Cats' Toys

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Recently, I played in a Cyberpunk 2020 campaign as a Netrunner. My character was a wiz-kid hacker named Cat, and I spent a lot of time coming up with new programs to create and use, some useful and some childish. I'd like to share a few of them.

Anti-System Programs

Catburglar 1200 eb
Class: Anti-System
Strength: 6 MU: 6

Catburglar is more than just a virus program. When Catburglar is booted, it locks onto a chosen data line and traces it back to its source. It then begins to erase one program or file per turn until the computer is turned off. It doesn't just erase those files or programs; it transfers them back down the pipe to the user's deck. Worse yet, it doesn't go away when the infected computer is turned off. It sticks around and continues its work until it is destroyed.

ICON: It looks like a photorealistic black panther, with glowing red eyes, that consumes the deck's contents one by one.

Notes: This one was hefty, but it rocks. You're not just erasing someone's files and programs, you're stealing them for yourself. They'd better have a good Killer in memory.

DPW (Disgruntled Postal Worker) 720 eb (cheaper in some circles)
Class: Anti-System
Strength: 5 MU: 3

DPW is a vicious e-mail bomb. Not only does it immediately crash and erase a target's e-mail, it Auto Re-Rezzes on a 5 or 6 on 1d6 and keeps doing it until DPW is utterly destroyed.

ICON: A cartoony postal worker with lots of dynamite sticks. It laughs a lot.

Notes: Yes, it took a long time to program and it is expensive. It was a small price to pay for the smiting of one's enemies. I used it a lot.

Mail Tap 750 eb
Class: Anti-System
Strength: 5 MU: 3

When Mail Tap is attached to a modem origin, it recognizes all incoming and outgoing e-mail and immediately copies it to the program's user. Although it is an Anti-System program, it really does not attack the deck but only leeches off the e-mail function. It is invisible and difficult to detect due to its passivity.

Notes: I made this one an Anti-System program because I had no idea what else to make it. It's really handy if you can get your hands on it.

Evasion/Stealth Programs

Ding-Dong-Ditch 500 eb
Class: Evasion/Stealth
Strength: 5 MU: 3

Ding-Dong-Ditch is designed to fool modem traces of all kinds. Essentially, it creates a false trail leading to someone else's modem origin. It is very passive software, and it is not likely to alarm anyone using a trace.

ICON: It creates a fractally realistic icon, simply patching your data trail back to another origin. It looks like normal net architecture.

Notes: I got sick of phone traces, Flatlines, and Watchdog series programs, and decided that I needed something passive that I could simply boot and forget. This has done the trick. It's great when a Poison Flatline ends up in someone's else deck. It's not a sure thing, but then again what is?

Nine-Lives 800 eb
Class: Stealth/Evasion
Strength: 5 MU: 6

Nine-Lives is a program for those who enjoy leaving their meat bodies intact when running dangerous grids. Nine-Lives follows you around through the net and detects Black-IC (those which will harm your meat) within the same node. Once Black-IC has been detected, Nine-Lives immediately logs you out. It is fast, adding +2 to your deck speed for its use.

ICON: The 'runners net icon gains a feline feature, such as cat's eyes, a tail, etc.

Notes: This was one for the paranoid, who didn't want to end up dead or a vegetable when hacking serious grids. Yes, it's a memory hog, but once you know the IC is there you can prepare for it in case you weren't properly prepared in the first place. I'd rather be back at square one and disoriented than dead or brainfried.

Utility Programs

No Peeking 180 eb
Class: Utility
Strength: 5 MU: 2

No Peeking detects taps on your deck's data line, including such programs as Mail Tap.

Notes: I designed this one thinking that if I designed Mail Tap, someone else had had a similar idea.

Stitcher 250 eb
Class: Utility
Strength: 7 MU: 3

Stitcher is a program designed to restore damaged files. Better yet, it stays active in the system and Auto Re-Rezzes on a 5 or 6 on 1d6. That way, it sweeps up after a virus, etc., thst is still running around your deck while you try to purge it. It's expensive for a utility and kind of a memory hog, but it is well worth it.

Notes: I wanted something more powerful than Re-Rezz. I created this one after Cat's deck got fried and I lost some really cool data. Yes, I forgot to back it up. Oops.