Turbohacking

HARDWARE COSTS

Part	Function	Cost	Availability	Essence
Speed 1	Actions per round	1,000	8/1 day	0.2
Speed 2		5,000	10/3 days	0.4
Speed 3		50,000	14/1 week	0.7
Speed 4		200,000	17/2 weeks	1.0
Speed 5		500,000	20/1 month	1.4
Memory (1-20)	# of utilities running at the same time	rating²x500	Rating	Rating x 0.1
5		12,500	5/1 day	0.5
10		50,000	10/2 days	1.0
15		112,500	15/1 week	1.5
20		200,000	20/1 month	2.0
Storage (1-50)	Hard drive space	rating²x100	Rating /2	Rating x 0.02
5		2,500	3/1 hour	0.1
10		10,000	5/1 day	0.2
20		40,000	10/2 days	0.4
30		90,000	15/1 week	0.6
50		250,000	25/1 month	1.0
Power (1-10)	AI Complexity, upper limit for utilities	rating³ x 2,000	(Rating x 2) + 5	n/a
1	Sony 'Megahacker'	2,000	7/4 hours	0.2
2	Zi 'Diamond'	16,000	9/1 day	0.4
3	Reflex 'Ragnarok'	54,000	11/2 days	0.6
4	Sagawa 'Thunder'	128,000	13/3 days	0.8
5	Novatech 'Rapidal'	250,000	15/5 days	1.1
6	Lotus 'Miasmaro'	432,000	17/1 week	1.4
7	Novatech 'Elektra'	686,000	19/2 weeks	1.7
8	Quizatl 'Panther'	1,024,000	21/1 month	2.0
9	Neot 'Phoq'	1,458,000	23/3 months	2.3
10	Custom or Military	2,000,000	25/1 year	2.5

NOTES

Spex cost half the price of implants but are limited to half the maximum ratings allowed. They require a datajack, but otherwise do not cost Essence.

Alpha	Essence x 0.8	Cost x2
Beta	Essence x 0.6	Cost x 4
Delta	Essence x 0.5	Cost x 8
Used	1d3 Stress points	Cost x 0.5

SOFTWARE

Name	Cost	Class	Function
Armour	rating^{2}x1,000	Barrier	reduces damage from attacks
Blackfile	rating^{2}x1,000	Info	creates a dossier about one person or organization
Blaster	rating^{2}x1,000	Attack	crashes and suppresses active barriers
Boiler	rating^{2}x500	Control	takes control of heating/cooling/ventilation/water/power
Bulldog	rating^{2}x1,000	Barrier	detects and attacks intruders
Chameleon	rating^{2}x1,000	Stealth	disguises intruder as local system native
Compressor	rating^{2}x200	Misc	reduces utility size by half, reduces Speed by 1
Demon	rating^{3}x1,000	Attack	overrides and disables critical system processes, crashing a node
Drill	rating^{2}x1,000	Intrusion	opens vaults and time-locked safes
Easy Rider	rating^{2}x1,000	Movement	allows easy access to foreign domains and hubs
Feline	rating^{2}x2,000	Control	creates a false alarm, then pacifies the alarm sub-system
Foxhound	rating^{2}x2,000	Sensor	tracks a person's movement
Fuse	rating^{2}x500	Barrier	disconnects decker when black ice inflicts damage
Gateway	rating^{2}x3,000	Control	bypasses security scanners
Glitch	rating^{2}x1,000	Control	disrupts enemy biomechanisms
Hotwire	rating^{2}x500	Control	takes control of an active vehicle
Hydra	rating^{2}x2,000	Barrier	spawns new copies if attacked with crude utilities
Icepick	rating^{2}x2,000	Attack	subtle attack utility slowly chips away at barriers
Inquisitor	rating^{2}x1,000	Info	checks accounts, payroll wizard, cooks books, financial tracker
Impropaganda	rating^{2}x1,000	Chaos	modifies trideo feeds, newscasts and other channels (requires mediamatics)
Jackhammer	rating^{2}x500	Attack	smashes datawalls in a very crude manner
Jammer	rating^{2}x500	Intrusion	breaks off communication with outside; decker is affected
Leech	rating^{3}x1,000	Intrusion	siphons money from bank accounts
Magellan	rating^{2}x1,000	Info	maps a hypersysteme and provides navigation help
Medic	rating^{2}x1,000	Barrier	rebuilds corrupted utilities
Morpheus	rating^{3}x3,000	Misc	builds soft realities
Pantechnicon	rating^{2}x3,000	Info	explains technical data, lab reports, research papers, etc.
Paradox	rating^{2}x3,000	Attack	temporarily disrupts Synthetic Intelligences
Peek	rating^{2}x200	Info	take a quick peek through a distant security eye
Platinum	rating^{2}x1,000	Info	evaluates value of data, conducts transactions
Probe	rating^{2}x500	Intrusion	analyzes hypersysteme defences
Ram/Keyring	rating^{2}x1,000	Control	opens maglocks and sealed doors
Raven	rating^{2}x1,000	Intrusion	slowly puts to sleep attack/barriers in 10 – Rating actions
Scanner	rating^{2}x500	Info	checks local node for presence of avatars and others
Screamer	rating^{2}x200	Barrier	puts system on alert when protected file is accessed in any way
Schema	rating^{2}x1,000	Info	retrieves blueprints of a specific building
Slavedriver	rating^{2}x1,000	Control	allows operation of simple local machinery (requires telematics)
Slayer	rating^{2}x1,000	Attack	damages avatars and machinimas, but not nodes
Spider	rating^{2}x2,000	Sensor	wiretaps specified communication channels
Spore	rating^{2}x1,000	Intrusion	long-term infection which creates a back door. 10 – Rating days
Surge	rating^{2}x2,000	Attack	disrupts physical system hardware
Viper	rating^{2}x1,000	Chaos	slowly corrupts a specific file in several different ways
Zombie	rating^{2}x2,000	Barrier	turns attack programs against owner if it breaks down a program

