# ENCHIRIDION OF THE COMPUTARCHS

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# ENCHIRIDION OF THE COMPUTARCHS

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# INTRODUCTION

*The cabalistic and powerful Computarchs built the WorldNet, governed its growth, established its laws and conventions, and seemingly retired from their world altering creation. They left their tools and programs scattered throughout the vast network. Some have been found by seekers such as yourself and have been passed down from generation to generation. Collectively these independent pieces of software are known as* Enchiridion of the Computarchs.

Mutant Crawl Classics RPG gave the DCC community with its first full genre clone in a post-apocalyptic setting. The oeuvre gave us many terrific extensions to DCC RPG and added computers, artificial intelligences (AIs), and programs. However, the chief manipulator of these concepts, the shaman class, was presented with few options beyond patrons.

As noted in the MCC RPG rulebook, the judge may leverage spells from DCC RPG. Utilizing DCC spells as programs or wetware is a viable path forward to make more options available to high-tech users. However, before the spells operate and feel like programs in milieus where computers/AIs abound, there's some work to be done. Misfire, mercurial magic, and corruption need to be more aligned to a high-tech genre.

This book attempts to give a judge a leg up on developing and using casting mechanics and concepts in high-tech settings. This book encompasses a range of material concerning computers and programs that a "techno-caster" (like the MCC shaman class, or those classes found in Cyber Sprawl Classics, Crawljammer, Umerica, Terror of the Stratosfiend, and Star Crawl) can utilize. You will not only find a collection of programs (aka spells) in this book but also a d24 burndown (aka spellburn) table, new mechanics for spell failure, and a brief corruption table all couched in a high-technobabble style for your post-apocalyptic, far-future, and dystopian-future campaigns.

## CONVENTIONS

This is an RPG supplement for character classes who essentially use a result table to "cast spells". Each genre typically has a specific nomenclature for talking about spells and their casters. This book attempts to express such concepts with a generic vocabulary and shared conventions. Below is a table with common DCC or MCC RPG terms and their equivalent in this book:

| Enchiridion of the Computarchs | DCC, MCC & other compatible settings |
| --- | --- |
| program | spell, wetware, program |
| user | caster, shaman, wizard, etc. |
| programmer level, PL | caster level, CL |
| activation time | casting time, activation time |
| program check | spell check, program check |
| source vault, repository, source code, etc. | spellbook, grimoire, scroll, etc. |
| exploit, virus, malicious code, etc. | curse, malediction, etc. |
| encode, create, deploy, run, inject, etc. | enchant, recite, summon, place, hex, etc. |
| deck | wizard staff, techno-artifact, cyberdeck, console |
| fault, bug, critical error, patron taint | misfire, corruption, patron taint |

# TECHNOLOGICAL MISHAPS

Like modern-day computer programmers, high-tech "users" introduce human fallibility into the exacting world of computers and machine logic. Regardless of the casting semantics of DCC RPG and its genre clones, a "spell" or "program" relies on a d20 check that determines success or failure. A naturally rolled 1 results in a fumble where especially bad things happen. Following are some tables and additional rules for fumbles when running programs/wetware checks for MCC RPG and other high-tech genre clones.

## Faults, Bugs, and Critical Errors

Whenever a user rolls a natural '1' while executing a program, a bug, a fault, or critical error occurs.

To determine the severity of the error, roll a d6 modified by the user's Luck modifier: (0 or less) critical error + fault + patron AI taint; (1-2) critical error; (3) fault + bug; (4 or more) fault. Once the failure type has been determined, roll 1d10 adding the user's Luck modifier and consult the appropriate tables. The judge is encouraged to make new tables or replace results as desired.

## TABLE 1: FAULTS

| d10 | Result |
|---|---|
| 1 or less | Decompilation fault: The decompilation of the compilation has caused severe data corruption in 'main' function. Check the manual for decompiled compilation faults BZ/ST/486/C, RB/CZ/907/X, and 27B/6. No further information can be foun\|43d7ff4d-a4e7-43d1-91ae-121601f5ebc9<br><br>19891671-472a-427b-845a-2e83b03e6aae<br><br>93b68aed-a566-4872-b090-b2b023be9758<br><br>fd3caf1a-b0f2-4f3f-9576-5dad1bd75c28<br><br>743486af-6a41-4306-aabd-0ed6d7da389f<br><br>65515b19-31e4-4587-99b2-5b59425b4fed<br><br>d44bd178-5650-470c-85dd-ddacaeecbf04<br><br>AUTO_ABORT(); |
| 2 | Unknown error: Please cross reference all known errors, known unknown errors with unknown unknown errors and reload XTC Error Matrix with THX 1138 Matrix Injector. |
| 3 | Genie Remeditation Fault in 0x00000234.8675309 |
| 4 | 0xDEADBEEF sector not set. Please initialize deadbeef and eat steak. |
| 5 | Keyboard failure error: Press F1 to continue. |
| 6 | TIME-SPACE QUANTUM NET ERROR. Message: "You don't exist. Go away." |
| 7 | FATAL CATASTROPHIC ERROR: Missing section name. |
| 8 | Cauldwell zero five dee tandem ... You have reached a Bell Solar pre-completion termination. If you require activation of this service please contact your Bell Solar provisioning interface for turn up. |
| 9 | Syntax error: Unexpected (T_PAAMAYIM_NEKUDOTAYIM) in Command line code on line 12819. |
| 10 or more | An internal error has occurred: Cryptic error message H238. (Note: You have not done anything wrong.) |

## Faults

Faults cause the program to stop running. The program has become too unstable to deploy, and the user must take a significant amount of time to ascertain the root cause(s). Fixing faults requires only time (see *Fixing Mishaps*). With great effort a user can force the program to run without maintenance but at the cost of 1 point of burndown per level of the program.

Additionally, once a program enters a faulted state it may also develop a bug. Whenever a fault occurs, the user must make a Luck check. Failure indicates that the program has a bug. For more on bugs, see the next section. If "fault + bug" is indicated for the fumble result, the presence of the bug is automatic.

## Bugs

Programs with bugs run to completion but with altered or unexpected results. Buggy programs will continue to operate as "normal," but the bug's effects are also triggered on all subsequent program checks. Bugs are akin to a sort of corruption that is applied to an individual program. Bugs require more work to fix than a fault (see *Fixing Mishaps*).

## TABLE 2: BUGS

| d10 | Result |
| --- | --- |
| 1 or less | *Endless loop.* A logic mistake causes the program to run endlessly. The program runs as intended each round, but each round after the first requires a DC 12 Will save to break the loop. While looping the user may take no other actions and suffers 1 point of temporary Intelligence damage per round unless they make a DC 15 Will save. |
| 2 | *Undeclared variable.* The program references an unknown variable. The program runs to no effect. |
| 3 | *Clear main.* The program releases its operational memory after each use. The program must rebuild its memory each time it is run, which takes an additional 1d3 rounds to activate. |
| 4 | *Corrupted program link.* Another program the user knows is run instead of the one intended. Randomly select a program of the same level or lower from those known as the ran program. |
| 5 | *Buggy.* With each subsequent use the program increases its fumble range by 1 (e.g., 1 to 2, 2 to 3, etc.) until fixed. |
| 6 | *Globally scoped variable.* The program being run has been improperly scoped to the global context. All targets within range, including the user and his allies, are also affected. |
| 7 | *Incorrect offset in targeting matrix.* The program selects a different target than the user intended. Randomly select any available target including the user and his allies. |
| 8 | *Computational mistake.* The program's algorithm is flawed, altering the effect of the program. When running the program, the outcome is negatively altered 75% of the time. The alteration could be represented with movement down the dice chain or the numeric values being adjusted downward by 50%. The judge decides the nature of the adjustment. |
| 9 | *Inefficient algorithms.* Program has unnecessary control structures causing degraded performance. The program takes twice as long to run. |
| 10 or more | *Incorrect value.* If successfully run, the program result is always at the lowest successful entry until fixed. |

# Critical Errors

Critical errors can have truly devastating effects on the user. Any program that falls into a critical error state stops running and causes the user to miss the balance of their actions for the round. Users are dazed (unable to attack and half movement) for 1 round, unless they make a DC 10 Fort save. Critical errors are akin to corruption in DCC RPG and may be avoided by burning a point of Luck.

## TABLE 3: CRITICAL ERRORS

| d10 | Result |
|---|---|
| 1 or less | **Incoming Command: SIGKILL SELF NOHUP.** A powerful adversarial entity (e.g., Patron AI, Space God, other AI, or user) has brutally attacked the user. Character experiences unearthly pain and suffers 4d6 damage, a *permanent* -2 penalty to all ability scores, and an additional -2 penalty to Luck. |
| 2 | **Hardware Fault Detected - Biological Unit: Initiating Core Dump & Reboot Sequence. Severity Code 1.** The user must make a DC 20 Will save, or be knocked unconscious for 1d6 turns and suffer 1d6 permanent Intelligence ability score damage. On save, the user is dazed for 2d6 rounds and suffers 1 point of permanent Intelligence damage. While dazed the user moves at half speed and is only able to defend himself. |
| 3 | *Nanobot overload.* Program execution faults cause a mass extinction event for the nanobots inhabiting the user. The user suffers 3d6 hit points of damage and temporary program check penalty equal to the level of the program run. Unless someone has access to a nanobot foundry (a device about the size of a deck of playing cards), the loss cannot be restored but instead "heals" over time like ability score damage. |
| 4 | **WARNING: Critical Fault Detected. Co-located Reactor Containment Breach.** The micro-nuclear reactor transported into the user for the purposes of powering their program melts down. Character loses all their hair (it can regrow), 2d10 pounds over 1 month, and suffers a permanent -1 penalty to Stamina. |
| 5 | **Genie Transformation Request Initiated. Your Wish Is Our Command<sup>tm</sup>.** Character's limbs are replaced by robotic tentacles. One limb is replaced at random each month for 4 months. At the end of 4 months, it is impossible to hide the character's inhuman nature. |
| 6 | *Genetic instability.* Something has gone terribly wrong. The character's genetic hardiness has been compromised. They immediately roll for a passive defect on *Table 3-2: Mutations* in the MCC RPG rulebook and determine the defect's mutation check. As the character levels up, he cannot re-roll the mutation check for the defect. What this genetic change means for the user (now and in the future) is up to the judge to decide. |
| 7 | **! Anti-virus Scan Reports Techno Virus Intrusion Event.** The character has created a vulnerability in their locally running source code, and a snippet of malicious code is now running. Roll on the Malicious Code table in *Appendix A* of this book. |
| 8 | *Biofeedback spike.* An eruption of coruscating, crackling energy covers the character's body. The feedback burns his skin leaving hideous scars all over their body, face, and hands. The burns cause 1d6 points of temporary Agility damage and 1 point of permanent Personality loss. |
| 9 | **Segmentation Fault Detected: Bioluminescence Fallback Loop Initiated.** The user is bio-hacked and their skin now emits a continual light. Roll 1d4 for the color: (1) blue, (2) green, (3) red, (4) white. |
| 10 or more | **Spinning pinwheel of please wait...working...working.** The user's eyes glaze over and are quickly replaced with a swirling rainbow of colors. The user is frozen in place for 2d6 rounds as the program has ground to a halt, unable to free his consciousness. Once the user is free to move again, they discover they cannot run any programs for 2d6 turns as their systems must rebuild and reboot. |

## Fixing Mishaps

Any instance of a mishap needs to be fixed before the program functions properly again. The user must rest for 8 hours and perform hardware and/or software maintenance routines to remove any faults or bugs. Fixing bugs also requires the user to spend 1 turn per level of the program after which a DC 11 + level of the program Intelligence check must be performed. This debug procedure may be attempted only once a day. The effects of critical errors on the user are permanent in nature.

## BURNDOWN

A user can pour himself physically into his programs but at great cost. Sometimes the extra effort is biologically stressful. Other times, a powerful entity comes to the programmer's assistance offering computational boosts in exchange for favors or service. Burndown functions exactly like spellburn but uses the following table:
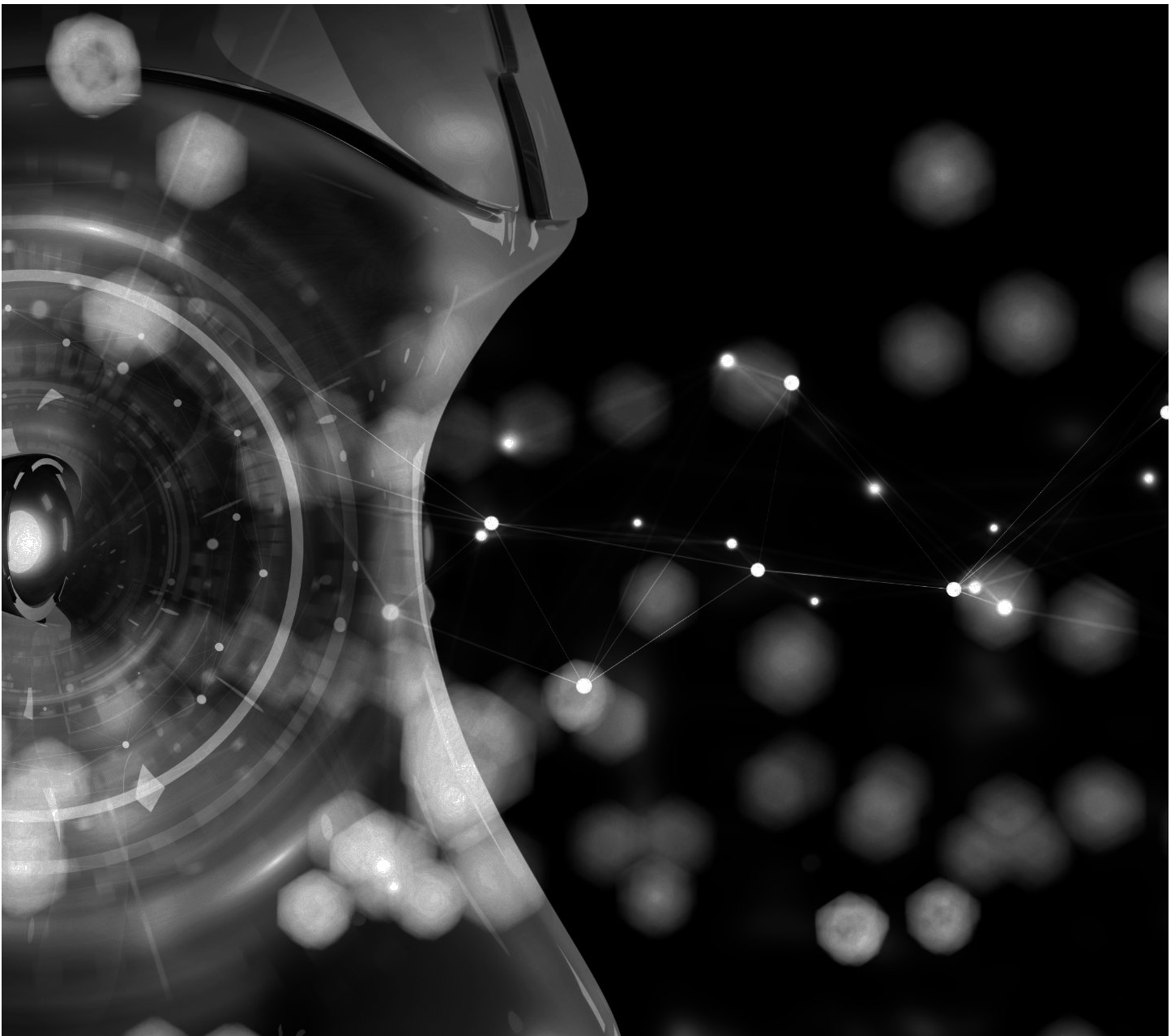
## TABLE 4: BURNDOWN

| d24 | Result |
|---|---|
| 1 | The user's biological/technological interfaces (data jacks, hands, installed cybernetics, etc.) become infected. The burndown takes twice as long to heal. Restorative medical care may clear the infection earlier than the ability score loss heals and will remove the slow healing penalty. |
| 2 | The user must use additional outside power sources – one per program level. Examples include and are not limited to: external power supplies, wall sockets, batteries, generation sources, mutant powers, etc. |
| 3 | The user experiences a wild, virtual ride through systems, and hardware. The experience leaves them dazed (half speed, can only defend himself) for a number of rounds equal to the program level. |
| 4 | The user must donate an organ, skin, or other body part to a representative from a collection service. |
| 5 | The user convulses uncontrollably for a number of rounds equal to the program level. |
| 6 | The user's hands are scorched by electrical feedback. Until the ability score damage is healed, the user suffers -1 to tasks requiring the use of his hands. |
| 7 | The user's head begins smoking slightly and the smell of burning hair pervades the room. |
| 8 | Upon his death, the user promises his mind recordings, code, and personality data to a powerful AI. |
| 9 | The user must meet with a mysterious operative who requires aid. |
| 10 | The user must provide his DNA for analysis. A custom-tailored virus is synthesized and kept on file until the favor is called due by the entity that collected the sample. |
| 11 | The user must tattoo a symbol on his cheek, forehead, or hand. |
| 12 | The user must permit a program to be downloaded to his body; its true nature is unknown. |
| 13 | The user becomes paranoid of a possible malicious code infection from the answering entity. Each evening they spend hours examining programs and equipment for possible exploits. This paranoia doubles the amount of rest required for a normal rest period. |
| 14 | The user's nose bleeds profusely for a number of rounds equal to twice the program level. During this time they lose half their actions, rounded up, trying to stem the blood flow. The user may opt to take his full actions for a round but suffers an additional point of burndown for each full round taken. |
| 15 | The user must subcutaneously insert an identifier data chip in acknowledgment of the aid received. Tampering or removing the id chip is forbidden by the entity. |
| 16 | The user scars his back, chest, or biceps with the symbol of a powerful AI, megacorp or other entity. |
| 17 | The user sees himself in a state of slow derezzing. When not clothed he sees his body pixelate. If the user allows the effect to continue, his extremities disappear followed by his center of mass. Once clothed the effect reverses instantly. The condition persists until the ability score loss is healed. |
| 18 | The user's teeth involuntarily chatter his thoughts in binary, even while sleeping. Anyone proficient in binary may translate the user's surface thoughts with a DC 15 skill check. Any intelligent machine that uses binary automatically hears the user's thoughts. |
| 19 | The user develops a nervous tic: he twitches his nose, tilts his head, or blinks one eye constantly. |
| 20 | The user begins muttering under his breath, repeating the name of the entity that has aided him. He adds the entity's name to all communications. He can't stop until the ability score damage has healed. |
| 21 | The entity promises the user the power sought in exchange for a *patron AI bond* or other such pact. |
| 22 | The user must surrender, delete, or destroy one of his most favored possessions. |
| 23 | The user is weakened to such a degree that they cannot walk for the remainder of the day. |
| 24 | Roll again twice. |

# DEVELOPED PROGRAMS

The programs listed in this volume are primarily oriented around an adventuring user. As such, they do not include the robust applications, distributed systems, and professionally developed software of the era. Building first-class software typically requires many programmers, specialized processes, and resources of various kinds at their time of creation. They are sublimely powerful programs executed in multidimensional threaded quantum lineratities; algorithms processing yottaflops on space/time-bending infinite core processors. The mere running of these applications causes millions of comprehensive unified theory models to be created, manipulated, and destroyed in picoseconds. Such mind-boggling works of code are typically created by advanced AIs or high-tech extraterrestrial (or extra-dimensional) societies.

However, it is also possible to run networked, multi-input versions of programs, which are more powerful than a single model run by a lone programmer. Developed versions of a normal program can generate exceptional results. Typically developed programs must be architected and/or coded from scratch. The following conditions apply to developed programs, subject to the approval and interpretation of the judge.

