

OWBN Nosferatu

SchreckNET Genre Packet 2016

Introduction:

SchreckNET is a network accessed and maintained by Clan Nosferatu. The clan converses with each other through a series of tiered and layered communication pipelines, encrypted email messages, bulletin boards, encoded web pages, and other similar applications utilizing a system of chat rooms and Virtual Private Networks. Nosferatu send information to each other the world over.

With the technology available today, SchreckNET communication is broken up and bounced via cable and satellite transmission, and the packets are reconstructed at the receiving end and decrypted. The Nosferatu are nothing if not inventive in ways to hide their secrets.

By way of encryption, the Nosferatu use some of the most advanced techniques available. Technophiles and Administrators compete nightly to implement even more secure cryptosystems. The mages and werewolves may have ways around this, but even the most advanced kindred do not. Even if a kindred (or other) manages to hack SchreckNET,, there is no way they will be able to understand what they are looking at.

*****NO LORE ABOVE LEVEL ONE MAY BE POSTED ON SchrekNET. FAILURE TO COMPLY WILL RESULT IN LOSS OF SchrekNET PRIVILEGES AND/OR COORDINATOR DISCIPLINARY ACTION *****

Technical Information

PCs or STs should contact the NosCoord office directly for information involving the technical details of SchrekNET.

Thin Client SchreckNET Nodes:

Provided by the SchreckNET Admin Team out of New York, Chicago, Dallas, and San Francisco, these SchreckNET nodes are in actuality dumb terminals, in that they store nothing locally, being simply a keyboard and monitor with a "network" connection. Personal computers cannot access SchreckNET directly, through secure links can be made with special dispensation, and often are in the larger warrens out of courtesy to the Nosferatu that prefer the privacy of their own machines. Even on a private machine, however, no data is stored on the PC, as any hard-wired PC does not receive the data directly, and all video hardware is disabled for SchreckNET content. Effectively, any personal machine, while connected to the Nosferatu facilities, acts just like the standard dummy terminal.

The Admin team members are the only ones qualified to make the appropriate repairs, or have any knowledge of the actual inner-workings of these terminals. SchreckNET Nodes are often

trapped so that opening them improperly (something an average vampire would not know how to do) renders a unit inoperable.

The most important aspect of these terminals is that they are located and hidden deep within the Warrens so well that they are not often noticed as terminals themselves. One needs to know how to locate things in the warrens before they can ever think about finding a node (SchreckNET Lore x1). Tampering with said node will, invariably, cause the node to cease functioning.

User Identifiers:

Each SchreckNET Node is logged with a hardwired access ID. This hardwired ID is necessary to successfully connect up with SchreckNET. For personal identifiers, a unique identifier code (screen name) is also issued to each user of SchreckNET, which is updated on a regular basis.

In addition, each Nosferatu has his/her own public/private key as well. The public keys are, of course, public and easily accessible by any Nosferatu (and maybe even non- Nosferatu), since it's the private key that allows a person to decrypt a message encoded with their public key.

Admin:

Any specific node/terminal that drops off SchreckNET for whatever reason cannot reconnect without active Admin decision. There is a group of Nosferatu who never go topside, who all have the logon "Admin". They are completely inaccessible to the standard Nosferatu. Use of the "Admin" team should be limited in scope, and STs should coordinate efforts with the Nosferatu Genre Coordinator if they feel there is a need to use this NPC component to the clan.

Mechanics Overview

For game purposes, without consent of the Nosferatu Genre Coordinator, SchreckNET is unhackable.

Any and all non-Nosferatu PCs and NPCs must notify the Nosferatu Coordinator of their activities surrounding and relating to SchreckNET. Non-vampires (i.e. ghouls, werewolves, etc.) are never knowingly on SchreckNET. Failure to alert the OWBN Nosferatu Genre Coordinator to the presence of a non-Nosferatu on SchreckNET is grounds for termination of subscription and subsequent Organization Level Discipline.

It is very much out of genre to share information from SchreckNET with members of another clan. Nosferatu genre dictates an almost inherent familial tie to the clan – even Autarks respect the family bond, and its overt secrecy, over and above their personal political leanings. While the Coordinator team cannot enforce this familial bond across the Organization, or the roleplay inherent in that interaction, we hope that both the players and storytellers keep this in mind and help us enforce the keystone of Nosferatu genre throughout. Passing along SchreckNET messages to your coterie, selling out your clan, or giving away free random messages are all generally frowned upon.

Please note that one cannot forward messages off of SchreckNET in whole or part, as it is self-contained, and has no way to send messages outside the system. Messages, unless written down via paper or taken verbally, have no way of being “sent” or “copied” from SchreckNET for distribution. As well, messages over SchreckNET are coded and written in such a way that even if a non-Nosferatu were to read it, it would be incoherent and enigmatic.

All NPC posting to SchreckNET must be approved by the OWBN Nosferatu Genre Coordinator prior to being posted, as NPCs are held to a higher standard than players, and are expected to be learning utilities for those players.

SchreckNET Lore

With enough knowledge, you are able to access to the archives of the database and create your own. This lore is only available to Nosferatu and Nosferatu Antitribu, and should not be taught to anyone outside the clan. Teaching this particular lore to anyone outside the clan requires Nosferatu Coordinator permission so appropriate steps can be taken by the NPCs that are always watching around the corners, keeping their information secret.

Level 1 – n00bs

- Newly initiated to SchreckNET under strict supervision of local Nosferatu. Careful monitoring of your online activities occurs, under strict supervision of an elder.
- Use of basic SchreckNET communication techniques revealed to you.

Requirements: Computer x1 required.

Advantage: This level of lore is required for a Nosferatu to access and join SchreckNET.

Level 2 – l4m3rs

- You have been given more freedoms to use the vast array of SchreckNET features and have been instructed on the penalties for revealing such secrets.

Requirements: Computer x1 required.

Level 3 – ub3rs

- You have begun to comprehend the true vastness of the SchreckNET network and the implications for Clan Nosferatu.
- You have become skilled at delving the archives for choice bits of data for sale and/or blackmail.
- You have heard rumors of massive subterranean server farms powering this massive information web.

Requirements: Computer x3 required. Lore of this level is available to Nosferatu who have been in play for 6 months or more.

Level 4 – I33ts

- You utilize the resources of SchreckNET and the common internet to beg, borrow, and steal the data.
- You have begun to hear rumors of an even more secure network, where the true secrets of the world are traded, but as yet have been unable to access it.

Requirements: Computer x4 required. Lore of this level is available to Nosferatu who have been in play for 12 months or more.

Level 5 – r00t

- You have met “Admin” or at least IRCed with one.
- You are considered one of the true pioneers of the clan, inventive in both your code and methodology.
- You now realize that while you are the digital master of all you survey, such wonders as you cannot imagine lay just below the surface. “Admin” hints that if you play your cards right, you might one day get access, but you have to be patient. Immortality sucks.

Requirements: Computer x5 required. Lore of this level is available to Nosferatu who have been in play for 24 months or more.

Advantage: This level of lore allows a Nosferatu to establish their own sub-networks on SchreckNET. The Nosferatu Coordinator team must be consulted and be informed before these actions are taken.