Hypersystem Security Levels

Diff#	Code	Name	Examples
1-10	D1	minimal	library, normal home
11-12	C1	discretionary	supermarket, rich home, local school
13-14	C2	controlled	department store, jeweller
15-16	B1	labeled	medium corporation, eyesats, city govt, city police
17-18	B2	structured	regional corporation, regional bank, state police
19-22	B3	optimized	state attorney, airport, hospital, megacorp, national guard
23-26	A1	immunized	federal bank, FBS centre, state registry
27-30	X1	sentient	central registry, military installations

Modifiers
Home turf for defender +1
Unfamiliar language –1
Unfamiliar semiotics or iconography –1
Repeated failed attempt –1
Inside information about hypersysteme +1
Custom-built tools for that hypersysteme +1
Strong or Weak local hub +-1
Machinima assistance +1

Black Barriers: Killjoy (knockout), Spazz (epilepsy, reduces Speed), Black Hammer (brain damage), Stimulant (physical reaction), Judas (traitor), Liche (modifies personality), Minddriver (controls person); Cost is usually rating^{2}x3,000.

Paradox programs are used to confuse and defeat digital entities such as Artificial and Synthetic Intelligences. They are partially attack programs and partially philosophical fields which most Synths have trouble integrating into their awareness. These tools are very rare and usually classified as military weapons under the law.
Paradox Types: Logic, Zen, Sophistry, Phenomenology, Eschatology, Meobius, Cubism, Escher, Sphinx

More Programs
Eraser, Hive, Soulburner, Parasite, Incubus, Termite, Mole
Jericho, Monkeypuzzle, Plague, Doppelganger, Great Escape, Heist
decoy, lifeline, stargate, teleporter
Worms

Stealth Names: Shifter, Mimic, Cloak, Skulk, Prowler, Mirage
Attack Names: Barracuda, Sword, Warrior,
Barrier Names: Minefield, Citadel, White Tower, Glacier, Pitfall

Poison Pill – protects against absorption by AIs
Entangle – takes him down with you

Electrosphere Rules

Layer 1
Hologrammics show telescreens and displays that aren't really there. Sensors pick up body/hand/eye motion and use it to control the interface.
Interface is practically transparent and very user friendly.
No harm is possible.
Spex can enhance the experience.

Layer 2
Selected as aspects of reality are altered/added/removed.
Hidden diagnostic subsystems appear.
Requires special spex.
Harm can be caused through disorientation and illusion.

Layer 3
Reveals the guts of the OS and show full ecologics.
Requires neural interface.
Can cause nervous system damage, epilepsy, etc.

Layer 4
Complete replacement by a soft reality, with simple friendly physics.
At this layer, the entire hypersystem can be redesigned.
Machines and living systems can be simulated.
Blending of man and machine allows for full redesign of human hacker's mind too.

Layer 5
Rumoured. Not supposed to exist.
People can disappear into this soft reality.
Physics are completely real and unbreakable. Live and die in this world.

Turbohacking Mechanics
Hackers can use spex, rigs, or neurolinks. Spex are small, convenient, and moderately powerful. Rigs are large, clumsy but very powerful. Neurolinks are hardwired into the body and thus fully concealable, but are fairly weak and have power constraints. These computers have 4 traits: Mind, Speed, Memory and Storage.

♦   *Mind* rates the quality of the rig. It sets the upper limit for program ratings.
♦   *Speed* determines the number of actions per round that the computer can perform.
♦   *Memory* determines how many programs can be running at the same time.
♦   *Storage* determines how many total programs you can have in offline memory.

Programs are used to enhance a hacker's skill rolls for specific tasks. For example, the Drill 2.0 program will add +2 to any attempt to bypass a door's security system. The defending system will usually roll its Security Level + d10. If the hypersysteme beats the turbohacker's roll, it temporarily degrades a random (GM's choice) player program by the number of successes. Each attack will degrade a program until it reaches zero; then it crashes and becomes unuseable. A turbohacker needs to beat the hypersystem every time he attempts an operation. The number of successes determines how long it takes the system to figure out it's been hacked, in rounds. Get 5 successes and the system will go on alert after the fifth round.