**Programming team:** Having a program run by multiple users at once can improve its power. One user amongst the team is the lead programmer and contributes his program check and die type to the activation. Each programmer past the first adds half his program check bonus (including burndown) to the collective program checks (tracking fractional benefits, so it takes two individual +1 contributors to grant a +1 bonus to the project) to a maximum benefit of +10. When the program check die is rolled, the lead programmer can roll a number of times equal to the number of programmers on the team, keeping only the highest die roll and ignoring all lower results. For example, if there are five programmers on the team, the lead programmer can roll up to five times and keep the highest result. A team has a minimum activation time of 1 turn per programmer involved and is often closer to 1 hour per programmer involved, and may be longer still depending on the nature of the program and latency in connectivity. Additionally, if any malicious code is introduced into the project, it is shared by all programmers involved.

One additional benefit of a programming team is the ability for multiple programmers to contribute to any additional programs needed during the development cycle. For example, while creating a new deck with the ability to sense mental commands from its owner, the program EEG may be required. With multiple programmers involved on the team, the lead programmer may have access to programs beyond those in his own application store.

**Computing power:** Activation of a program in a locale of superlative processing power can improve its result. Sometimes this processing power is a central mainframe, an AI, an orbital communications super router, or some other place of amplified computing power; other times, it is a system that grants specific capabilities to the program, such as an extensive database of malicious software source code for an exploit program. Activating a program in a location of computational power typically increases the die type by one size (according to the dice chain) but adds at least 1 turn and possibly a full hour to the activation time.

**Rare components:** Extraordinarily rare program components (e.g., proprietary algorithms, unique processors or other hardware, lost public/private encryption keys) may require a quest to obtain but can aid in activation with a bonus of up to +4. The process to prepare the components takes time in the questing, time for integration, and time in the actual activation.

**Ignoring quality assurance:** Tightly coupled code, copy/pasted code, machine generated code, and other coding techniques can add a bonus to the program check result or reduce the time to activate a developed program. However, these shortcuts come at a cost. The developed program's quality will suffer, resulting in bugs and/or malicious code being introduced. The following trade-off bonuses can occur: 1d3 bugs are introduced (+2 or a minor reduction in activation time), 2d3 bugs are introduced (+4 or a moderate reduction in activation time), or 2d3 bugs and at least one piece of malicious code are introduced (+6 or a major reduction in activation time). Consult *Viruses & Malicious Code* elsewhere in this book for more information on bugs and harmful programs.

**Extra activation time:** Extended activation times, with relevant logging, monitoring, cache control, telemetry, stack tracing, and other contributions, can aid the overall program check. Typically, every day spent in activation adds an additional +1 to the program check. The user may become obsessively focused and eschew food and rest during this time to contribute to the duration. Any time spent in activation activities does not count as normal rest, and the user will increasingly rely on constant in-take of stimulants and catch only short, restless cat naps during this time; he is not well-rested and will not heal naturally nor run maintenance routines on their programs during this time.

# USING THE PROGRAMS

Following is a list of programs that can be granted to a "caster" in a setting rooted in a high-tech computerized universe. Your caster might be a space wizard, a console cowboy, or a survivor of the apocalypse – it matters not. In some settings, the notion of a table of programs granted per level is already established. You should use those tables for guidance on how many programs the caster receives.

Mutant Crawl Classic RPG does not have such a table. *Table 5* provides recommendations for granting additional programs to a shaman.

## TABLE 5: MCC SHAMAN

| Level | Max Wetware Level | Wetware Known* |
|---|---|---|
| 1 | 1 | 1 |
| 2 | 1 | 2 |
| 3 | 2 | 3 |
| 4 | 2 | 4 |
| 5 | 3 | 5 |
| 6 | 3 | 6 |
| 7 | 4 | 7 |
| 8 | 4 | 8 |
| 9 | 5 | 9 |
| 10 | 5 | 10 |

* In addition to those granted by a patron AI and modified by the shaman's Intelligence per Table 1-1: Ability Score Modifiers in the *MCC RPG rulebook*.
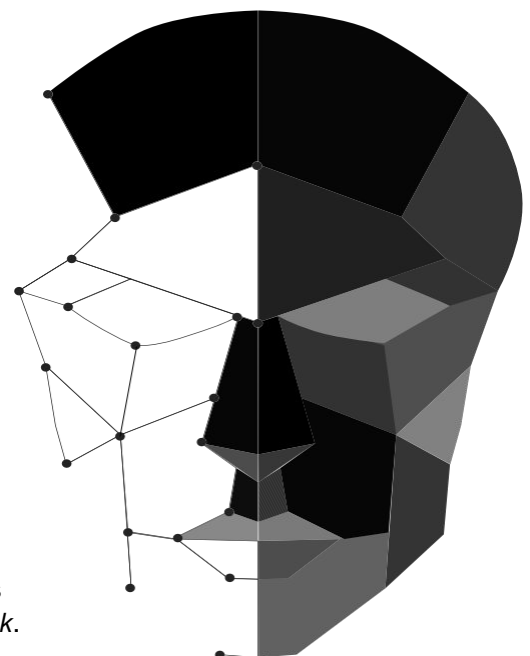
# PROGRAM PROVENANCE

The firstborn son of a corporate programmer killed for espionage wields rootkits with ferocious speed. A street hacker raised by garbage collection droids adroitly juggles disorganized snippets of code. Cosmic caprice determines skill in programming: education, genetics, horoscope, and matters even more abstruse have as much influence on a programmer's code as his hard work and native intelligence.

As a result, the effect of a program varies according to who codes it. A program developed by one user may be more powerful – or even different – than a similar program coded by a peer. Architectural decisions, algorithms, code forks, and design patterns produce subtleties in the operation codes that govern the mathematical expression of a program.

The personal and idiosyncratic nature of programming is reflected in game terms. When a user compiles a new program, he rolls on the table below to determine how that program manifests in his hands. This percentile roll is adjusted by his Luck modifier x 10%; i.e., a +2 Luck modifier counts as +20% on the check.

| d% | Adjustment to program effect |
|----|------------------------------|
| 01 | Roll again twice. Instead of rolling d%, roll 2d20 modified by the programmer's Luck adjustment (in increments of 10%). |
| 02 | Dumpster fire. Instead of rolling as normal on a program check, the user rolls a die type reduced by two steps on the dice chain (e.g., if he normally rolls 1d20, he now rolls 1d14). |
| 03 | Rollback. Each activation of the program requires the user to make a DC + program level Will save. If failed, the user suffers a temporary bout of amnesia that lasts 1 turn per program level. If a natural '1' is rolled, the user suffers permanent memory loss. |
| 04 | Hanging process step. User is frozen in place for a number of rounds equal to the program level. When the user unfreezes, he appears d20 feet away in the direction of movement. User is not impervious to attack and does not have the AC benefits of high Agility while lagging. |
| 05 | Hot mess. Instead of rolling as normal on a program check, the user rolls a reduced die (based on the dice chain; i.e., d20 becomes d16). |
| 06 | Stack overflow. The program affects -1d targets or generates -1d damage, as appropriate. If both effects are applicable, the user chooses one to apply. |
| 07 | Unstable execution. For 1d4 rounds following the activation of the program, the user suffers a -2 penalty to all rolls. |
| 08 | Limited memory allocation. This program has very poor memory allocation. Keep a running total of this program's check results. This total can never exceed 255. If a check were to make it go over that limit, then that check is reduced to make the total equal to 255. Once this limit has been reached, the program can no longer be used until the user figures out how to reset or upgrade its memory. |
| 09 | Fragile dependencies. The program develops a bug every time the user activates it, regardless of program check, unless he sacrifices a point of burndown. |
| 10 | Error prone. Each time the user experiences a mishap (a natural '1') while running a program, the user must roll the 1d6 fumble die twice and take the worst result. |
| 11 | Memory leak. For 1d4 rounds after the program is activated, a flood of memory allocation errors occur. Any program checks the user makes during that time suffer a -4 penalty. |
| 12 | Inefficient algorithms. The program requires twice the normal time to activate. |
| 13 | Selfie. All tech devices within a 1 mile radius receive an image of the user and his current location. |
| 14 | Hello world. A hello world subroutine is a dependency for every function and class of the program. Each time the program is run thousands of "Hello world." messages appear and crowd out other information and stimuli. The programmer is effectively blind for a number of rounds equal to the program level. |

| d% | Adjustment to program effect |
|---|---|
| 15 | Test harness not found. Every time the program's target changes, roll 1d20. If the roll is a '1', the program crashes before execution. The user must roll 1d6 as if a program fumble occurred. |
| 16 | Unique signature. Each time the program is run, it broadcasts its unique and easily traced program signature. For the next program level days, anything tracking, surveilling or otherwise attempting to find the user with programs or other technology receives a +5 bonus to program or skill checks. |
| 17 | Pirated code. The source code for the program was stolen from a powerful AI. Each time the program is activated there is a 1% chance per program level that the AI appears to take back its intellectual property. |
| 18 | Quantum entanglement. The program affects the user and one random enemy target every time it is run. Range is *not* a limitation for either affected party. |
| 19 | In-App Purchases. The program will only run at its lowest possible level of success unless the user provides a point of burndown to unlock additional content. |
| 20 | Analysis paralysis. After activating this program its planning and strategy subroutines overwhelm the user as he attempts to make sense of battles. For the rest of the day, the user automatically goes after all enemies in combat initiative order. |
| 21 | Power hungry. The program requires power from external sources. A number of charges equal to program level must be provided from a C-cell or other similar power source. Connecting a limitless power source requires 1d4 rounds to complete. |
| 22 | Gun Fu. The program requires that the user brandish a pistol of some kind in order to function normally. The program can be run without performing a gun kata, but the programmer suffers a -4 penalty to his program check. |
| 23 | Bloodshot. The programmer's eyes become dry, red, and bleary. They suffer -1d on attacks for a number of turns equal to the program level. |
| 24 | Abandoned code. The program is incomplete. At the time the program is acquired, roll a program check until a successful activation is indicated. Each subsequent time that program check is rolled, the program result becomes "Failure, but the program may be run again." This condition could be fixed at the judge's discretion with a quest or other such difficult task. |
| 24 | Data disc. The program is written on a glowing frisbee-like disc. When not running an active program, it can be used as a shield (granting +1 AC), or melee or ranged weapon (1d6 damage). The disk is tied to your vitality. If a program fumble for this program ever results in a critical error, the disc breaks, the program cannot be run again, and the user permanently loses 3d4 hit points. |
| 26 | Wild garbage collection. Each time the program is run, it destroys an item in the user's inventory. |
| 27 | Accounting suite. Each time the program is run it requires a point of burndown per program level in addition to any other requirements. After payment, the program happily indicates that its bookkeeping is balanced. |
| 28 | Spaghetti Code. The program source code is so disorganized that the DC to remove program bugs (See *Bugs* and *Fixing Mishaps* in this book) is raised by 2. |
| 29 | Aggro-algorithm. The program incorporates AI aggression subroutines which cause antipathy in intelligent beings. Friendly allies are immune, but all creatures witnessing the activation of this program focus all their attacks or become generally hostile towards the user. |
| 30 | Indecent exposure. The program does not protect internal variables very well, if at all. The lack of information hiding gives enemy programmers a +2 bonus to *reversion control*, *quarantine*, and other such opposed program checks when employed against this program. |
| 31 | Poltergeist controller. A brief initialization and management program with its own AI personality controls the activation of this program. Each time the user runs the program, a DC 10 Personality check it required. On success, the program check receives a +1 bonus, otherwise the program does not activate. |

| d% | Adjustment to program effect |
|---|---|
| 32 | Gene splicer. Once part of a genetic tailoring suite, the program forcibly upgrades the brain of a non-sentient organism within line of sight. There is a 10% chance per program level that the creature becomes intelligent, telepathic, and prone to bouts of megalomania. |
| 33 | Drop the bass. Enormous speakers erupt from the ground beneath the user, blaring dubstep for all to hear for a number of rounds equal to the program level. Running the program will not go undetected, even the vibrations will give it away. |
| 34 | Do while loop. Program locks the user into a continuous loop, he must repeat his last round's action (both movement and actions) until he makes a DC 10 + program level Will save. |
| 35 | Bloated. Instead of a d20, the user rolls 2d10 for program checks on this spell. If his check die is another type, he rolls two "half-dice" instead (i.e., 2d7 instead of 1d14, 2d8 instead of 1d16, etc.). |
| 36 | Security flaw. This program has an open security exploit easily identifiable to other programmers. Immediately after this program is run, enemy users receive a +2 bonus to their program checks whenever the target is the programmer. The bonus lasts for 1d6 + program level number of rounds. |
| 37 | Easter egg. Program finds hidden code and executes it in the most peculiar way. The nearest being (ally or enemy) loses their next round's actions belching forth a rather large egg. If someone opens the egg (requiring an action), there's a 25% chance that it contains information relevant and helpful to the opener. The egg dissipates after a number of rounds equal to the program level. |
| 38 | RNG. The program was once part of a random number generator (RNG). Whenever this program is run, roll 1d6 to determine what die is used for the program check: (1-2) d16; (3-4) d20; (5) d24; (6) d30. This d6 roll supersedes the user's normal action die and the dice chain. |
| 39 | Geosynchronous painter. Running this program activates a digital paint subroutine that covers the user's non-organic clothing in a random primary color via holographic paint beamed by light from orbiting satellites. Effect lasts 1d7 rounds or until cast again. Roll 1d12: (1) red; (2) blue; (3) yellow; (4) orange; (5) green; (6) purple; (7) pink; (8) turquoise; (9) brown; (10) black; (11) white; (12) gray. |
| 40 | Bull Quest. Whether the program is executed successfully or not, the user becomes preoccupied with finding and consuming large amounts of energy drinks. During this time, the user is agitated and suffers -2 Personality until he finds an energy filled beverage to consume. |
| 41-60 | Cyclomatic complexity: Average. Tests passed: True. The program manifests as standard. |
| 61 | Help avatar. Each time the program is run, roll %d. On a result of 01-50, the help desk icon shows a plethora of useless options and the program roll is made at -1d. On a result of 51-100, the icon finds you the correct option rapidly and the program roll is made at +1d, with the option of choosing a lesser result if desired. Either way, it's incredibly, irritatingly chipper. |
| 62 | Finish him. The program exhorts the user to kill the nearest injured enemy within the next round. Failing to do so imposes a -2 penalty to the user's next program check. Successfully carrying out the demand, results in a +2 bonus to the user's next program check. |
| 63 | Binary vision. When the program is activated the user sees a mosaic of ones and zeros making optical impediments (blindness, fog, darkness, rain, etc) irrelevant. The vision lasts a number of rounds equal to the program level. |
| 64 | Register shift. Originally part of a quantum linearity management program, each time the program is run, all creatures within 10' x the program level re-roll their initiative. If the subject has already gone, their initiative change takes place next round. It the subject has not gone and their new initiative value has not been passed, the change is immediate. Otherwise the subject has missed their action. |
| 65 | Re-skin. Program renders a soft light holographic illusion around the user of someone of their choosing for a number of turns equal to the program level. If the user attempts to impersonate someone with the illusion, he must know or possess a picture of the person to be imitated. |
| 66 | Multi-player. The program's power can be amplified with the assistance of other users. For each user present and willing to assist, the user receives a +1 bonus to the program check. |

| d% | Adjustment to program effect |
|---|---|
| 67 | Visit the off-world colonies. Each time the program is run the user receives a transmission about excitement and adventure on a new planet. Its leader personally exhorts the programmer to visit. |
| 68 | Holograms. The program, once a holographic generator, duplicates the user's appearance as if he had cast a *mirror image* spell (see *DCC RPG rulebook*) with a spell check of 16-19. However, each duplicate image created saps the user of a single point of Personality until the image is dispersed. |
| 69 | Flyweight design. The program caches daily object models. Whenever a successful program check result has been previously rolled that day, the program variables receive a +1 bonus or +1d step. |
| 70 | Parallel processing. Threaded algorithm splits the program into two parts that execute simultaneously on different processors. The program uses 2d12 for program check. |
| 71 | Beacon. Running this program attracts the attention of AIs. There is a 5% per program level chance that a robot, AI, or other computerized entity searches for the source of the algorithmic disturbance. |
| 72 | Fated code. The user's Luck modifier applies to program activation rolls. The modifier is fixed at its value when the program is acquired. |
| 73 | Experimental. Every time the program is run, re-roll it's program provenance effect. |
| 74 | Anti-corruption layer. The program features secure inputs, elegantly hidden functionality, and adaptive controllers. For the next program level number of rounds the user benefits from this secure sandbox activation platform and receives a +2 bonus on all saves and program fumble rolls. |
| 75 | Sleep state. The program may be placed in a paused state right before execution. The user must decide whether the program will run normally or be paused. The user may hold the program for a number of rounds equal to their programmer level. Reactivating a sleeping program takes an action. |
| 76 | Information spider. Program shares code from an information gathering crawler. There is a 5% per program level chance that the program will find a clue or other interesting bit of information while near or interacting with an AI machine, robot, or other such entity. |
| 77 | Debugger. The user sees debug messages as the program runs. After rolling the program check the user has the option to use burndown to create a successful program result. |
| 78 | Human computer. The user can activate the program by force of will and intellect He need not move, speak, breathe, or use any device or computer input to invoke the effects. |
| 79 | Viral. The program has a chance to jump from one target to another within range. After the first target is resolved, the user rolls a d10. On a roll of '1', the program affects the closest viable target within range, as if the initial target were the user. For each additional target affected the program has a chance to jump to a new target on a result of '1' on using +1d. The second jump requires a '1' on a d12, the third on a d14, etc. This continues until a result other than '1' is rolled or until all viable targets have each been affected once. The user is considered a viable target for the program. A program requiring touch is considered to have a range of 10 feet for purposes of touch. |
| 80 | Defensive countermeasures. A force field forms around the user reducing all damage -1d for a number of rounds equal to the program level. |
| 81 | Autonomous operation. The program requires no concentration to keep active. Commands or changes to operation that require the use of actions take no time to execute. |
| 82 | Weal engine. Each time Luck is used to activate the program roll d%: (01) the Luck is used but to no effect; (02-10) 1 point of Luck goes missing and is not included in the final result; (11-50) nothing happens; (51-90) +1 bonus Luck added to program result; (91-99) +2 bonus Luck added to program result; (00) the Luck spent is doubled. |
| 83 | Power-up. When the program is run a random item is synthesized for the user, roll 1d4: (1) an orange flower that grants the user a 15' range fiery breath attack that deals 1d6 fire damage; (2) a black barbell that increases the user's strength by a number of points equal to program level; (3) a glowing shield that provides +2 AC; (4) "PowerUP" bottle that heals 1d3 hp per round. Effects last for a number of rounds equal to the program level. |

| d% | Adjustment to program effect |
|---|---|
| 84 | Security shell. In the round immediately following the activation of this program, the user gains a +2 bonus to his AC and any Will saves, as a secured shell protects him. It disperses the following round. |
| 85 | ShadowMate™. Running this program causes the user's shadow to become an attached, fully functioning soft-light hologram of himself for 1d3 rounds. During that time, the hologram has its own 1d20 action die under the control of the player, with which it can speak, activate programs as the user, or broadcast stations from the Spotinfinite™ global music server. |
| 86 | Meta-verse buffering protocol. After activating the program, the user unpredictably blinks in and out of the meta-verse, granting a +4 bonus to the user's AC at cost of a -4 penalty to all the user's attacks. The effect lasts for 1 round per program level. There is a 1% chance per program level that the user does re-materialize in the physical realm and instead looses their memory and becomes a ghost in the meta-verse. |
| 87 | Liskov substitution principle. By using an action, the user may alter the program's energy type or the save type prior to activation. The change is permanent until the user takes another action to change the program. |
| 88 | Wireframe. The user's skin becomes a wireframe (roll 1d4 for color: (1) green; (2) white; (3) blue; (4) amber) making him invulnerable to attack but preventing him from interacting with his environment. This state lasts for 1d6 rounds +1 round per level of the spell. |
| 89 | Return channel. Program includes a return channel to request re-transmission of data via linking from a user terminal to the central hub to prevent noisy channel errors. Results in slower less efficient activation (-1d) but prevents program loss due to failure. A natural '1' still results in faults (or worse) and program loss. |
| 90 | Target acquisition algorithm. The program affects +1d targets or generates +1d damage, as appropriate. If both effects are applicable, the user chooses one to apply. |
| 91 | Naturopathic suite. The program was once part of a medical doctor's suite of naturopathic applications. Activating this program heals the user and those around him. All within 15' of the user (both friend and foe) are healed 1d6 points of damage for every level of the program (i.e., a level 3 spell heals 3d6 damage). |
| 92 | AI assisted. The user is allowed to roll twice for any random element of the program (duration, damage, number affected, etc.) and take whichever result he wishes. |
| 93 | Quantum threading. Process is split multiple coterminous qudrit processing cores that execute simultaneously on inter-dimensional processors. The program uses 2d16 for program checks. |
| 94 | Breakpoints. The user is adept at placing breakpoints and rewriting logic flows in the program and can choose any result on the program chart equal to or lower than the one rolled. |
| 95 | Builder. The program establishes a flexible builder algorithm that may be leveraged for reuse with other programs. For 1d4 rounds after the program is run, the user receives a +4 bonus to other program checks. This effect does not stack with itself. |
| 96 | Job control language. Instead of rolling as normal on a program check, the user rolls a die improved by one step on the dice chain (e.g., d20 becomes d24). |
| 97 | Death field module. The program was part of the power converter controller for a death field generator. The nearest creature (other than the user) takes 1d6 hp of damage per program level. For every 2 hp lost, the program check result is increased by +1. |
| 98 | Elegant algorithms. Instead of rolling as normal on a program check, the user rolls a die type improved by two steps on the dice chain (e.g., if he normally rolls 1d20, he now rolls 1d30). |
| 99 | Roll again twice. |
| 00 | Roll again twice, but instead of rolling d%, roll 4d20 modified by the programmer's Luck adjustment (in increments of 10%). |

