non-portable system that allows the cyberjacker to have the most effective connection to cyberspace. The FVRBSH provides a bonus of two additional actions per melee round, +2 to strike, +3 to parry and dodge, and a +15% to all skill rolls. **Cost:** 250,000 credits.
Feedback Filter: This is a special device that is plugged into the port that is used to connect the cyberdeck to the Link. These filters act as armor protecting the cyberjacker and his cyberdeck from the damage that is caused by ICE. When the M.D.C. of the filter is depleted then it no longer provides protection.
Feedback Filter: This is a special device that is plugged into the port that is used to connect the cyberdeck to the Link. These filters act as armor protecting the cyberjacker and his cyberdeck from the damage that is caused by ICE. When the S.D.C. of the filter is depleted then it no longer provides protection.

Type	A.R.	S.D.C.	Cost:
Northern Gun Filter	12	30	10,000 credits
Bandito Arms Filter	14	50	15,000 credits
Triax Industries Filter	17	75	30,000 credits
C.S. Feedback Filter	19	100	75,000 credits
Nurani Enterprises	20	250	350,000 credits

C.I.D. (Cerebral Interface Device): The Cerebral Interface Device, or "Sid", was developed to allow a person to enter the Link without a headjack. The "Sid" is an unusual looking device that has eight "arms" coming off of a central piece (four on each side) which conform to the head of the user. Each of these "arms" senses commands from a user's brain and sends those commands to the cyberdeck. Unfortunately, the speed at which the user reacts is much slower than the speed of a headjack. V.P.P. is halved when using the C.I.D. **Cost:** 3000 credits (Commonly Available).
Holographic Projector: A small holographic projector installed in the cyberdeck and provides a holographic view of the Link. **Cost:** 2500 credits.

Keyboards: Keyboards are an option that allows the cyberjacker to operate a cyberdeck without jacking into the deck. No bonuses are available when using a keyboard, the cyberjacker must make straight rolls. The advantage of a keyboard is that the cyberjacker is immune to all anti-personnel programs. **Cost:** 50 to 120 credits.

Optical Storage Disks: Optical Disks are small disks about an inch in diameter. Each disk can hold 100 memory points. **Cost:** 15 credits each.

Additional Headjack Port: This allows the cyberdeck to have an additional cyberjacker using it and have access to its programs. If two cyberjackers are using the same cyberdeck, then the capabilities of the cyberdeck are divided evenly between the cyberjackers. **Cost:** 3000 credits per additional port.