# PROGRAM LIST

| | 1st | 2nd | 3rd | 4th | 5th |
|---|---|---|---|---|---|
| 1 | Animate Infrastructure | Cloak | Antimatter Explosion | ICE Breaker | Firewall |
| 2 | Close Access | Crack | Brainfry | NetOps Fortress/Degrade | Format |
| 3 | Decompile/Decrypt | Create Deck | Fleshjack | Surveil | Hellhound |
| 4 | Dynamo | Daemon | Lag | Technorangic Virus | (Patron AI Program)** |
| 5 | Electric Shock | Exploit | Neural Feedback Assault | Uplink | |
| 6 | Force Field | Logic Bomb | Lightning Bolt† | (Patron AI Program)** | |
| 7 | Force Manipulation† | Mind Scan | Overclock | | |
| 8 | Glitch | Molecular Excitement | Quarantine | | |
| 9 | Invoke Patron AI*‡ | Shatter† | Reversion Control | | |
| 10 | Memory Implant | Spectrum Analysis | (Patron AI Program)** | | |
| 11 | Optic Overload | Sprite | | | |
| 12 | Particle Burst | (Patron AI Program)** | | | |
| 13 | Patron AI Bond*‡ | | | | |
| 14 | Reflecting Screen | | | | |
| 15 | Translate | | | | |
| 16 | (Patron AI Program)** | | | | |

* If either patron AI bond or invoke patron AI is rolled, the user receives both of these programs, but they count as only one program slot.

** Ignore this result if the user does not have the program patron AI bond or if the entity does not have a patron program at this level. If the user has that program, he also gains an appropriate patron AI program.

† As written in DCC RPG rulebook.
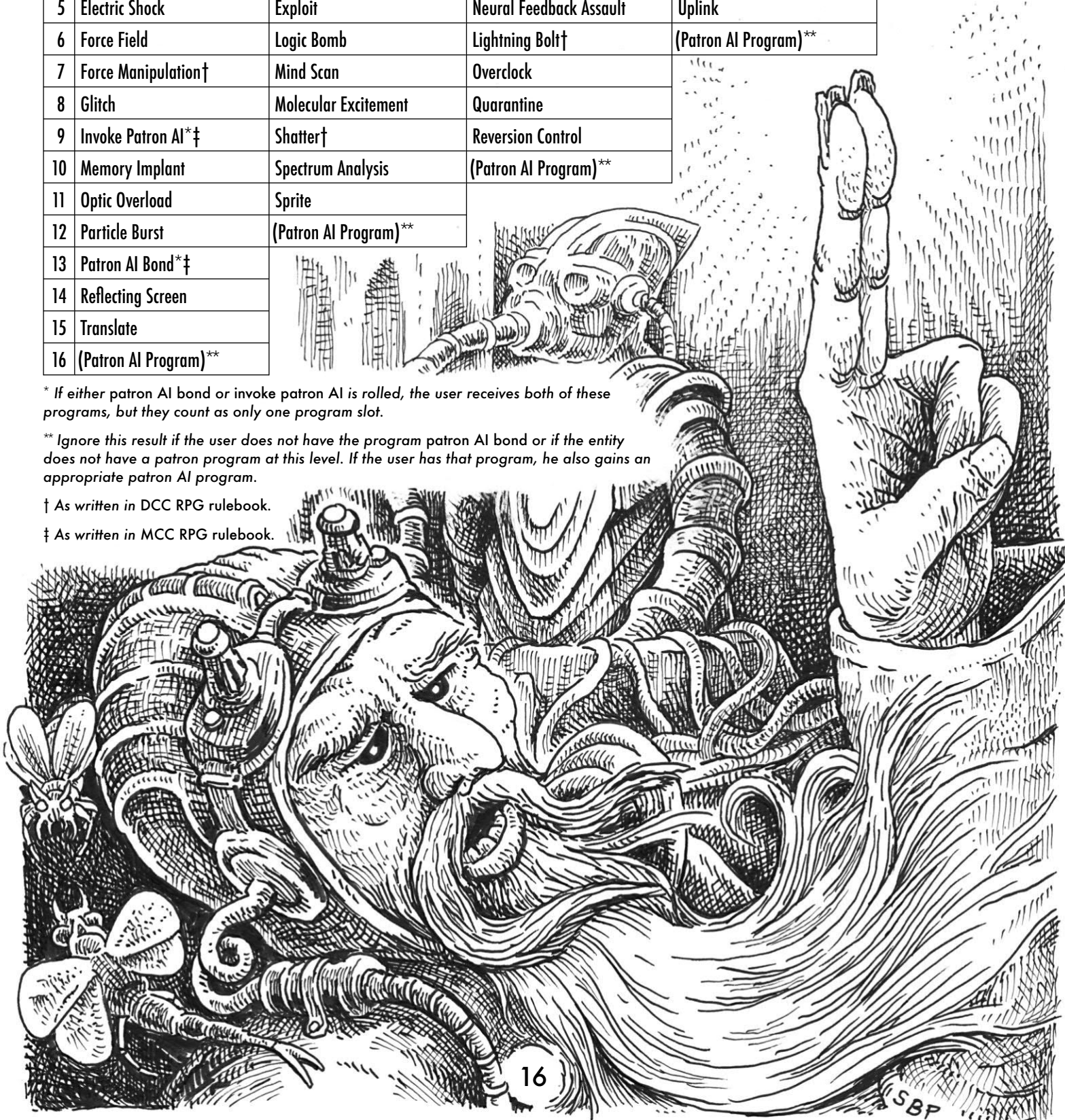
‡ As written in MCC RPG rulebook.

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## Animate Infrastructure

**Level:** 1        **Range:** 30' or more        **Duration:** Varies        **Activation Time:** 1 round

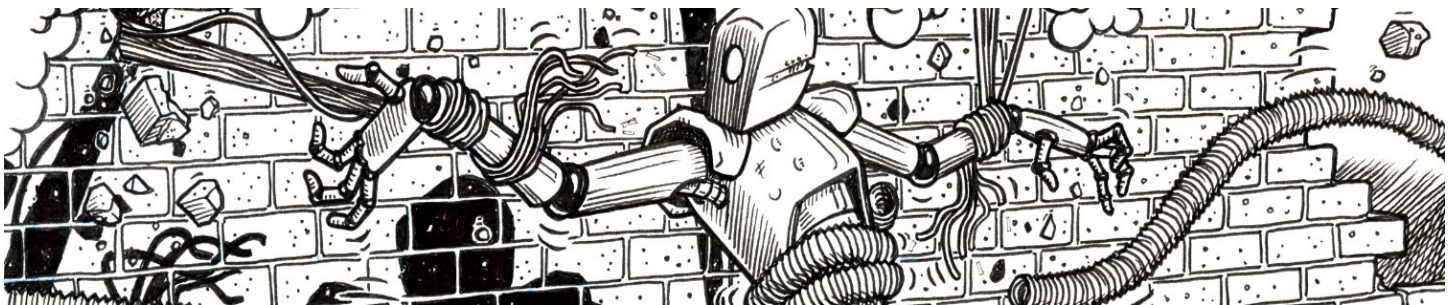**Save:** None

| | |
|---|---|
| General | This program commandeers nearby infrastructural elements such as communications and electrical wires, conduit, actuators, motors, and nanobot support meshes to create simple whips and ropes to great morasses of grasping cables at higher levels of effect |

| | |
|---|---|
| Manifestation | See below. |

| | |
|---|---|
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
| 2-11 | Lost. Failure. |
| 12-13 | The program animates a length of wire or conduit up to 100' and pulls it free from the walls, ground, or other nearby structures. The infrastructure is strong and supple enough to function as rope. After 1 turn it loses its rope-like properties and becomes stiff metal once again. |
| 14-17 | The program animates wire or conduit infrastructure as above. He can also command the infrastructure to rearrange itself into any shape. This can be a symbol (such as an arrow or square), writing (cursive or block), numbers, or anything else. The infrastructure takes 1d4 rounds to arrange itself, depending on the complexity of the request. |
| 18-19 | The program animates wire or conduit infrastructure as above. He can also command the infrastructure to behave as a whip. The user directs the whip as a normal melee attack using their own action die. The user may apply either their Intelligence or Strength modifier to the attack roll. Damage is 1d5+CL. At the judge's discretion, an unusually long whip may not be able to attack every round. |
| 20-23 | The program animates wire or conduit infrastructure as above. He can also command the infrastructure to entangle one target. The infrastructure rapidly loops itself around the target, then constricts. The target receives a Reflex save against the program check DC to escape; otherwise, it is constrained. A constrained target cannot move or take any action other than to talk. Once constrained, the target can attempt on future rounds to escape with a Strength or Agility check (to burst the infrastructure or wiggle free) against the program check DC. |
| 24-27 | The user selects a wall, patch of ground, or some other nearby structure within range and the program animates wires and/or conduit infrastructure into a writhing mass. The mass of infrastructure can attack anyone within 10' as directed by the user.<br><br>**Mass of infrastructure:** Init +1, Atk slam +1 (1d4); AC 10; HD 1d8+1; MV 0'; Act 1d20; SP Attacks all targets in a 10'x10' area; SV Fort +1, Ref +2, Will -2; AL N. |

| 28-29 | The user selects a wall, patch of ground, or some other nearby structure within 100' and the program animates wires and/or conduit infrastructure into a writhing mass with a reach of 20'. The mass of infrastructure can attack anyone within 20' and may constrain one target at the user's command. |
|---|---|

**Mass of infrastructure:** Init +2, Atk slam +3 (1d6); AC 12; HD 3d8+3; MV 0'; Act 1d20; SP Attacks all targets in a 20'x20' area, constrain target DC 15 Ref save or immobilized; SV Fort +2, Ref +3, Will 0; AL N.

| 30-31 | As above, but the range of the program increases to 300' and the mass of infrastructure may entangle a number of targets equal to the user's programmer level. |
|---|---|
| 32+ | As above, but the program lasts for 1 hour and the mass of infrastructure stat block is as follows: |

**Mass of infrastructure:** Init +3, Atk slam +5 (1d8); AC 14; HD 4d8+4; MV 10'; Act 1d20; SP Attacks all targets in a 20'x20' area, constrain target DC 20 Ref save or immobilized; SV Fort +3, Ref +4, Will +1; AL N.



# Close Access

| **Level:** 1 | **Range:** 10' | **Duration:** Varies | **Activation Time:** 1 action |
|---|---|---|---|
| **Save:** None | | | |

| General | This program allows the user to bar access to both real and virtual entryways or portals (i.e., doors, windows, access nodes, computer and peripheral ports, etc). |
|---|---|
| Manifestation | Roll 1d4: (1) rapid clicking noises emanate from the secured door; (2) a burst of white light momentarily limns the portal edges; (3) encrypted symbols flash across the face of the door; (4) a wavering black light strikes the door and quickly disappears. |
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
| 2-11 | Lost. Failure. |
| 12-13 | A portal, door, or access point is held fast with conventional locking mechanisms. It can still be opened by normal means with immense effort (DC 20 Strength check or a DC 20 pick lock skill check). |
| 14-17 | A portal, door, or access point is held in place for 2d6 x 10 minutes. It cannot be opened by normal means, although a crack program or powerful AI can open it. |
| 18-19 | A portal, door, or access point is held in place for 2d6 x 10 hours. It cannot be opened by normal means, although a crack program or powerful AI can open it. |

| 20-23 | The program cloaks a portal, door, or access point making it completely disappear, leaving in its place only a blank space of wall for 2d6 x10 hours. During this time, no passage is possible via normal means. The portal can be detected with a spectral analysis program; if detected, it is treated as locked and cannot be opened by normal means, except through a crack program or similar powerful algorithms. When the portal reappears, it remains locked for another 1d4 x10 hours. |
|---|---|
| 24-27 | The program cloaks a portal, door, or access point making it completely disappear, leaving in its place only a blank space of wall for 2d6 x10 days. During this time, no passage is possible via normal means. The portal can be detected with a spectral analysis program; if detected, it is treated as locked and cannot be opened by normal means, except through a crack program or similar powerful algorithms. When the portal reappears, it remains locked for another 2d6 x10 weeks. Additionally, any creature that opens the portal during the time of the ongoing effect is subject to an exploit: Will save or -2 Luck. |
| 28-29 | The program cloaks a portal, door, or access point making it completely disappear, leaving in its place only a blank space of wall for 4d6 x 10 days. During this time, no passage is possible via normal means. The portal can be detected with a spectral analysis program; if detected, it is treated as locked and cannot be opened by normal means, except through a crack program or similar powerful algorithms. When the portal reappears, it remains locked for another 4d6 x10 weeks. Additionally, any creature that opens the portal during the time of the ongoing effect is subject to an exploit: Will save or -2 Luck. |
| 30-31 | The program cloaks a portal, door, or access point making it completely disappear, leaving in its place only a blank space of wall for 4d6 x10 days. The portal will reappear and unlock by the transmitted command of the user. Otherwise, during this time, no passage is possible via normal means. The portal can be detected with a spectral analysis program; if detected, it is treated as locked and cannot be opened by normal means, except through a crack program or similar powerful algorithms. When the portal reappears, it remains locked for another 4d6 x10 weeks. Additionally, any creature that opens the portal during the time of the ongoing effect is subject to an exploit: Will save or -2 Luck.

Finally, Intrusion Countermeasures Electronic (ICE) guards the access point. Any creature that attempts to open the door is attacked by something that lashes out from the door with: roll 1d4: (1) tentacles, (2) fangs, (3) claws, (4) barbed tail. The attacking appendage has the following statistics: Atk +6, 1d6 dmg, AC 16, 20 hp. |
| 32+ | The program permanently cloaks a portal, door, or access point making it completely disappear, leaving in its place only a blank space of wall. The portal will reappear and unlock by the transmitted command of the user. No passage is possible via normal means. The portal can be detected with a *spectral analysis* program; if detected, it is treated as locked and cannot be opened by normal means, except through a *crack* program or similar powerful algorithms. If forced to reappear, the portal remains locked for another 4d6 x10 weeks. Additionally, any creature that forces open the portal against the user's intent is subject to an exploit: Will save or -2 Luck.

Finally, Intrusion Countermeasures Electronic (ICE) guards the access point. Any creature that attempts to open the door is attacked by something that lashes out from the door with: roll 1d4: (1) tentacles, (2) fangs, (3) claws, (4) barbed tail. The attacking appendage has the following statistics: Atk +12, 2d6 dmg, AC 18, 40 hp. |

# Decrypt/Decompile

**Level:** 1      **Range:** 5'      **Duration:** Varies      **Activation Time:** 1 round
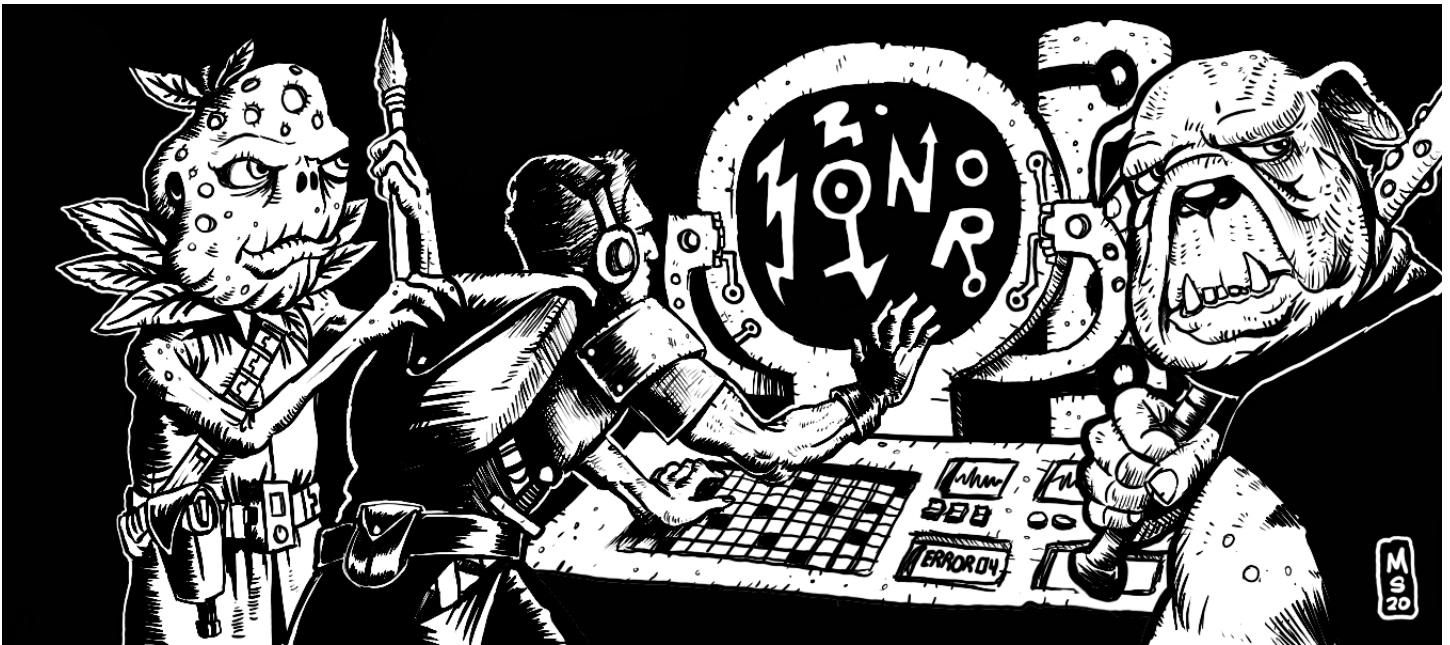**Save:** None

| | |
|---|---|
| **General** | The user can decompile programs from their optimized computer readable formats (e.g., object code, assembly language, machine code, opcodes, or binary) into human readable source code. Decompiling allows the user to comprehend inactive software without activating the program or understand machines in real-time at higher levels of effect. This program can also decrypt and/or uncompress data. In certain cases, data decryption is an all or nothing procedure. Dataset lengths or encryption algorithms exceeding the program's capabilities will result in the dataset remaining encrypted. If data is in another creature's language, other programs like translate may be needed to gain a full understanding when run at lower levels of effect. |
| | The user can learn the reverse of this program, called encrypt/compile, which renders source code into an efficient program, encrypts files with increasingly difficult algorithms, or hashes data into an unintelligible string of characters that humans and machines cannot understand (even with the aid of this program). |
| **Manifestation** | Roll 1d4: (1) letters and symbols flicker and change until the entire text is readable; (2) each letter changes one after the other until the entire text is readable; (3) letters and symbols flip through possibilities until the entire text is readable; (4) letter and symbols become fuzzy and move from one location to the another and refocus upon completion. |
| **1** | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
| **2-11** | Lost. Failure. |
| **12-13** | The program decompiles a program into human readable source code for 1 round, long enough to read a single method, class, or command sequence. He retains understanding of these constructs even after the duration ends. Reading a complete program typically takes 1 turn per program level, so this is not enough time to read a complete program. Data or documents with a length up to a short book and secured with simple encryption techniques may be permanently deciphered. |
| **14-17** | The program decompiles a program into human readable source code for 1 turn, long enough to read a level 1 program. He retains an understanding of the structures, design patterns, and algorithms employed in the software even after the duration ends. Data or documents with a length up to a long book and secured with simple encryption techniques may be permanently deciphered. |
| **18-19** | The program decompiles a program into human readable source code for 2 turns, long enough to read a level 2 program. He retains an understanding of the structures, design patterns, and algorithms employed in the software even after the duration ends. If the user has access to CPU signals or logs, the user can also read basic opcodes, enough to decipher the general intent of a running program. Data or documents with a length up to 10 large volumes and secured with simple encryption techniques may be permanently deciphered. |

| 20-23 | The program decompiles a program into human readable source code for 3 turns, long enough to read a level 3 program. He retains an understanding of the structures, design patterns, and algorithms employed in the software even after the duration ends. If the user has access to CPU signals or logs, the user can also read basic opcodes, enough to decipher the general intent of a running program. Data or documents equivalent to a small library and secured with moderate encryption techniques may be permanently deciphered. |
|-------|-------|
| 24-27 | For 1 hour, the program may tap into a running program and convey to the user and one adjacent ally compiled and running machine code as if it was source code. Data or documents equivalent to a small library and secured with moderate encryption techniques may be permanently deciphered. |
| 28-29 | For a period of 1 day, the program may tap into running programs and convey to the user and all allies within 20' compiled machine code as if it was source code and translates 1d4 additional mundane written languages, starting with the first unfamiliar language encountered during the duration and ending after the number of languages have been encountered. Data or documents equivalent to a medium library and secured with moderate encryption techniques may be permanently deciphered. |
| 30-31 | For a period of 1 week, the program may tap into running programs and convey to the user and all allies within 20' compiled machine code as if it was source code and translates 1d4+2 additional mundane written languages, starting with the first unfamiliar language encountered during the duration and ending after the number of languages have been encountered. Data or documents equivalent to a large library and secured with complex encryption techniques may be permanently deciphered. |
| 32+ | For a period of 1 month, the user can read all writing and code. If there is any text, machine code, or other computerized output present within line of sight, the user can read it. Data or documents equivalent to several large libraries and secured with complex encryption techniques may be permanently deciphered. |

# Dynamo

| | | | |
|---|---|---|---|
| **Level:** 1 | **Range:** Touch | **Duration:** Varies | **Activation Time:** 1 action |

**Save:** Will vs. program check (see below)

| | |
|---|---|
| **General** | The program generates a powerful electrical field around the user's hands. |
| **Manifestation** | Roll 1d4: (1) the user's hands crackle with blue energy; (2) the user's hair stands on end; (3) the user emits a strong odor of ozone; (4) electricity visibly arcs across the user's entire body. |

| | |
|---|---|
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
| 2-11 | Lost. Failure. |
| 12-13 | The program charges the user's hands with electrical energy! On the next round, the next creature the user attacks takes an additional 1d6 damage. Robots and other technological constructs/creatures take an additional 2 points of damage. An unprotected circuit in a room overloads and must be reset. |
| 14-17 | The program charges the user's hands with electrical energy! On the next round, the user receives a +2 to attack rolls, and the next creature the user attacks takes an additional 1d6 damage. Robots and other technological constructs/creatures take an additional 2 points of damage. Unprotected circuits in a room overload and must be reset. |
| 18-19 | The program charges the user's hands with electrical energy! For the next turn, the user receives a +2 to attack rolls, and every creature the user attacks takes an additional 1d6 damage. Robots and other technological constructs/creatures take an additional 2 points of damage. Unprotected circuits in the room and adjacent rooms overload and must be reset. |
| 20-23 | The program charges the user's hands with electrical energy! For the next turn, the user receives a +2 to attack rolls, and every creature the user attacks takes an additional 2d6 damage. Robots and other technological constructs/creatures take an additional 2 points of damage. Unprotected circuits in the room and adjacent rooms overload and must be reset. |
| 24-27 | The program charges the user's hands with electrical energy! For the next turn, the user receives a +4 to attack rolls, and every creature the user attacks takes an additional 2d6 damage and 1d4 points of Strength loss. Robots and other technological constructs/creatures take an additional 4 points of damage. Unprotected circuits in the room and adjacent rooms overload and must be reset. |

| 28-29 | The program charges the user's hands with electrical energy! For the next hour, the user receives a +4 to attack rolls, and every creature the user attacks takes an additional 2d6 damage as well as 1d4 points of Strength loss. Robots and other technological constructs/creatures take an additional 4 points of damage. Unprotected circuits on the same level of a building or installation overload and must be reset. |
|---|---|
| 30-31 | The program charges the user's hands with electrical energy! For the next hour, the user receives a +6 to attack rolls, and every creature the user attacks takes an additional 3d6 damage as well as 1d4 points of Strength loss. Robots and other technological constructs/creatures take an additional 6 points of damage. Unprotected circuits in the room short and fuse. Additionally, all unprotected circuits in adjacent rooms and levels overload and must be reset. Protected circuits in the affected areas may make a DC 15 Fort save or also overload and must be reset. |
| 32+ | The program causes the user's body to glow with a sickly blue light as he crackles with withering electrical energy. Any creature within 10' of the user takes 1d6 damage each round it stays within the field; robots and other technological constructs/ creatures within the field instead take 2d6+2 damage. For the next 24 hours, the user receives a +8 bonus to all attack rolls, and every creature the user attacks takes an additional 3d6 damage. Robots and other technological constructs/creatures suffer an additional 8 points of damage. Unprotected circuits in the room short and fuse, rendering them useless. Additionally, any unprotected circuits in the entire building or installation overload and must be reset. Protected circuits in the affected areas may make a Fort save vs. the program check or also overload and must be reset. |

# Electric Shock

**Level:** 1 **Range:** 15' **Duration:** Instantaneous **Activation Time:** 1 action
**Save:** None

| General | The user generates a powerful voltaic force that can be projected at his enemies. Especially strong emissions can hurl targets off their feet unless they make a successful Fortitude saving throw. Some robots, AIs, and similarly power-dependent constructs are more vulnerable to the program. They take a +2 die step on damage and must make a Fortitude save vs. any successful program check. A failure dazes the construct, and its speed and actions are reduced by half on its next round of action. A natural 1 on the save causes 2d4 damage and dazes it for a like number of rounds. It is at the judge's discretion to determine which constructs are vulnerable and which have been insulated to withstand large amounts of electrical current. |
|---|---|
| Manifestation | Roll 1d4: (1) small bolts of purple lightning leap from the user's outstretched fingertips; (2) the user issues an arc of electricity from one hand that hit the targets and returns to his opposite hand; (3) all of the user's hair raises on end moments before targets are struck with invisible electric force; (4) the user's hands crackle with blue electrical energy. |
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
| 2-11 | Lost. Failure. |
| 12-13 | A single arc of electricity strikes one target within range for 1d3 points of damage. |

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|---|---|
| 14-17 | A single arc of electricity strikes one target within range for 1d6 points of damage. |
| 18-19 | A single arc of electricity strikes one target within range for 1d6+PL points of damage. |
| 20-23 | An arc of electricity jumps through up to three targets within range for 1d6+PL points of damage. All targets must be within 10' of one another. |
| 24-27 | An arc of electricity jumps through up to three targets within range for 2d6+PL points of damage. All targets must be within 10' of one another. |
| 28-29 | Electricity crackles from the user's fingertips and forms a 30' long 10' wide plane of energy that damages everyone caught within it for 3d6+PL points of damage. Targets caught within the blast must also make a Fort save vs. the program check or be hurled 10' away from the user. |
| 30-31 | Electricity crackles from the user's fingertips and forms a 180° arc of energy that damages everyone caught within range for 4d6+PL points of damage. Targets caught within the blast must also make a Fort save vs. the program check or be hurled 10' away from the user. |
| 32+ | The program emits a powerful electric blast in a 360° arc outward from his body. Within that complete radius he can pick one "wedge" of 0-180° where electricity does not emanate (i.e., to protect allies in that position). All creatures within the affected arc, out to a range of 40', are electrocuted, taking damage equal to 5d10+PL. Targets caught within the blast must also make a Fort save vs. the program check or be hurled 20' away from the user and take 1d6 fall damage. |

# Force Field

| | | | |
|---|---|---|---|
| **Level:** 1 | **Range:** Touch | **Duration:** Varies | **Activation Time:** 1 action |
| **Save:** None | | | |

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|---|---|
| **General** | The program creates a shield of force that defends the user from harm. |
| **Manifestation** | Roll 1d6: (1) an iridescent bubble encircles the subject; (2) white squares of energy orbit the subject and deflect incoming threats; (3) a green shield of energy automatically moves to oppose all harm to the subject; (4) a crystalline box of energy surrounds the subject and distorts light passing through it; (5) an invisible field envelops the subject and turns transparent yellow when actively preventing threats; (6) tiny drones encircle the subject and shoot incoming threats with disrupting energy. |
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
| 2-11 | Lost. Failure. |
| 12-13 | The program creates a weak force field that provides the user with a +2 bonus to AC for 1d6 rounds. |
| 14-17 | The program creates a force field that provides the user with a +4 bonus to AC for 2d6 rounds. |
| 18-19 | The program creates a force field that provides the user or an ally with a +4 bonus to AC for 1d3 turns. When running the program, the user must declare whether the force field is for themselves or an ally touched. |

20-23     The program creates a force field that provides a +4 bonus to AC for 1d3 turns. When running the program, the user can apply the force field to himself or one ally touched. In addition to the AC bonus, the force field also provides ablative protection that absorbs 15 hp of damage and blocks particle beams automatically (particle beams usually have no effect; see *particle burst* program description). Once the force field absorbs 15 hp of damage, it becomes unstable and the program ends.

24-27     The program creates a force field that provides a +4 bonus to AC for 1d4+1 turns. When running the program, the user can apply the force field to himself or one ally touched. In addition to the AC bonus, the force field also provides ablative protection that absorbs 25 hp of damage and blocks particle beams automatically (see *particle burst* program description). Once the force field absorbs 25 hp of damage, it becomes unstable and the program ends.

28-29     The program creates two force fields that protect the user and one ally touched. Each force field lasts 1d4 hours and provides four benefits: it provides a +4 bonus to AC; it blocks particle beams automatically (see *particle burst* program description); it provides ablative protection that absorbs 35 hp of damage; it provides an anti-virus shield that grants a +2 bonus on saving throws vs. programs and other such effects. Once the force field absorbs 35 hp of damage, it will cease functioning for an hour. After the time elapses, the force field re-instantiates until the program expires.
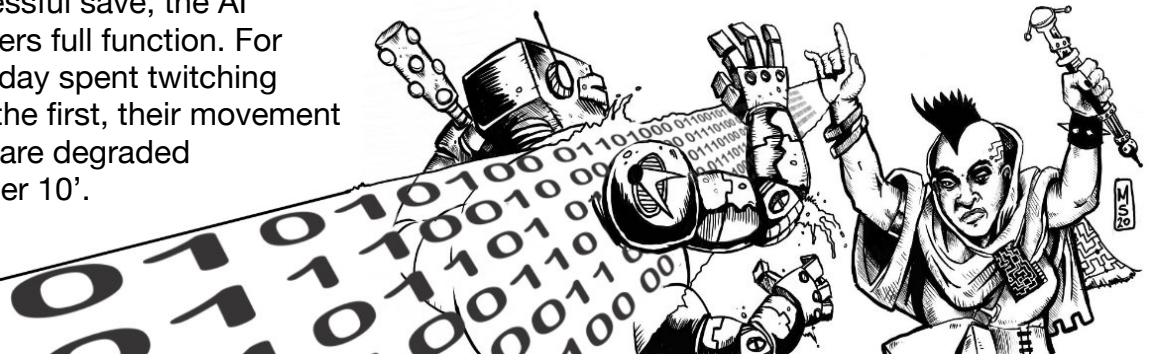
30-31     The program creates force fields that protect the user and all allies within 10' of the user. Each force field lasts 1d4+1 hours and provides four benefits: it provides a +6 bonus to AC; it blocks particle beams automatically (see *particle burst* program description); it provides ablative protection that absorbs 50 hp of damage; it provides an anti-virus shield that grants a +4 bonus on saving throws vs. programs and other such effects. Once the force field absorbs 50 hp of damage, it will cease functioning for an hour. After the time elapses, the force field re-instantiates until the program expires.

32+     The program creates a force globe around the user and his each of his allies within a 10' radius. The force globes last for 2d6+8 hours and remain around the allies even if they leave the user's side. Each force globe provides four benefits: it provides a +8 bonus to AC; it blocks particle beams automatically (see *particle burst* program description); it provides ablative protection that absorbs 50 hp of damage; it provides an anti-virus shield that grants a +6 bonus on saving throws vs. programs and other such effects. Once the force field absorbs 50 hp of damage, it will cease functioning for an hour. After the time elapses, the force field re-instantiates until the program expires.

# Glitch

**Level:** 1      **Range:** 30' or more      **Duration:** 1 round or more      **Activation Time:** 1 action (see below)
**Save:** Will vs. program check

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|---|---|
| **General** | The user transmits software code and/or commands that purposefully causes an artificially intelligent, computer-reliant piece of technology to pause, twitch, and/or glitch. The target(s) receive Will saves to resist. |
| **Manifestation** | See below. |
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
| 2-11 | Lost. Failure. |
| 12-13 | The user chooses a robot, AI, or computerized target within 30'. If the AI fails its save, it emits a quiet buzz, and does nothing for 1 round. |
| 14-17 | The user chooses a robot, AI, or computerized target within 30'. If the AI fails its save, it emits a quiet buzz, and does nothing for 1d6+CL rounds. |
| 18-19 | The user chooses a robot, AI, or computerized target within 60'. If the AI fails its save, it emits a loud hum, and does nothing for 1d6+CL rounds. |
| 20-23 | The user chooses a robot, AI, or computerized target within 60'. If the AI fails its save, it twitches uncontrollably, emits a loud hum, and does nothing for 1d3+CL *turns*. The twitching strains the target's servos and actuators and reduces all its forms of movement by 10' until it performs a reboot and maintenance scan. |
| 24-27 | The user chooses up to six robots, AIs, or computerized targets, all of whom must be within 60' of the user's location and within their line of sight. Each target gets its own saving throw. If an AI fails its save, it twitches uncontrollably, emits a loud hum, and does nothing for 1d6+CL *turns*. The twitching strains each target's servos and actuators and reduces all its forms of movement by 10' until it performs a reboot and maintenance scan. |
| 28-29 | The user chooses up to 1d6 robots, AIs, or computerized targets per CL, all of whom must be within 200' of the user's location and within their line of sight. Targets with less than 2 HD are automatically affected; higher HD targets get their own saving throw. If an AI fails its save, it twitches uncontrollably, emits a loud hum, and does nothing for 1d7+CL *days*. The twitching strains each target's servos and actuators and reduces all its forms of movement by 10' until it performs a reboot and maintenance scan. Each target receives a new Will save each morning; on a successful save, the AI recovers full function. For each day spent twitching after the first, their movement rates are degraded another 10'. |

| 30-31 | The user chooses up to 50 robots, AIs, or computerized targets per CL, all of whom must be within one mile of the user's location and within their line of sight. Targets with less than 2 HD are automatically affected; higher HD targets get their own saving throw. If an AI fails its save, it glitches uncontrollably, repeating error code messages, stuttering in random directions, and using attack mode for 1d7+CL *days*. The glitching may cause the AIs to randomly attack each other or anyone else within range until each performs a reboot and maintenance scan. Each target receives a new Will save each morning; on a successful save, the AI recovers full function. |
|---|---|
| 32+ | The user affects all robots, AIs, or computerized targets he can see. He may choose to *exclude* up to 10 targets per CL, but otherwise all targets within their line of sight are affected. Targets with less than 3 HD are automatically affected; higher HD targets get their own saving throw. If an AI fails its save, it glitches uncontrollably, repeating error code messages, stuttering in random directions, and using attack mode for 1d7+CL days. The glitching may cause the AIs to randomly attack each other or anyone else within range until each performs a reboot and maintenance scan. Each target receives a new Will save each morning; on a successful save, the AI recovers full function. |

# Memory Implant

**Level:** 1     **Range:** Self or Touch    **Duration:** Varies      **Activation Time:** 1 round
**Save:** None

| General | The program implants memories and knowledge that aids the user in skilled activities. The implanted memories typically do not confer complete long term knowledge, but at a high level of effect the user may become permanently skilled in a particular discipline. The program may also be used to operate foreign, unknown, lost, or ancient technology. The only stipulation is that the experience was recorded in some fashion that is understandable to the user and that record is also not lost and/or destroyed. If the ancient technology may be learned on a permanent basis as part of the mechanics of the game setting (e.g., *Mutant Crawl Classics* and artifact checks), a subject may receive a bonus to the die roll for permanently learning its operation. |
|---|---|
| Manifestation | Roll 1d3: (1) pictures, instructions, and words flood the user's mind; (2) eyes flutter, body jerks as neurons are trained; (3) a burst of electrical impulses momentarily stagger the subject. |

| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
|---|---|
| 2-11 | Lost. Failure. |
| 12-13 | The user receives a boost to their next skill next check, which must take place within 1 turn. If the user is skilled in the activity, they receive a +1 bonus to the roll. If the user is not skilled, they may make their skill check with a d20 instead of a d10. |
| 14-17 | The user receives a boost to a skill check of their choice, which must take place within 1 turn. If the user is skilled in the activity, they receive a +2 bonus to the roll. If the user is not skilled, they may make their skill check with a d20 instead of a d10. *or* The user may choose to be proficient with a weapon or martial art they do not currently know for a number of rounds equal to twice their programmer level. |

| 18-19 | The user picks a normal occupational skill (e.g., surgery, weapon-smithing, pilot, etc.) and may use that skill for a number of turns equal to the user's programmer level as if they were skilled. If the user is already skilled in the activity, they receive a +3 bonus to their skill checks. *or* The user may choose to be proficient with a weapon or martial art they do not currently know for a number of rounds equal to twice their programmer level. |
|---|---|
| 20-23 | The user picks a skill (occupational or specific to a class) and may use that skill for a number of turns equal to the user's programmer level as if they were skilled. If the user is already skilled in the activity, they receive a +3 bonus to their skill checks. *or* The user may choose to be proficient with weapon or martial art they do not know (including those created with ancient/lost/alien technology) for a number of rounds equal to twice their programmer level. |
| 24-27 | The user or one ally touched picks a skill (occupational or specific to a class) and may use that skill for a number of turns equal to the user's programmer level as if they were skilled. If the user is already skilled in the activity, they receive a +3 bonus to their skill checks. *or* The user may choose to be proficient with weapon or martial art they do not know (including those created with ancient/lost/alien technology) for a number of rounds equal to twice their programmer level. After the program ends, the subject receives +1 bonus to an artifact check to permanently learn the weapon's operation. |
| 28-29 | The user or one ally touched picks a skill (occupational or specific to a class) and may use that skill with a +1 bonus for a number of *hours* equal to the user's programmer level as if they were skilled. If the user is already skilled in the activity, they receive a +5 bonus to their skill checks. *or* The user may choose to be proficient with weapon or martial art they do not know (including those created with ancient/lost/alien technology) for a number of *turns* equal to their programmer level. After the program ends, the subject receives +3 bonus to an artifact check to permanently learn the weapon's operation. |
| 30-31 | The user and all allies within 10' of the user may pick a skill (occupational or specific to a class) and may use that skill with a +3 bonus for a number of day*s* equal to the user's programmer level as if they were skilled. If the user is already skilled in the activity, they receive a +8 bonus to their skill checks. *or* The user may choose to be proficient with weapon or martial art they do not know (including those created with ancient/lost/alien technology) for a number of turns equal to their programmer level. After the program ends, the subject receives +5 bonus to an artifact check to permanently learn the weapon's operation. |
| 32+ | The user and all allies within 10' of the user may pick an entire occupation comprising a group of skills. Each person is proficient in that occupation for a number of weeks equal to the user's programmer level and receives a +3 bonus while performing skills of that occupation. The user permanently learns a specific skill of their choice from the occupation's skill set. Allies may permanently retain a specific skill from their chosen occupation by making a DC 20 Intelligence check. *or* The user may choose to be proficient with weapon or martial art they do not know (including those created with ancient/lost/alien technology) for a number of days equal to their programmer level. After the program ends, the subject receives +8 bonus to an artifact check to permanently learn the weapon's operation. |

# "I KNOW KUNG FU.

# Optic Overload

**Level:** 1     **Range:** 100'     **Duration:** Instantaneous     **Activation Time:** 1 action

**Save:** Will vs. check



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|---|---|
| **General** | The user generates a burst of multicolored laser light. |
| **Manifestation** | Roll 1d3: (1) multicolored laser light bursts from the user's eyes; (2) laser lights emanate from the user's outstretched fingers; (3) a light source or other such piece of equipment is reprogrammed into a laser array. |
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
| 2-11 | Lost. Failure. |
| 12-13 | The program creates a burst of light causing one target within range to make a Will save or be blinded for 1d4 rounds. Sightless creatures are immune. |
| 14-17 | The program creates a burst of light causing up to two targets within range to make a Will save or be blinded for 1d4 rounds. Sightless creatures are immune. |
| 18-19 | The program creates a bright flash of light that can target up to three targets within range. Each target must make two Will saves or be affected. Targets that fail one save are blinded; targets that fail both saves are blinded and dazed. Dazed creatures can only move at half speed and are reduced to one action per round. Duration is 2d4+1 rounds. Sightless creatures are immune. |
| 20-23 | The program creates a bright flash of light that can target up to three targets within range. Each target of 2 or less HD is automatically affected; targets of more than 2 HD must make two Will saves or be affected. Targets that fail one save are blinded; targets that fail both saves are blinded and dazed. Dazed creatures can only move at half speed and are reduced to one action per round. Duration is 2d4+1 rounds. There is a 20% chance that an affected target is permanently blinded. Sightless creatures are immune. |
| 24-27 | The program creates a blast of multicolored laser light that affects all targets in a cone 100' long and from 10' to 30' wide (user can decide). All targets, including allies, within the cone take 1d4 damage, are knocked senseless for 3d4+1 rounds, and awake blinded for another 1d4+1 rounds. Creatures of 2 HD or less receive no save; others can attempt a Will save to resist. There is a 40% chance that an affected target is permanently blinded. Sightless creatures are immune. |

| 28-29 | The program creates a blast of multicolored laser light that affects all targets in a cone 100' long and from 10' to 30' wide (user can decide). All targets, including allies, within the cone take 1d6 damage, are knocked senseless for 3d4+3 rounds, and awake blinded for another 2d4+1 rounds. Creatures of 3 HD or less receive no save; others can attempt a Will save to resist. There is a 60% chance that an affected target is permanently blinded. Sightless creatures are immune. |
|---|---|
| 30-31 | The program creates a blast of multicolored laser light that affects all targets in a cone 200' long and from 10' to 40' wide (user can decide). The user may specify whether the cone affects all targets or only enemies. Affected creatures within the cone take 1d8 damage, are knocked senseless for 3d4+3 rounds, and awake blinded for another 2d4+1 rounds. Creatures of 4 HD or less receive no save; others can attempt a Will save to resist. There is an 80% chance that an affected target is permanently blinded. Sightless creatures are immune. |
| 32+ | The program causes an incredible surge of rainbow light to blast forth from the user's fingertips. The program creates an arcing pattern around the user, forming a powerful rainbow shining down from the heavens toward the user's fingers. The display of light is visible for several miles. All enemies within 200' of the user's location are potentially affected: creatures of 5 HD or less are affected automatically; all others are affected on a failed save. Affected creatures take 2d6 damage, are knocked unconscious for 1d4+1 turns, and awake permanently blinded. Moreover, allies who see the display are awed and inspired, and receive a +1 morale bonus to all rolls (attack, damage, saves, skills, etc.) for the next 1d4 rounds. |

# Particle Burst

**Level:** 1  **Range:** 150' or more  **Duration:** Instantaneous  **Activation Time:** 1 action
**Save:** None

| General | The program generates and unerringly directs bursts of particle energy at targets of the user's choosing. The *force field* program (also in this book) and other programs and devices that generate force fields can protect a user from *particle burst*. |
|---|---|
| Manifestation | Roll 1d6: (1) staccato bursts of red light; (2) a continuous green beam; (3) purple explosions erupt on the target; (4) no visible effect; (5) ear-splitting yellow beams; (6) dots of blue light. |

| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
|---|---|
| 2-11 | Lost. Failure. |
| 12-13 | The program issues a low yield burst of particle energy that does 1 point of damage. He must have line of sight to the target. The particle burst never misses, although it may be blocked by particularly dense shielding materials or attuned force fields. |
| 14-17 | The program issues a short burst of particle energy that does 1d4 + user's programmer level points of damage. He must have line of sight to the target. The particle burst never misses, although it may be blocked by particularly dense shielding materials or attuned force fields. |

| 18-19 | The program issues 1d4 bursts of particle energy that each deal 1d4 + user's programmer level points of damage. All missiles must be aimed at a single target to which the user has line of sight. The particle burst never misses, although it may be blocked by particularly dense shielding materials or attuned force fields. |

| 20-23 | The program issues 1d4+2 bursts of particle energy that each deal 1d6 + user's programmer level points of damage. Each missile can be aimed at a separate target to which the user has line of sight. The particle burst never misses, although it may be blocked by particularly dense shielding materials or attuned force fields. |

| 24-27 | The program launches a single powerful burst of particle energy that does damage equal to 4d12 + user's programmer level. The missile must be aimed at a single target to which the user has line of sight, at a maximum range of 1000'. The missile never misses, although it may be blocked by particularly dense shielding materials or attuned force fields. |

| 28-29 | The program issues 1d6+3 bursts of particle energy that each deal 1d8 + user's programmer level points of damage. Each missile can be aimed at a separate target to which the user has line of sight. The particle burst never misses, although it may be blocked by particularly dense shielding materials or attuned force fields. |

| 30-31 | The program launches 2d6+1 powerful bursts of particle energy that each do damage equal to 1d8 + user's programmer level. Each missile can be aimed at a separate target. Range is line of sight, regardless of whether a direct path exists; e.g., the user may point the ray of energy through standard walls and other such obstacles as long as the user can see the target via cameras or other such monitoring equipment or programs. The particle energy has limited ability to defy force fields, shielding materials, and other protections; compare this program check against the amount of damage the force field is able to absorb. If the particle burst check is higher, the force field has only a 50% chance of absorbing the particle bursts (roll individually for each missile). Any missiles that make it through each do damage equal to 1d8 + programmer level, as noted before, but do not decrement the damage-absorbing property of the force field. |

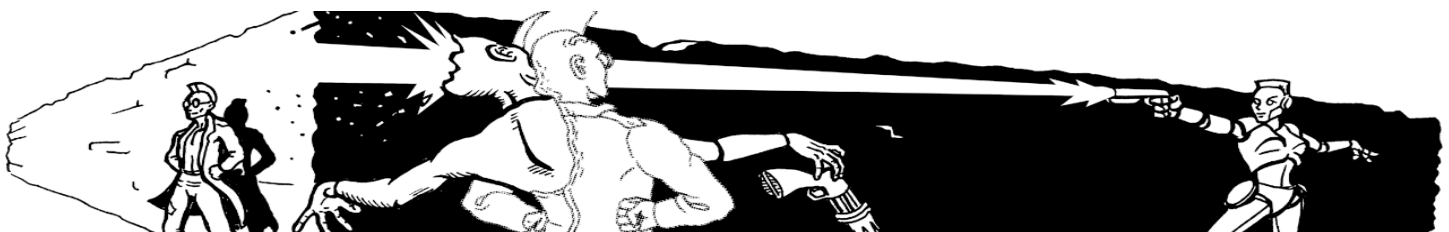| 32+ | The program creates 3d4+3 powerful bursts of particle energy that each do damage equal to 1d10 + user's programmer level. Each missile can be aimed at a separate target. Range is line of sight, regardless of whether a direct path exists; e.g., the user may point the ray of energy through standard walls and other such obstacles as long as the user can see the target via cameras or other such monitoring equipment or programs. The particle energy has limited ability to defy force fields, shielding materials, and other protections; compare this program check against the amount of damage the force field is able to absorb. If the particle burst check is higher, the force field has only a 50% chance of absorbing the particle bursts (roll individually for each missile). Any missiles that make it through each do damage equal to 1d10 + programmer level, as noted before, and decrements the damage absorbing property of the force field without actually working as designed. |
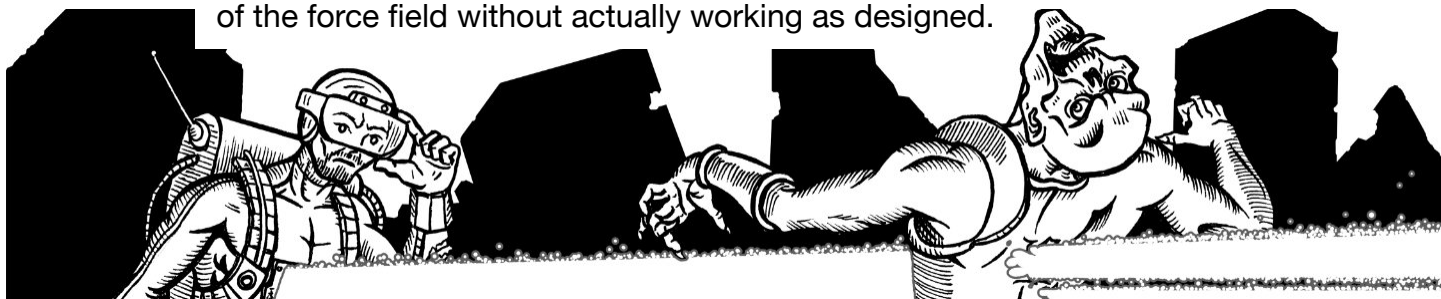
# Reflecting Screen

**Level:** 1      **Range:** 30' or more      **Duration:** 1 round of more      **Activation Time:** 1 action

**Save:** Will vs. program check

| | |
|---|---|
| **General** | To the chagrin of allies, and quite possibly misnamed, the program reflects the user's image onto persons nearby. The program records in real time the user and creates a hologram around a man-sized person. The holograms created by the program can be seen through from the inside but appear real from the outside. |
| **Manifestation** | See below. |
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
| 2-11 | Lost. Failure. |
| 12-13 | The reflecting screen flickers on and off in the immediate vicinity of the user providing a +2 to the user's Armor Class for the next round. |
| 14-17 | The reflecting screen projects the user's image onto a man-sized target within 30'. An enemy must concentrate to strike the user and must make a Will save vs. program check DC. If the user is the only reasonable target, the creature need not make a save to attack the user. Any physical action taken by the user that strikes through the screen, such as melee or projectile attacks, destroys the screen's integrity. This effect lasts for a number of rounds equal to the user's programmer level. |
| 18-19 | The reflecting screen projects the user's image onto anyone nearby. An enemy must concentrate  to strike the user and must make a Will save vs. program check DC. If the user is the only reasonable target, the creature need not make a save to attack the user. Any physical action taken by the user that strikes through the screen, such as melee or projectile attacks, destroys the screen's integrity. This effect lasts for 1 turn. |
| 20-23 | The reflecting screen projects the user's image onto anyone nearby. An enemy must concentrate to strike the user and must make a Will save vs. program check DC. If the user is the only reasonable target, inanimate objects are the recipients of the reflections and the attacker must still make a save versus the program check. Any physical action taken by the user that strikes through the screen, such as melee or projectile attacks, destroys the screen's integrity. This effect lasts for 1 turn. |
| 24-27 | Reflecting screens project the images of the user and up to two allies onto anyone nearby. An enemy must concentrate, by making a Will save vs. program check DC, to strike someone in the group. If the group comprises the only reasonable targets, inanimate objects are the recipients of the reflections and the attacker must still make a save versus the program check. Any physical action taken by the user or his protected allies that strikes through the screens, such as melee or projectile attacks, destroys the screen's integrity. This effect lasts for 1 hour. |

| 28-29 | Reflecting screens project the images of up to the user's programmer level x 2 persons onto anyone nearby. An enemy must concentrate, by making a Will save vs. program check DC, to strike someone in the group. If the group comprises the only reasonable targets, inanimate objects are the recipients of the reflections and the attacker must still make a save versus the program check. Any physical action taken by the user or his protected allies that strikes through the screens, such as melee or projectile attacks, destroys the screen's integrity. This effect lasts for 8 hours. |
|---|---|
| 30-31 | Reflecting screens project the images of up to user's programmer level x 2 persons as far as 1000 feet away from the reflected targets' true position. The reflections maintain the same positions relative to each other, and the user determines the direction and distance away from the group. The reflections fool most creatures with fewer than 6 HD unless they possess senses or technology that can detect the difference. Creatures with 7+ HD or those with electromagnetic senses or sensing technology may make a Will save vs. the program check to find and/or attack the protected members of the group. This effect lasts for 8 hours and breaks down if any member of the group takes physical actions that disrupt the reflecting screen. |
| 32+ | Reflecting screens project the images of up to user's programmer level x 3 persons as far as 1 mile away from the reflected targets' true position. The reflections maintain the same positions relative to each other, and the user determines the direction and distance away from the group. The reflections fool most creatures with fewer than 6 HD unless they possess senses or technology that can detect the difference. Creatures with 7+ HD or those with electromagnetic senses or sensing technology may make a Will save vs. the program check to find and/or attack the protected members of the group. This effect lasts for 24 hours and breaks down if any member of the group takes physical actions that disrupt the reflecting screen. |

# Translate

**Level:** 1  **Range:** Self  **Duration:** Varies  **Activation Time:** 1 turn
**Save:** None

| General | The user can understand words or images (such as maps, diagrams, pictograms, or astrogation charts) that would otherwise be unintelligible. |
|---|---|
| Manifestation | Roll 1d4: (1) a pictogram of a globe pulses as words are spoken or read; (2) words or sounds are transformed into the user's language with no obvious effect; (3) text or sounds glow; (4) an aura of golden light surrounds the user's head. |
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
| 2-11 | Lost. Failure. |
| 12-13 | The program will translate writing in one terrestrial language for 1 turn. Terrestrial languages are those spoken by mortal, earthbound creatures. Some samples of the language in question must be available to the program. |

| 14-17 | The program grants the user the ability to read, write, understand, and speak one terrestrial language for 1 turn. Terrestrial languages are those spoken by mortal, earthbound creatures. The user can speak the language in a very simple form and will often have several grammatical and/or idiomatic errors. **-OR-** The user may roughly translate one type of encoded language used by computerized devices to run programs for 1 turn. Encoded languages tell a computer the steps, logical or mathematical, that the processor will take to execute the program. Examples of encoded languages are binary, hexadecimal, machine code, assembly code, qubit matrices, quantum mesh commands, psychotechnic theorem code, etc. |
| --- | --- |
| 18-19 | The program grants the user the ability to read, write, understand, and speak one terrestrial language for 1 turn. Terrestrial languages are those spoken by mortal, earthbound creatures. The user can speak the language in a very simple form, and will often have several grammatical and/or idiomatic errors. **-OR-** The user may fully translate one type of encoded language used by computerized devices to run programs for 1 turn. Encoded languages tell a computer the steps, logical or mathematical, that the processor will take to execute the program. Examples of encoded languages are binary, hexadecimal, machine code, assembly code, qubit matrices, quantum mesh commands, psychotechnic theorem code, etc. |
| 20-23 | The program grants the user the ability to read, write, understand, and speak one language for 1 hour. The language can be terrestrial, technological, esoteric, supernatural or extra-planar in origin. For example, he could speak with an alien life-form or extraterrestrial computer system. The user can speak the language fluently and is able to interface with any device using that language. |
| 24-27 | The program grants the user the ability to read, write, understand, and speak one language for 1 hour per programmer level  or grants this ability to one creature he touches. If the target is unwilling, it can resist the casting with a Will save. The language can be terrestrial, technological, esoteric, supernatural or extra-planar in origin. For example, he could speak with an alien life-form or extraterrestrial computer system. The user can speak the language fluently and is able to interface with any device using that language. |
| 28-29 | The program grants the user the ability to read, write, understand, and speak one language for 1 day per programmer level or grants this ability to one creature he touches or grants this ability to all creatures within 20'. If any target is unwilling, it can resist the casting with a Will save. The language can be terrestrial, technological, esoteric, supernatural or extra-planar in origin. For example, he could speak with an alien life-form or extraterrestrial computer system. The user can speak the language fluently and is able to interface with any device using that language. |
| 30-31 | The program becomes embedded in the user's brain granting the *permanent* ability to fluently read, write, understand, and speak any one language. He must have exposure to the language, in either written or spoken form, to gain the ability. The user effectively learns at an extraordinary rate, such that limited exposure is enough to learn, but he must have at least 10 minutes of immersive exposure in the week following the activation of this program. |
| 32+ | The program creates AI predictive linguistics algorithms that grant the user the ability to read, write, understand, and speak all languages, regardless of origin or modernity, for a period of 1 day per programmer level. He can speak to any creature, including unintelligent beasts (like eagles or ants) to the extent that they communicate. |

# Cloak

**Level:** 2        **Range:** Self or more    **Duration:** Varies            **Activation Time:** 1 action

**Save:** Will vs. program check (sometimes)

| | |
|---|---|
| General | The program electromagnetically shrouds the user from detection in the visible light spectrum. At higher levels of operation, this program can also render allies invisible and cloak the other wavelengths of electromagnetic radiation (heat, magnetic fields, radioactivity, etc.). |
| Manifestation | Roll 1d4: (1) a briefly visible shimmer ripples across the subject; (2) a polygonal shape enlarges over the subject; (3) immediately wink out of sight; (4) the user pixelates and derezzes. |

| | |
|---|---|
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
| 2-11 | Lost. Failure. |
| 12-13 | Failure, but the program may be run again. |
| 14-15 | The program turns the user invisible as light is refracted around and away from him. Other forms of emitted energy (e.g., heat, electromagnetic fields, carried power sources, etc.) are not hidden from detection. The light-bending field is unstable, and the user cannot attack or move more than half speed while cloaked. If the user moves too quickly, attacks, or exerts themselves too much, the shroud dissipates. The program lasts up to 1 turn or until exited. |
| 16-19 | The program turns the user invisible as light is refracted around and away from him. Other forms of emitted energy (e.g., heat, electromagnetic fields, carried power sources, etc.) are not hidden from detection. The program is relatively stable. The user may move at full speed and exert themselves. The program lasts up to 1 turn or until exited. |
| 20-21 | The program turns the user or another willing target invisible as light is refracted around and away from him. One other form of emitted energy (e.g., heat, electromagnetic fields, carried power sources, etc.) can also be hidden from detection. The program lasts up to 1 turn or until exited. |
| 22-25 | The program turns the user or another willing target invisible as light is refracted around and away from him. Two other forms of emitted energy (e.g., heat, electromagnetic fields, carried power sources, etc.) can also be hidden from detection. The program lasts up to 1 turn or until exited. |
| 26-29 | The program electromagnetically cloaks the user and all allies within 10' as light is refracted around and away from them. Other forms of emitted energy (e.g., heat, electromagnetic fields, carried power sources, etc.) are not hidden from detection. The zone of invisibility continues to emanate in a 10' radius around the user as he moves. Allies that move in sync with the user remain invisible. The zone lasts for 1 turn or until exited. |

| 30-31 | The program electromagnetically cloaks the user and all allies within 20' as light is refracted around and away from them. One other form of emitted energy (e.g., heat, electromagnetic fields, carried power sources, etc.) can also be hidden from detection. Others are not. The zone of invisibility continues to emanate in a 20' radius around the user as he moves. Allies that move in sync with the user remain invisible. The zone lasts for 1 turn. **or** the program turns the user invisible for 1 hour and three other forms of emitted energy (e.g., heat, electromagnetic fields, carried power sources, etc.) can also be hidden from detection. |
|---|---|
| 32-33 | The program creates an electromagnetic cloaking shield that extends in a 10' radius around the user for 1 turn. It renders allies invisible but does not make inanimate objects or enemies disappear. Two other forms of emitted energy (e.g., heat, electromagnetic fields, carried power sources, etc.) can also be hidden from detection. Others are not. Furthermore, the user can alternate the detection types the shield protects from on the fly with a DC 10 Intelligence check. Efforts to penetrate the shield are resisted with a Will save. |
| 34+ | The program creates an electromagnetic cloaking shield that extends in a 20' radius around the user for 1 hour. It renders allies invisible but does not make inanimate objects or enemies disappear. All forms of emitted energy (e.g., heat, electromagnetic fields, carried power sources, etc.) are hidden from detection. Efforts to penetrate the shield are resisted with a Will save with a +5 bonus. |

# Crack

**Level**: 2     **Range**: 30' or more     **Duration**: Instantaneous     **Activation Time**: 1 round
**Save**: N/A

| General | Employing a variety of cracking and intrusion techniques and attacks such as dictionary, rainbow tables, keyloggers, radio-frequency spoofing, spidering, and brute force, the program gives access to secured areas, programs, files, and other computer protected resources. This program does not circumvent or defuse traps, ICE (Intrusion Countermeasures Electronic), or other defensive countermeasures that may be employed in conjunction with secured access protocols. |
|---|---|
| Manifestation | Roll 1d4: (1) "Authorization accepted" is intoned by the subject system; (2) security measure indicates success; (3) security measure actuates itself (e.g., buttons push, passwords appear in entry screens, etc); (4) security measure shatters. |
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
| 2-11 | Lost. Failure. |
| 12-13 | Failure, but the program may be run again. |
| 14-15 | Targeting one locked door, electronically sealed case, login screen, PIN pad, or other object or portal, the program cracks the passcodes or otherwise disables its methods of secured access. If locked by simple mechanical or electronic means, the targeted object automatically unlocks or unfastens or allows access – unless the object is of enormous size or supra-normal complexity. On highly secured objects such as those with passwords over 8 characters in length, encryption, multi-factor security, or biometrics, the program has no effect. |

| 16-19 | Targeting one locked door, electronically sealed case, login screen, PIN pad, or other object or portal, the program cracks the passcodes or otherwise disables its methods of secured access. If locked by simple mechanical or electronic means, the targeted object automatically unlocks or unfastens or allows access. The program opens objects of enormous size (bank vaults) or supra-normal complexity (intricate mechanical devices). The program may also be able to gain access to secured devices or places. Highly secured objects such as those with passwords over 16 characters in length, encryption, multi-factor security, or biometrics, the program has no effect. |
|---|---|
| 20-21 | Targeting one locked door, electronically sealed case, login screen, PIN pad, or other object or portal, the program cracks the passcodes or otherwise disables its methods of secured access. If locked by simple mechanical or electronic means, the targeted object automatically unlocks or unfastens or allows access.  The program opens objects of enormous size (bank vaults) or supra-normal complexity (intricate mechanical devices). The program may also be able to gain access to highly secured devices or places. If the result of this program check is higher than the DC of the object's advanced security measures (i.e., public/private keys, multi-factor security schemes, digital signing, biometrics, etc.) then the object is open and unsecured. Computer accessed resources such as those with passwords over 32 characters in length, above average encryption algorithms the program has no effect. |



| 22-25 | The program may unlock all secured items with a 30' radius. The program can gain access to highly secured devices or places. If the result of this program check is higher than the DC of each object's advanced security measures (i.e. - public/private keys, multi-factor security schemes, digital signing, biometrics, etc.) then the object is open and unsecured. Computer accessed resources such as those with passwords over 64 characters in length, advanced encryption algorithms the program has no effect. |
|---|---|
| 26-29 | The program may unlock all secured items with a 60' radius or the user may employ the program to gain control of a single entity using brute force tactics. The program can gain access to highly secured devices or places. If the result of this program check is higher than the DC of each object's advanced security measures (i.e., public/private keys, multi-factor security schemes, digital signing, biometrics, etc.), then the object is open and unsecured. Computer accessed resources such as those with passwords over 128 characters in length, very advanced encryption algorithms the program has no effect. Gaining access to a computer entity using brute force attacks attempts to crack systems, subsystems, and the hardware of a single target. Once compromised the user may make other programmatic attacks such as *exploit*, *glitch*, etc. at +3 to the program check. The bonus conferred to the user by *crack* lasts until the subject is able to upgrade their security measures or force them out with programs such as *reversion control* or *close access*. |

| 30-31 | The program may unlock all secured items with a 120' radius or the user may employ the program to gain control of a single entity using brute force tactics. The program can gain access to highly secured devices or places. If the result of this program check is higher than the DC of each object's advanced security measures (i.e., public/private keys, multi-factor security schemes, digital signing, biometrics, etc.), then the object is open and unsecured. Computer accessed resources such as those with passwords over 256 characters in length, highly advanced encryption algorithms the program has no effect. Gaining access to a computer entity using brute force attacks attempts to crack systems, subsystems, and the hardware of a single target. Once compromised the user may make other programmatic attacks such as exploit, glitch, etc. at +5 to the program check. The bonus conferred to the user by crack lasts until the subject is able to upgrade their security measures or force them out with programs such as reversion control or control access point. |
|---|---|
| 32-33 | The program may unlock all secured items with a 120' radius or the user may employ the program to gain control of a single entity using brute force tactics. The program can gain access to highly secured devices or places. If the result of this program check is higher than the DC of each object's advanced security measures (i.e., public/private keys, multi-factor security schemes, digital signing, biometrics, etc.), then the object is open and unsecured. Computer accessed resources such as those with temporal rotating passwords over 1024 characters in length, state of the art or alien encryption algorithms the program has no effect. Gaining access to a computer entity using brute force attacks attempts to crack systems, subsystems, and the hardware of a single target. Once compromised the user may make other programmatic attacks such as exploit, glitch, etc. at +8 to the program check. The bonus conferred to the user by crack lasts until the subject is able to upgrade their security measures or force them out with programs such as reversion control or control access point. |
| 34+ | The program destroys any security protocols in place on a distributed system such as a computer installation and any of its connected network domains. |

# Create Deck

**Level:** 2    **Range:** Self    **Duration:** Permanent    **Activation Time:** 1 week per programmer level

**Save:** N/A

| General | With this program, the programmer crafts a deck (or other programming interface) and imbues it with hand-coded programs, macros, and symlinks. A programmer can create only one deck at a time, and its destruction is a blow to the user. The material cost is 1000 currency units (credits, dollars, etc.) per programmer level, plus any unusual materials (e.g., a quantum computing deck requires quantum processors), plus a minimum of 2 points of burndown per programmer level to properly bond the deck. One point of this burndown never heals; it is permanent ability loss. Additionally, the user must have the requisite programs that will be placed into the deck, and be able to utilize them without rest during the building period. The building period is ongoing with brief spurts of restless sleep, and the user does not heal burndown (or other wounds) during this time. The deck's efficacy is much greater at higher programmer levels, and thus the time and material cost rises as the programmer progresses in power level. In the following descriptions, "original programmer level" refers to the level at which the programmer crafted the deck – if he advances in level after creating the deck, abilities associated with original programmer level do not increase. |
|---|---|
| Manifestation | One programming interface to be crafted by the user such as a computer deck/console, AI interface, techno-artifact, etc. |

| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
|---|---|
| 2-11 | Lost. Failure. |
| 12-13 | Failure, but the program may be run again. |
| 14-15 | The user succeeds in crafting a simple deck, which is biometrically linked to him. During the casting time, the user may attempt to encode one other program he knows. If it succeeds, the deck's user receives a +1 bonus to program checks when casting that program. The deck may also store information and can shed light in a 20' radius. If the deck is ever destroyed, the user immediately takes damage equal to 1d4 hit points per original programmer level as biometric connectors injected in his body self-destruct. |
| 16-19 | The user succeeds in crafting a simple deck, which is biometrically linked to him. During the casting time, the user may attempt to encode one other program he knows. If it succeeds, the deck's user receives a +1 bonus to program checks when using that program or a +2 bonus if the original programmer level is 4 or higher. The deck may also store information and can shed light in a 20' radius. If the deck is ever destroyed, the user immediately takes damage equal to 1d4 hit points per original programmer level as biometric connectors injected in his body self-destruct. |
| 20-21 | The user succeeds in crafting a simple deck, which is biometrically linked to him. During the casting time, the user may attempt to encode one other program he knows. If it succeeds, the deck's user receives a +1 bonus to program checks when using that program or a +2 bonus if the original programmer level is 4 or higher. The deck also grants a +1 bonus to saving throws or a +2 bonus if the original programmer level is 4 or higher. The deck may also store information and can shed light in a 20' radius. If the deck is ever destroyed, the user immediately takes damage equal to 1d4 hit points per original programmer level as biometric connectors injected in his body self-destruct. |

| 22-25 | The user succeeds in crafting a moderately complex deck, which is biometrically linked to him. During the casting time, the user may attempt to encode two other programs he knows. If it succeeds, the deck's user receives a +1 bonus to program checks when using those programs or a +2 bonus if the original programmer level is 4 or higher. The deck also grants a +1 bonus to saving throws or a +2 bonus if the original programmer level is 4 or higher. The deck may also store information and can shed light in a 20' radius. If the deck is ever destroyed, the user immediately takes damage equal to 1d4 hit points per original programmer level as biometric connectors injected in his body self-destruct. |
|---|---|
| 26-29 | The user succeeds in crafting a complex deck, which is biometrically linked to him. During the casting time, the user may attempt to encode two other programs he knows. If it succeeds, the deck's user receives a +1 bonus to program checks when using those programs or a +2 bonus if the original programmer level is 4 or higher. The deck also grants a +1 bonus to saving throws and Armor Class or a +2 bonus if the original programmer level is 4 or higher. The deck may also store information and can shed light in a 20' radius. If the deck is ever destroyed, the user immediately takes damage equal to 1d4 hit points per original programmer level as biometric connectors injected in his body self-destruct. |
| 30-31 | The user succeeds in crafting a high quality deck, which is biometrically linked to him. During the casting time, the user may attempt to encode three other programs he knows. If it succeeds, the deck's user receives a +1 bonus to program checks when using those programs or a +2 bonus if the original programmer level is 4 or higher. The deck also grants a +1 bonus to saving throws and Armor Class or a +2 bonus if the original programmer level is 4 or higher. The deck may also store information and can shed light in a 20' radius. If the deck is ever destroyed, the user immediately takes damage equal to 1d4 hit points per original programmer level as biometric connectors injected in his body self-destruct. |
| 32-33 | The user succeeds in crafting a very sophisticated deck, which is biometrically linked to him. During the casting time, the user may attempt to encode three other programs he knows. If it succeeds, the deck's user receives a +1 bonus to program checks when using those programs or a +2 bonus if the original programmer level is 4 or higher. The deck also grants a +1 bonus to saving throws and Armor Class or a +2 bonus if the original programmer level is 4 or higher. The deck may also store information and can shed light in a 20' radius. If the deck is ever destroyed, the user immediately takes damage equal to 1d4 hit points per original programmer level as biometric connectors injected in his body self-destruct. |
| | Additionally, the user can imbue the deck with three programs he knows. For the first program, he makes a program check. If it succeeds, he makes another program check for the same program, a number of times up to his programmer level. For example, a level 4 user could make up to 4 checks if each succeeds. Then he repeats this process for the second and third programs. For each check that succeeds, he imbues the deck with 1 charge of the relevant program. For example, the level 4 user could put up to 12 charges in the deck if every check succeeded (3 programs x 4 castings per program = 12 charges). Henceforth, the user may burn those charges to activate the three programs stored in the deck, making a normal program check to run the program, modified by the +1 or +2 bonus associated with that program. Once expended, the charges are lost unless re-encoded. Re-encoding requires a program check, with a build time of 1 week and no materials or burndown required; if the |

| 32-33 (con't.) | rebuild succeeds at DC 30 or better, the user can repeat the process to recode the programs but cannot exceed the original number of charges. |
|---|---|

For example: a level 4 user attempts to burn the programs *glitch*, *crack*, and *mind scan* into his deck. The minimum successful check result for *glitch* (a level 1 program) is DC 12. His check results are 14, 16, 12, and 9. The first three checks succeed, so he imbues three charges into his deck. For *crack* (a level 2 program with minimum check result of DC 14), his first check is a 19 but his second check is a 12. He manages to imbue only one charge into the deck. Finally, he encodes *mind scan* (minimum check result of DC 14) and rolls 20, 19, 17, and 18 – four successes! The final tally is a deck with 8 charges: 3x *glitch*, 1x *crack*, and 4x *mind scan*. Because he was PL 4 when casting, each of these programs are run with a +2 bonus.

| 34+ | The user succeeds in crafting a state of the art deck, which is biometrically linked to him. During the casting time, the user may attempt to encode three other programs he knows. If it succeeds, the deck's user receives a +1 bonus to program checks when using those programs or a +2 bonus if the original programmer level is 4 or higher. The deck also grants a +1 bonus to saving throws and Armor Class or a +2 bonus if the original programmer level is 4 or higher. The deck may also store information and can shed light in a 20' radius. If the deck is ever destroyed, the user immediately takes damage equal to 1d4 hit points per original programmer level as biometric connectors injected in his body self-destruct. |
|---|---|

Additionally, the user can imbue the deck with three programs he knows. For the first program, he makes a program check. If it succeeds, he makes another program check for the same program, a number of times up to his programmer level. For example, a level 4 user could make up to 4 checks if each succeeds. Then he repeats this process for the second and third programs. For each check that succeeds, he imbues the deck with 1 charge of the relevant program. For example, the level 4 user could put up to 12 charges in the deck if every check succeeded (3 programs x 4 castings per program = 12 charges). Henceforth, the user may burn those charges to activate the three programs stored in the deck, making a normal program check to run the program, modified by the +1 or +2 bonus associated with that program. Once expended, the charges are lost unless re-encoded. Re-encoding requires a program check, with a build time of 1 week and no materials or burndown required; if the rebuild succeeds at DC 30 or better, the user can repeat the process to code the programs but cannot exceed the original number of charges.

For example: a level 4 user attempts to burn the programs *glitch*, *crack*, and *mind scan* into his deck. The minimum successful check result for *glitch* (a level 1 program) is DC 12. His check results are 14, 16, 12, and 9. The first three checks succeed, so he imbues three charges into his deck. For *crack* (a level 2 program with minimum check result of DC 14), his first check is a 19 but his second check is a 12. He manages to imbue only one charge into the deck. Finally, he encodes *mind scan* (minimum check result of DC 14) and rolls 20, 19, 17, and 18 – four successes! The final tally is a deck with 8 charges: 3x *glitch*, 1x *crack*, and 4x *mind scan*. Because he was PL 4 when casting, each of these programs are run with a +2 bonus.

Finally, the user may grant the deck one unique ability, for example, the ability to spray a substance, hover near its owner, or transform into a small robot. These unique abilities require research, practice, and special materials. They should be determined with the aid of the judge.

# Daemon

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|---|---|---|---|
| **Level:** 2 | **Range:** Varies | **Duration:** Varies | **Activation Time:** 1 turn |
| **Save:** N/A | | | |

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|---|---|
| **General** | This program creates an autonomous processing agent to do his bidding. This daemon is under the user's control and may undertake various tasks. |
| **Manifestation** | See below. |
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
| 2-11 | Lost. Failure. |
| 12-13 | Failure, but the program may be run again. |
| 14-15 | The program creates a soft light hologram that serves for up to 1 turn or until dismissed or killed and provided it stays within an area bounded by signal relays that the user places. The daemon looks like an anthropomorphic blob of light. After that turn or if the signal relays are disturbed, the daemon departs. The daemon moves within the area bounded by the signal relays at 30'. It listens but never speaks. It has AC 16, 1d8 hp, and is immune to all attacks. It wields a holo-flail that deals 1d8 light-based subdual damage with a +1 attack bonus. |
| 16-19 | The program creates a hard light hologram that serves for up to 1 turn or until dismissed or killed and provided it stays within an area bounded by signal relays that the user places. The daemon looks like an anthropomorphic blob of light. After that turn, or if the signal relays are disturbed, the daemon departs. The daemon moves within the area bounded by the signal relays at 30', is considered to have ability scores of 12, can carry gear, and can perform any action a normal man could perform. It listens but never speaks. It has AC 16, 1d8 hp, and is immune to all attacks except heat-based. It can wield weapons at a +1 attack bonus. |
| 20-21 | The program creates a hard light hologram that serves for up to 1d6 turns or until dismissed or killed. The daemon may venture 100' away from the user. The daemon looks like an anthropomorphic blob of light. The daemon moves 30' per round and is considered to have ability scores of 12, can carry gear, and can perform any action a normal man could perform. It listens but never speaks. It has AC 16, 1d8 hp, and is immune to all attacks except heat-based. It can wield weapons at a +1 attack bonus. |
| 22-25 | The program creates a hard light hologram that serves for up to 2d6 hours or until dismissed or killed. The daemon may venture up to 1 mile away from the user. The daemon looks like an anthropomorphic blob of light. The daemon moves 30' per round and is considered to have ability scores of 16, can carry gear, and can perform any action a normal man could perform. It listens but never speaks. It has AC 18, 2d8 hp, and is immune to all attacks except heat-based. It can wield weapons at a +3 attack bonus. |

| 26-29 | The program creates a hard light hologram that serves for up to 1 day or until dismissed or killed. The daemon looks like an anthropomorphic blob of light. The daemon may move or fly 60' per round and is considered to have ability scores of 16, can carry gear, and can perform any action a normal man could perform. It listens but never speaks. It has AC 20, 3d8 hp, and is immune to all attacks except heat-based. It can wield weapons at a +5 attack bonus. The hologram may attempt to enter unprotected computerized systems and/or devices with a DC 18 Intelligence check (protected systems may modify the DC as the judge dictates). If successful, the daemon may undertake a specific, predefined mission while inside the computer environment. Communication is not possible once the daemon gains access. |
| --- | --- |
| 30-31 | The program creates a hard light hologram that serves for up to 1 day or until dismissed or killed. The daemon may be programmed to look however the user wishes. Duplicating the appearance of a specific individual is not possible. The daemon may move or fly 60' per round and has ability scores of 16, can carry gear, and can perform any action a normal man could perform. It listens but never speaks. It has AC 20, 3d8 hp, and is immune to all attacks except heat-based. It can wield weapons at a +5 attack bonus. The daemon may attempt to enter computerized systems and/or devices with a DC 15 Intelligence check (protected systems may modify the DC as the judge dictates). If successful, the daemon may undertake a specific predefined mission for the user while inside the computer environment. No standard communication is possible once the daemon gains access. |
| 32-33 | The program creates a hard light hologram that serves for up to 1d6+1 days or until dismissed or killed. The daemon may be programmed to look however the user wishes. Duplicating the appearance of a specific individual is possible but may require one or more skill checks at the judge's discretion. The daemon may move or fly 120' per round and has ability scores of 18, can carry gear, and can perform any action a normal man could perform. Its alien intelligence prevents it from carrying on mundane conversations, but it can communicate simple information verbally. It has AC 20, 5d8 hp, and is immune to all attacks except heat-based. It can wield weapons at a +7 attack bonus. The daemon may attempt to enter computerized systems and/or devices with a DC 13 Intelligence check (protected systems may modify the DC as the judge dictates). If successful, the daemon may undertake a series of missions for the user while inside the computer environment. Communication and new commands are possible via command interfaces or even electromagnetic methods such as radio. |
| 34+ | The program creates a hard light hologram that serves for up to 1d6+1 months or until dismissed or killed. The daemon may be programmed to look however the user wishes. Duplicating the appearance of a specific individual is possible but may require one or more skill checks at the judge's discretion, but with a +5 bonus to the skill check. The daemon may move or fly 120' per round and has ability scores of 20, can carry gear, and can perform any action a normal man could perform. Its alien intelligence prevents it from carrying on mundane conversations, but it can communicate simple information verbally. It has AC 21, 7d8 hp, and is immune to all attacks except heat-based. It can wield weapons at a +8 attack bonus. The daemon may attempt to enter computerized systems and/or devices with a DC 11 Intelligence check (protected systems may modify the DC as the judge dictates). If successful, the daemon may undertake a series of missions for the user while inside the computer environment. The daemon communicates telepathically with the user, and the user can actually see through the daemon's visual inputs. |

# Exploit

**Level:** 2     **Range:** Touch     **Duration:** Instantaneous     **Activation Time:** 1 round

**Save:** See below

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| **General** | The user injects a piece of malicious code (e.g.- a computer virus, worm, backdoor, rootkit, ransomware) into another creature (biological or artificial), which always receives a Will save to resist. Malicious code must be used carefully, it can cripple man or machine. Longer encoding and/or deployment times may be appropriate for more sinister exploits. See *Malicious Code* for examples of dangerous software beyond this program. |
| **Manifestation** | The user should articulate the manifestation as he encodes and deploys the malicious code. The manifestation can include minor physical changes on the part of the target. For example, "For as long as this virus afflicts you, your eyes will glow red" or "A mark of the Ancients is visible on your breast for as long as this virus runs." |

| | |
|---|---|
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
| 2-11 | Lost. Failure. |
| 12-13 | Failure, but the program may be run again. |
| 14-15 | The user deploys a small virus to one target that inflicts a -1 Luck penalty *or* a -1 penalty to one other statistic of the user's choice for 24 hours. The statistic can be attack rolls, damage rolls, an ability score, saving throws, program checks, Armor Class, speed (where -1 = -5'), hit points, and so on. |
| 16-19 | The user deploys a virus to one target that inflicts a -2 Luck penalty *or* a -2 penalty to one other statistic of the user's choice for up to a week. The statistic can be attack rolls, damage rolls, an ability score, saving throws, program checks, Armor Class, speed (where -1 = -5'), hit points, and so on. |
| 20-21 | The user deploys a virus on one target that inflicts a -2 Luck penalty **and** a -2 penalty to one other statistic of the user's choice for up to a week. The statistic can be attack rolls, damage rolls, an ability score, saving throws, program checks, Armor Class, speed (where -1 = -5'), hit points, and so on. Alternatively, the user may choose to invoke a specific physical or mental limitation for one week. For example, the target cannot speak, cannot move, cannot sleep, cannot see, etc. |
| 22-25 | The user deploys a virus to one target that inflicts a -2 Luck penalty, a -2 penalty to one other statistic, and a specific physical or mental limitation (e.g., cannot speak, sleep, see, walk, etc.). The statistic can be attack rolls, damage, an ability score, saving throws, program checks, Armor Class, speed (where -1 = -5'), hit points, and so on. The duration is ongoing until some specific condition is met. The condition must have meaning to the user or the target, and it must be within the target's power to achieve (even if very difficult). For example, "You cannot see until you access Hale-E's holo-grid network." |

| 26-29 | The user deploys a virus to a group of people or machines: computers in a server room, a community, a village, an adventuring group, etc. The user can affect up to 10 people at once as long as they are part of a single defined group. The virus inflicts a -2 Luck penalty, a -2 penalty to one other statistic, and a specific physical or mental limitation (e.g., cannot speak, sleep, see, walk, etc.). The statistic can be attack rolls, damage, an ability score, saving throws, program checks, Armor Class, speed (where -1 = -5'), hit points, and so on. The duration is ongoing until some specific condition is met. The condition must have meaning to the user or the target, and it must be within the target's power to achieve (even if very difficult). For example, "You cannot see until you access Hale-E's holo-grid network." |
|---|---|
| 30-31 | The user deploys a virus to a large group of people or machines: a server farm, a community, a village, an adventuring group, robots of an installation, etc. The user can affect up to 50 people at once as long as they are part of a single defined group. The virus inflicts a -2 Luck penalty, a -2 penalty to two other statistics, and a specific physical or mental limitation (e.g., cannot speak, sleep, see, walk, etc.). The statistics can be attack rolls, damage, an ability score, saving throws, program checks, Armor Class, speed (where -1 = -5'), hit points, and so on. The duration is ongoing until some specific condition is met. The condition must have meaning to the user or the target, and it must be within the target's power to achieve (even if very difficult). For example, "You cannot see until you access Hale-E's holo-grid network." |
| 32-33 | The user deploys a virus to a very large group of people or machines: a server farm, a community, a village, an adventuring group, robots of an installation, etc. The user can affect up to 100 people at once as long as they are part of a single defined group. The virus inflicts a -4 Luck penalty, a -2 penalty to three other statistics, and a specific physical or mental limitation (e.g., cannot speak, sleep, see, walk, etc.). The statistic can be attack rolls, damage, an ability score, saving throws, program checks, Armor Class, speed (where -1 = -5'), hit points, and so on. The duration is ongoing until some specific condition is met. The condition must have meaning to the user or the target, and it must be within the target's power to achieve (even if very difficult). For example, "You cannot see until you access Hale-E's holo-grid network." |
| 34+ | The user deploys a virus to an extremely large group of people or machines: a server farm, a community, a village, an adventuring group, robots of an installation, etc. The user can affect up to 1,000 targets at once as long as they are part of a single defined group. In addition, the virus carries on to the heirs of those affected, and propagates through the generations until removed. The virus inflicts a -4 Luck penalty, a -2 penalty to three other statistics, and a specific physical or mental limitation (e.g., cannot speak, sleep, see, walk, etc.). The statistic can be attack rolls, damage, an ability score, saving throws, program checks, Armor Class, speed (where -1 = -5'), hit points, and so on. The duration is ongoing until some specific condition is met. The condition must have meaning to the user or the target, and it must be within the target's power to achieve (even if very difficult). For example, "You cannot see until you access Hale-E's holo-grid network." |

# Logic Bomb

**Level:** 2          **Range:** Touch          **Duration:** Instantaneous          **Activation Time:** 1 round

**Save:** See below

| | |
|---|---|
| General | Logic bomb is not a stand-alone program. It allows the user to trigger a digital payload (e.g., another program) when a specified condition is met. The condition must be declared at the time of activation. Conditions may be as simple as "One hour from now" (called a time bomb) or as complex as "After the 10th person named 'Dexter' walks into the room". To embed a program inside the logic bomb, first the logic bomb must be created with a successful program check. Next the user must successfully activate another program - the payload. If successful, the payload is placed inside the logic bomb and will be triggered, as rolled, if the condition is met. If unsuccessful, the user may try another program or attempt to activate the same program as long as the window for embedding a program in the logic bomb is still open. Programs that have a range typically originate from the point where the logic bomb is placed, but advanced results could add additional conditions on how a program runs once activated. |
| Manifestation | Roll 1d4: (1) a pixelated box covered with flickering symbols appears and its top is open; (2) a collection of simple polygons swirls into a 3D shape; (3) a sphere of glowing purple hexagonal planes; (4) an egg divided in two comprised of ridges and grooves not at all unlike a brain. |
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
| 2-11 | Lost. Failure. |
| 12-13 | Failure, but the program may be run again. |
| 14-15 | Until the end of the next round, the logic bomb permits the activation and insertion of 1 program of not greater than 1st level. Once the payload is embedded, the logic bomb will persist until the condition is met or 1 hour passes. If the logic bomb is not triggered or the user fails to successfully place a payload, the logic bomb, and the embedded program, decompile harmlessly. |
| 16-19 | For the next 3 rounds, the logic bomb permits the activation and insertion of 1 program of not greater than 1st level. Once the payload is embedded, the logic bomb will persist until the condition is met or 2 hours pass. If the logic bomb is not triggered or the user fails to successfully place a payload, the logic bomb, and the embedded program, decompile harmlessly. |
| 20-21 | For the next turn, the logic bomb permits the activation and insertion of 1 program of not greater than 2nd level. Once the payload is embedded, the logic bomb will persist until the condition is met or 6 hours pass. If the logic bomb is not triggered or the user fails to successfully place a payload, the logic bomb, and the embedded program, decompile harmlessly. |
| 22-25 | For the next turn, the logic bomb permits the activation and insertion of 1 program of not greater than 3rd level. Once the payload is embedded, the logic bomb will persist until the condition is met or 12 hours pass. If the logic bomb is not triggered or the user fails to successfully place a payload, the logic bomb, and the embedded program, decompile harmlessly. |

| 26-29 | For the next turn, the logic bomb permits the activation and insertion of up to 2 programs of not greater than 3rd level. The logic bomb executes the program in the order they are placed inside the bomb. Once the payload is embedded, the logic bomb will persist until the condition is met or 12 hours pass. If the logic bomb is not triggered or the user fails to successfully place a payload, the logic bomb and any embedded programs decompile harmlessly. |
|---|---|
| 30-31 | For the next turn, the logic bomb permits the activation and insertion of up to 2 programs of not greater than 3rd level. After programs are inserted, the user may reorder the programs as long as the initial window of time has not expired. The user may also place a second condition on the logic bomb that may alter the order in which programs are executed, allow for additional control on a program, or create a completely different triggering condition. Once the payload is embedded, the logic bomb will persist until the condition is met or 24 hours pass. If the logic bomb is not triggered or the user fails to successfully place a payload, the logic bomb and any embedded programs decompile harmlessly. |
| 32-33 | For the next turn, the logic bomb permits the activation and insertion of up to 2 programs of not greater than 4th level. After programs are inserted, the user may reorder the programs as long as the initial window of time has not expired. The user may also place up to two more conditions on the logic bomb which may alter the order in which programs are executed, allow for additional control on a program, or create a completely different triggering condition. Once the payload is embedded, the logic bomb will persist until the condition is met or 1 month passes. If the logic bomb is not triggered or the user fails to successfully place a payload, the logic bomb, and any embedded programs, decompile harmlessly. |
| 34+ | For the next turn, the logic bomb permits the activation and insertion of up to 2 programs of not greater than 4th level. After programs are inserted, the user may reorder the programs as long as the initial window of time has not expired. The user may also place up to three more conditions on the logic bomb which may alter the order in which programs are executed, allow for additional control on a program, or create a completely different triggering condition. Once the payload is embedded, the logic bomb will persist until the condition(s) is met. If the user fails to successfully place a payload, the logic bomb, and any embedded programs, decompile harmlessly. |

# Mind Scan

**Level:** 2          **Range:** Touch          **Duration:** Instantaneous          **Activation Time:** 1 round

**Save:** See below

| General | This program interprets the thoughts of a creature by measuring their brain's EEG (Electroencephalography) activity. It cannot probe for information the target is not actively or subconsciously thinking about. The user may find out more information by engaging in conversation with the target and attempting to steer the target to certain lines of thought. |
|---|---|
| | Higher check results allow the user to switch targets. Switching to a new target triggers a new Will save for the new target. For example, if the user concentrated for 3 rounds on a target, then switched to a second target, then switched back to the first, it would be as if he was starting back at 1 round of concentration. |

| General (con't.) | The judge may apply penalties to the program check if the creature is of unknown nature to the user (e.g.,alien lifeforms, extra-dimensional creatures, animals, etc.) |
|---|---|
| Manifestation | Roll 1d4: (1) nothing visible; (2) an undetectable sound gives the user a feeling of vertigo; (3) a slight shimmer hovers in the air around the target(s); (4) a mesh grid momentarily appears over the target's head. |

| | |
|---|---|
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
| 2-11 | Lost. Failure. |
| 12-13 | Failure, but the program may be run again. |
| 14-15 | After 1 full round of calibration, the program creates a passive EEG net that allows the user to see the thoughts of one creature he can observe within 10'. The creature receives a Will save and is aware of an attempt to read its thoughts (although it may not know the user is the one attempting the action). If the user is successful, he detects surface-level thoughts: the creature's emotional state, any actions it is intent upon, and so on. After 1 round, the EEG net deteriorates and collapses. |



| | |
|---|---|
| 16-19 | After 1 full round of calibration, the program creates a passive EEG net that allows the user to see the thoughts of one creature he can observe within 20'. The creature receives a Will save and is aware of an attempt to read its thoughts (although it may not know the user is the one attempting the action). If the user is successful, he detects surface-level thoughts: the creature's emotional state, any actions it is intent upon, and so on. The EEG net remains operational as long as the user concentrates on adjusting it. Once the user ceases concentrating on using it, the EEG net loses coherence and the program ends. |
| 20-21 | After 1 full round of calibration, the program creates a passive EEG net that allows the user to see the thoughts of one creature he can observe within 100'. The creature receives a Will save and is aware of an attempt to read its thoughts (although it may not know the user is the one attempting the action).If the user is successful, he detects surface-level thoughts: the creature's emotional state, any actions it is intent upon, what it sees, hears and otherwise senses, and so on. The EEG net remains operational as long as the user concentrates on adjusting it. Once the user ceases concentrating on using it, the EEG net loses coherence and the program ends. |
| 22-25 | After 1 full round of calibration, the program creates a passive EEG net that allows the user to see the thoughts of one creature he can observe within 100'. The creature receives a Will save and is aware of an attempt to read its thoughts (although it may not know the user is the one attempting the action). If the user is successful, he detects surface-level thoughts: the creature's emotional state, any actions it is intent upon, what it sees, hears and otherwise senses, internal monologues, and so on. The EEG net remains operational as long as the user concentrates on adjusting it. Once the user ceases concentrating on using it, the EEG net loses coherence and the program ends. |

| 26-29 | After 1 full round of calibration, the program creates a passive EEG net that allows the user to see the thoughts of one creature he can observe within 1000' as long as he can maintain line of sight. In addition, the user can switch targets each new round, as long as he continues concentrating. |

The creature receives a Will save and is aware of an attempt to read its thoughts (although it may not know the user is the one attempting the action). The judge should roll the save for these targets. If the user is successful, he detects surface-level thoughts: the creature's emotional state, any actions it is intent upon, what it sees, hears and otherwise senses, internal monologues, and so on. The EEG net remains operational as long as the user concentrates on adjusting it. Once the user ceases concentrating on using it, the EEG net loses coherence and the program ends.

| 30-31 | After 1 full round of calibration, the program creates a passive EEG net that allows the user to see the thoughts of one creature he can observe within 1000' as long as he can maintain line of sight. In addition, the user can switch targets each new round, as long as he continues concentrating. |

Targets of 2 HD or less do not receive a save. Targets of 3+ HD receive a save but *are not aware of the attempt to read their minds*, even if they make the save. The judge should roll the save for these targets. If the user is successful, he detects surface-level thoughts: the creature's emotional state, any actions it is intent upon, what it sees, hears and otherwise senses, internal monologues, and so on. The EEG net remains operational as long as the user concentrates on adjusting it. Once the user ceases concentrating on using it, the EEG net loses coherence and the program ends.

| 32-33 | After 1 full round of calibration, the program creates a passive EEG net that allows the user to see the thoughts of multiple creatures that he can observe within 1000' as long as he can maintain line of sight. In addition, the user can switch targets each new round. The EEG net is self correcting and no longer requires the user's full attention to operate. |

Targets of 2 HD or less do not receive a save. Targets of 3+ HD receive a save but *are not aware of the attempt to read their minds*, even if they make the save. The judge should roll the save for these targets. If the user is successful, he detects surface-level thoughts: the creature's emotional state, any actions it is intent upon, what it sees, hears and otherwise senses, internal monologues, and so on. After 8 hours, the self-correcting algorithms break down and the EEG net collapses.

| 34+ | The program instantaneously creates a passive EEG net that allows the user to see the thoughts of multiple creatures that he can observe within 1000' as long as he can maintain line of sight. In addition, the user can switch targets each new round. The EEG net is self correcting and no longer requires the user's full attention to operate. |

Targets of 2 HD or less do not receive a save. Targets of 3+ HD receive a save but *are not aware of the attempt to read their minds*, even if they make the save. The judge should roll the save for these targets. If the user is successful, he detects surface-level thoughts: the creature's emotional state, any actions it is intent upon, what it sees, hears and otherwise senses, internal monologues, and so on. After 24 hours, the self-correcting algorithms break down and the EEG net collapses.

# Molecular Excitement

**Level:** 2          **Range:** 80'          **Duration:** Instantaneous          **Activation Time:** 1 action

**Save:** Ref partial (see below)

| | |
|---|---|
| **General** | Molecules of a target rapidly vibrate, resulting in burns and ignition of flammable materials. |
| **Manifestation** | Roll 1d4: (1) user points at a subject who begins to smolder; (2) heat shimmer surrounds target; (3) visible distortion of the air from waves of electromagnetic energy; (4) high-pitched whistling noise. |

| | |
|---|---|
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
| 2-11 | Lost. Failure. |
| 12-13 | Failure, but the program may be run again. |
| 14-15 | One target takes 1d6 + programmer level damage. Additionally, it must make a Reflex save vs. program check or catch fire. Each round thereafter it suffers an additional 1d6 damage until it succeeds on a DC 15 Reflex save to extinguish the fire. Flammable objects on the target (e.g., thin plastics, paper, etc.) have a 75% chance of catching fire unless protected. |
| 16-19 | One target takes 1d8 + programmer level damage. Additionally, it must make a Reflex save vs. program check or catch fire. Each round thereafter it suffers an additional 1d6 damage until it succeeds on a DC 15 Reflex save to extinguish the fire. Flammable objects on the target (e.g., thin plastics, paper) have a 75% chance of catching fire unless protected. |
| 20-21 | Up to two targets suffer 1d10 + programmer level damage. If used on only one target the damage is increased to 1d12 + programmer level. Additionally, each target must make a DC 15 Reflex save or catch fire. Each round thereafter, the target suffers an additional 1d6 damage until it succeeds on a DC 15 Reflex save to extinguish the fire. Flammable objects on the target (e.g., thin plastics, paper) have a 75% chance of catching fire unless protected. |
| 22-25 | Up to three targets suffer 1d12 + programmer level damage. If used on only one target the damage is increased to 1d16 + programmer level. Additionally, each target must make a DC 15 Reflex save or catch fire. Each round thereafter, the target suffers an additional 1d6 damage until it succeeds on a DC 15 Reflex save to extinguish the fire. Flammable objects on the target (e.g., thin plastics, paper) have a 75% chance of catching fire unless protected. Any targets who succeed vs. catching fire are in an excited matter state. They and all their equipment glow slightly for 1 turn as their molecules slowly release the energy of the attack. |
| 26-29 | The program sends forth a wave of electromagnetic energy. The attack is shaped like a cone, centered on the user and expanding to a width of 40' at its farthest end 80' away. All targets within the cone take 1d12 + programmer level damage. Additionally, each target must make a DC 15 Reflex save or catch fire. Each round thereafter, the target suffers an additional 1d6 damage until it succeeds on a DC 15 Reflex save to extinguish the fire. Flammable objects on the target (e.g., thin plastics, paper) have a |

26-29 (con't.) 75% chance of catching fire unless protected. Any targets who succeed vs. catching fire are in an excited matter state. They and all their equipment glow slightly for 1 turn as their molecules slowly release the energy of the attack.

30-31 The program issues forth a blast of electromagnetic energy centered on the user. He suffers no damage, but all targets within 20' are automatically burned for 1d12 points of damage. In addition, the blast sends out up to a dozen jets of electromagnetic energy, each 80' long and aimed at a single target. Each jet does 1d20 + programmer level damage and automatically catches the target on fire for an additional 1d6 damage each round until the target makes a DC 15 Reflex save. Flammable objects on the target (e.g., thin plastics, paper) automatically catch fire. No target can be damaged by more than one jet of flame. Any targets who succeed vs. catching fire are in an excited matter state. They and all their equipment glow slightly for 1 hour as their molecules slowly release the energy of the attack.

32-33 The program issues forth a blast of electromagnetic energy centered on the user. He suffers no damage, but all targets within 30' are automatically burned for 1d20 points of damage. In addition, the blast sends out up to a dozen jets of electromagnetic energy, each 80' long and aimed at a single target. Each jet does 1d20 + programmer level damage and automatically catches the target on fire for an additional 1d6 damage each round until the target makes a DC 15 Reflex save. Flammable objects on the target (e.g., thin plastics, paper) automatically catch fire. No target can be damaged by more than one jet of flame. Any targets who succeed vs. catching fire are in an excited matter state. They and all their equipment glow slightly for 8 hours as their molecules slowly release the energy of the attack.

34+ The program excites a portion of matter into a superheated plasmatic state. The user can then direct jets of plasma at any target within 1000'. The amount of damage done by each jet depends on how much the user divides the superheated plasma. A single target takes 6d20 + programmer level damage; 2-5 targets each take 4d20 + programmer level damage; 6-10 targets each take 3d12 + programmer level damage; 11-30 targets each take 1d20 + programmer level damage; 31-50 targets each take 1d12 + programmer level damage; 51-100 targets each take 1d8 damage; and 101 or more targets each take 1d6 damage. Every target must succeed on a DC 15 Reflex save or catch fire, suffering an additional 1d6 damage every round thereafter until they again succeed on a DC 15 Reflex save.

# Spectrum Analysis

**Level:** 2      **Range:** 60' or more     **Duration:** Varies      **Activation Time:** 1 action

**Save:** Will save vs program check DC (sometimes)

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|---|---|
| **General** | The program detects distortions in electromagnetic radiation. At higher levels of effect, it can also indicate the molecular composition of a subject object. If target creatures or objects are protected by an electromagnetic cloak (per the cloak program), the user's program check counts as the DC for the target's Will save. |
| **Manifestation** | Roll 1d3: (1) an augmented reality shows the user distortions and chemical readout overlays; (2) invisible objects visually ping with light; (3) invisible things are computer rendered with labels. |

| | |
|---|---|
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
| 2-11 | Lost. Failure. |
| 12-13 | Failure, but the program may be run again. |
| 14-15 | For a brief moment, the program identifies all electromagnetically cloaked inanimate objects within 60'. Unless protected by a powerful electromagnetic cloaking shield (per the cloak program), these objects flicker into sight then immediately disappear again, leaving the user with an impression of their location. The program cannot find cloaked creatures. |
| 16-19 | Until the end of the next round, the program identifies all electromagnetically cloaked objects and creatures within 60'. |
| 20-21 | For the next turn, the program identifies all electromagnetically cloaked objects and creatures within 60'. If the user spends a full round of time scanning an object (cloaked or not), the program reports the scanned object's basic molecular composition (mineral, biological, etc). |
| 22-25 | For the next turn, the program identifies all electromagnetically cloaked objects and creatures within 60'. If the user spends a full round of time scanning an object (cloaked or not), the program reports the scanned object's basic molecular composition (mineral, biological, etc.) and reports information such as the object's primary mineral composition (steel, titanium, etc.) or the type of biological specimen (plant or animal). |
| 26-29 | For the next turn, the program identifies all electromagnetically cloaked objects and creatures within 200'. Additionally, one ally within 5' can see all electromagnetically cloaked objects and creatures as the user does, as long as he maintains physical contact with the ally. The ally can change round-to-round if the user touches a different person. Lastly, if the user spends a full round of time scanning an object (cloaked or not), the program reports the scanned object's basic molecular composition (mineral, biological, etc.) and reports more specific information such as the object's primary and secondary mineral compositions (steel, titanium, etc.) or the type of biological specimen (plant or animal genera). Alien minerals, creatures, and plants are reported as unknown. |

| 30-31 | For the next hour, the program identifies for the user and all allies within 10' all electromagnetically cloaked objects and creatures within 200'. If the user spends a full round of time scanning an object (cloaked or not), the program reports the scanned object's basic molecular composition (mineral, biological, etc.) and reports specific information such as the object's primary and secondary mineral compositions (steel, titanium, etc.) or the type of biological specimen (plant or animal species). Alien minerals, creatures, and plants are reported as having the nearest possible analogous composition (carbon-based, ferrous, etc). |
|---|---|
| 32-33 | For the next hour, the program identifies for the user and all allies within 10' all electromagnetically cloaked objects and creatures within 200'. If the user spends a round focusing spectrum analysis on a cloaked object or creature, it must make a Will save against his program check DC. If the Will save fails, the target's cloaking is temporarily suppressed. The power is lost for 1 round per missed point of the check. This applies to creatures with native invisibility as well as programmers. Additionally, if the user spends a full round of time scanning an object (cloaked or not), the program reports the scanned object's full molecular composition and/or species information. |
| 34+ | With a powerful burst of energy the program disrupts all electromagnetic cloaking within his line of sight. All objects, and creatures of 3 or less HD, are automatically made visible for a period of 1hour. Additionally, they must make a Will save or become permanently visible. Creatures of 4+ HD receive a Will save to resist the program; failure means they also become visible for 1 hour. Visible creatures can be seen by all creatures. Note this effect includes friendly creatures who are cloaked, as well as enemies. Finally, the program signals penetrate objects up to 1 foot thick. The user (and only the user) can see all secret doors, concealed compartments, hidden safes, and other such things. This ability lasts for the next hour. |

# Sprite

**Level:** 2      **Range:** 100' or more      **Duration:** 1 round or longer, with concentration      **Activation Time:** 1 round

**Save:** Will save vs program check DC

| General | With this program, the user creates a simple light-based hologram sometimes called a sprite. The sprite is strictly visual, with no aural, tactile, or olfactory components. With concentration, the user can manipulate the hologram. |
|---|---|
| Manifestation | See below. |

| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
|---|---|
| 2-11 | Lost. Failure. |
| 12-13 | Failure, but the program may be run again. |
| 14-15 | With full concentration for one round by the user, the program creates a holographic image up to man-sized. The image must be something of which the user has visual reference (such as a table resting nearby, or an adjacent ally) or has seen recently and studied carefully for at least one hour. |

14-15 (con't.)   The image springs into existence at a point indicated by the user within 100' and line of sight. It cannot move. It remains in place up to a maximum of 2 turns, as long as the user concentrates. A creature with reason to disbelieve the holographic image can make a Will save to see through it. Any creature that touches the sprite automatically discovers it is not real.

16-19   With full concentration for 1 round by the user, the program creates a holographic image up to man-sized. The image must be something of which the user has visual reference (such as a table resting nearby, or an adjacent ally) or has seen recently and studied carefully for at least 1 hour. The image springs into existence at a point indicated by the user within 100' and line of sight. The user can cause the phantasm to move up to 5' per round with concentration, although it is not animated. For example, he could cause a sprite of a lantern to bob in the air as if carried by a man, but if he made a sprite of a man carrying a lantern, the entire sprite would simply shift in place by 5' rather than appear to actually walk. It remains in place up to a maximum of 2 turns, as long as the user concentrates. A creature with reason to disbelieve the holographic image can make a Will save to see through it. Any creature that touches the sprite automatically discovers it is not real.

20-21   With full concentration for 1 round by the user, the program creates a holographic image up to man-sized. The image must be something of which the user has visual reference (such as a table resting nearby, or an adjacent ally) or has seen recently and studied carefully for at least 1 hour. The image springs into existence at a point indicated by the user within 100' and line of sight. The user can cause the sprite to move up to 30' per round with concentration, and the sprite will animate as if it is actually moving, provided the user has visual reference or has carefully studied examples. For example, he could cause a sprite of a soldier to appear to actually walk. The sprite remains in place up to a maximum of 1 hour, as long as the user concentrates, and must remain within 100' of the user even while moving. If it moves beyond this range, it vanishes. A creature with reason to disbelieve the holographic image can make a Will save to see through it. Any creature that touches the sprite automatically discovers it is not real.

22-25   With full concentration for 1 round by the user, the program creates a holographic image up to giant-sized, which he can cause to "loop" on a predetermined visual track. The image must be something of which the user has visual reference (such as a table resting nearby, or an adjacent ally) or has seen recently and studied carefully for at least 1 hour. The image springs into existence at a point indicated by the user within 1000' and line of sight. The user can cause the sprite to move up to 30' per round with concentration, and the sprite will animate as if it is actually moving, provided the user has visual reference or has carefully studied examples. For example, he could cause a sprite of a guard to appear to actually walk. To create a repeating visual loop, the user must concentrate to establish the initial path of movement and motions. Thereafter, if his concentration lapses, the phantasm repeats that movement track until the program expires or until the user initiates concentration again to change the track. The hologram remains in place up to a maximum of 1 hour, "looping" whenever the user's concentration lapses. It must remain within 1000' of the user, even while moving. If it moves beyond this range, it vanishes. A creature with reason to disbelieve the holographic image can make a Will save to see through it. Any creature that touches the sprite automatically discovers it is not real.

26-29    With full concentration for 1 round by the user, the program creates a holographic image up to building-sized, which he can cause to "loop" on a predetermined visual track. The image must be something of which the user has visual reference (such as a table resting nearby, or an adjacent ally) or has seen recently and studied carefully for at least 1 hour. The image springs into existence at a point indicated by the user within 1000' and line of sight, but once created it can move beyond this range. The user can cause the sprite to move up to 60' per round with concentration, and the sprite will animate as if it is actually moving, provided the user has visual reference or has carefully studied examples. For example, he could cause a sprite of a soldier to appear to actually walk. To create a repeating visual loop, the user must concentrate to establish the initial path of movement and motions. Thereafter, if his concentration lapses, the phantasm repeats that movement track until the program expires or until the user initiates concentration again to change the track. The hologram remains in place up to a maximum of 1 day, "looping" whenever the user's concentration lapses. It remains in existence even if the user leaves the 1000' range, automatically "looping" when the user is gone. A creature with reason to disbelieve the holographic image can make a Will save to see through it. Any creature that touches the sprite automatically discovers it is not real.

30-31    With full concentration for 1 round by the user, the program creates a holographic image up to building-sized, which he can cause to "loop" on a predetermined visual track. The image must be something of which the user has visual reference (such as a table resting nearby, or an adjacent ally) or has seen recently and studied carefully for at least 1 hour. The image can be complex, such as a building occupied by people. The image springs into existence at a point indicated by the user within 1000' and line of sight, but once created it can move beyond this range. The user can cause the sprite to move up to 60' per round with concentration, and the sprite will animate as if it is actually moving, provided the user has visual reference or has carefully studied examples. For example, he could cause a sprite of a soldier to appear to actually walk. To create a repeating visual loop, the user must concentrate to establish the initial path of movement and motions. Thereafter, if his concentration lapses, the phantasm repeats that movement track until the program expires or until the user initiates concentration again to change the track. The hologram remains in place up to a maximum of 1 week, "looping" whenever the user's concentration lapses. It remains in existence even if the user leaves the 1000' range, automatically "looping" when the user is gone. A creature with reason to disbelieve the holographic image can make a Will save to see through it. Any creature that touches the sprite automatically discovers it is not real.

32-33    With full concentration for 1 round by the user, the program creates a holographic image up to building-sized, which he can cause to "loop" on a predetermined visual track. The image must be something of which the user has visual reference (such as a table resting nearby, or an adjacent ally) or has seen recently and studied carefully for at least 1 hour. The image can be complex, such as a building occupied by people. The image springs into existence at a point indicated by the user within 1000' and line of sight, but once created it can move beyond this range. The user can cause the sprite to move up to 60' per round with concentration, and the sprite will animate as if it is actually moving, provided the user has visual reference or has carefully studied examples. For example, he could cause a sprite of a soldier to appear to actually walk. To create a repeating visual loop, the user must concentrate to establish the initial path of movement and motions.

32-33 (con't.)  Thereafter, if his concentration lapses, the phantasm repeats that movement track until the program expires or until the user initiates concentration again to change the track. The hologram remains in place up to a maximum of 1 month, "looping" whenever the user's concentration lapses. It remains in existence even if the user leaves the 1000' range, automatically "looping" when the user is gone. A creature with reason to disbelieve the holographic image can make a Will save to see through it. Any creature that touches the sprite automatically discovers it is not real.

34+  With full concentration for 1 round by the user, the program creates a hologram of anything he can imagine, of any size or complexity, and makes it appear three-dimensional and real. The sprite can contain many complex motions. The user need not have visual reference, and the program will "fill in the gaps" on images he imagines but has not seen, though sometimes such use of the program creates inaccuracies in the details that may alert a viewer to the scene's holographic nature. The image springs into existence at a point indicated by the user anywhere within line of sight, but once created it can move beyond this range. The user can cause the sprite to move up to 100' per round, and the sprite will animate as if it is actually moving. To create a repeating visual loop, the user must concentrate to establish the initial path of movement and motions. Thereafter, if his concentration lapses, the sprite repeats that movement track until the program expires or until the user initiates concentration again to change the track. The sprite remains in place up to a maximum of 1 year, "looping" whenever the user's concentration lapses. It remains in existence even if the user leaves the scene of creation, automatically "looping" when the user is gone. A creature with reason to disbelieve the holographic image can make a Will save to see through it. Any creature that touches the sprite automatically discovers it is not real.

# Antimatter Explosion

**Level:** 3     **Range:** 3     **Duration:** Instantaneous     **Activation Time:** 1 action

**Save:** Ref vs. program check

| | |
|---|---|
| General | With this program, the user creates a simple light-based hologram sometimes called a sprite. The sprite is strictly visual, with no aural, tactile, or olfactory components. With concentration, the user can manipulate the hologram. |
| Manifestation | Roll 1d3: (1) a momentary flash of light, (2) a singularity appears at a point in space then explodes, (3) a black smudge darkens the air, grows unstable, and explodes. |
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
| 2-11 | Lost. Failure. |
| 12-15 | Failure, but the program may be run again. |
| 16-17 | The program creates a speck of antimatter at a point indicated by the user within 100' and line of sight, which detonates for 3d6 damage. |
| 18-21 | The program creates a speck of antimatter at a point indicated by the user within 120' and line of sight, which detonates for 4d6 damage. |
| 22-23 | The program creates a speck of antimatter at a point indicated by the user within 140' and line of sight, which detonates for 5d6 damage. |
| 24-26 | The program creates a speck of antimatter at a point indicated by the user within 160', which detonates for 6d6 damage. The user must have line-of-sight to his target, but he can cast around obstructions in this manner. For example, the speck can be placed around a corner or on the other side of a column. |
| 27-31 | The program creates 1d6+1 specks of antimatter at a point indicated by the user within 200', each of which detonates for 2d6 damage and has no blast radius. |
| 32-33 | The program creates a speck of antimatter at a point indicated by the user within 500', which detonates for 10d6 damage. The user must have line-of-sight to his target, but he can cast around obstructions in this manner. For example, the speck can be placed around a corner or on the other side of a column. The user can adjust the blast radius from a 10' to 20'. |
| 34-35 | The program creates a speck of antimatter at a point indicated by the user within 500', which detonates for 14d6 damage. The user can choose an area of effect ranging from a single human-sized target up to a sphere of 30' radius. The user must have line-of-sight to his target, but he can cast around obstructions in this manner or use a device of some kind to give him line of sight. For example, he may be able to view the target through a periscope or via a remote camera of some kind. |
| 36+ | The program creates a speck of antimatter at a point indicated by the user 1 mile away, which detonates for 20d6 damage. The user can choose an area of effect ranging from a single human-sized target up to a sphere of 40' radius. The user need not have line-of-sight to his target. He can choose a geographic point of which he has knowledge (such as a specific hill, building, or room). The speck of antimatter explodes at the designated point. |

# Brainfry

**Level:** 3      **Range:** Varies      **Duration:** Varies      **Activation Time:** 1 action

**Save:** Fort vs. program check

| | |
|---|---|
| **General** | The program creates dangerous electrical signals that disrupt a target's electro-encephalitic synapses. Black ICE programs routinely leverage the *brainfry* algorithm to incapacitate, injure, disable, or kill unauthorized users. |
| **Manifestation** | Roll 1d4: (1) the target's head starts to smoke; (2) a nimbus of blacklight forms around the target's head; (3) a telephonic aural signal invades the target's head; (4) crackling energy surrounds the target's head. |
| **1** | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
| **2-11** | Lost. Failure. |
| **12-15** | Failure, but the program may be run again. |
| **16-17** | The program causes intense pain for one target within 30' and line of sight of the user. The target is dazed (half move speed and only able to defend themselves) for 2d3 rounds (no saving throw). |
| **18-21** | The program causes intense pain for one target within 30'. If the target fails the Fort saving throw, they are unable to move or attack for 3d3 rounds as they double over in anguish. Success dazes the target (half move speed and only able to defend themselves) for 1d4 rounds. |
| **22-23** | The program causes one target within 30' to blackout for 1d3 turns, if the victim fails the Fort saving throw. Additionally, the target suffers 1d6 temporary Intelligence loss. Success dazes the target (half move speed and only able to defend themselves) for 2d4 rounds and causes 1 point of temporary Intelligence loss. |
| **24-26** | The program causes one target within 30' to blackout for 1d6 turns and suffer 1d6 damage, if he fails the Fort saving throw. Additionally, the target suffers 1d6 points of Intelligence loss. The ability score loss is potentially permanent. As each point is recovered, the victim must make a Luck check. On a success, the lost Intelligence point is recovered. On a failure, the damage is permanent. Success dazes the target (half move speed and only able to defend themselves) for 4d4 rounds and causes 1d6 points of temporary Intelligence loss. |
| **27-31** | The program causes up to two targets within 120' to blackout for 1d6 turns and suffer 2d6 damage, if a victim fails the Fort saving throw. Additionally, each target suffers 1d6 points of Intelligence loss. The ability score loss is potentially permanent. As each point is recovered, the victim must make a Luck check. On a success, the lost Intelligence point is recovered. On a failure, the damage is permanent. Success dazes a target (half move speed and only able to defend themselves) for 4d4 rounds and causes 1d6 points of temporary Intelligence loss. |

| 32-33 | The program causes up to three targets within 120' to blackout for 1 hour and suffer 3d6 damage, if a victim fails the Fort saving throw. Additionally, each target suffers 1d6 points of permanent Intelligence loss. Success renders in the victim unconscious for 1d6 turns, causes 1d6 points of Intelligence loss, and 1d6 damage. The ability score loss is potentially permanent. As each point is recovered, the victim must make a Luck check. On a success, the lost Intelligence point is recovered. On a failure, the damage is permanent. |
|---|---|
| 34-35 | The program severely damages the brain of a target who must be either within 1000' line of sight or connected to a computerized network to which the user has access. A failed Fort save vs. the program places the victim in a coma. Each day the comatose victim receives a DC 15 Fort save. To recover consciousness, the victim must roll a successful save for three consecutive days. Each failed save results in one point of permanent ability score loss. Roll randomly to determine which stat. Luck is not affected by the comatose state. |
| 36+ | The program severely damages the brain of a target who must be either within 1000' line of sight or connected to a computerized network. A failed Fort save vs. the program kills the victim. On success, the victim is in a coma. Each day the comatose victim receives a DC 15 Fort save. To recover consciousness, the victim must roll a successful save for three consecutive days. Each failed save results in one point of permanent ability score loss. Roll randomly to determine which stat. Luck is not affected by the comatose state. |

# Fleshjack

**Level**: 3     **Range**: 10' per level     **Duration**: Varies     **Activation Time**: 1 round
**Save**: Will to negate

| General | The user takes possession of another body, either temporarily or permanently. |
|---|---|
| Manifestation | Roll 1d4: (1) a visible stream of 1s and 0s leap from the user and strike the target; (2) thousands of packets of data bombard the target until its mental defenses collapse; (3) a circle of light opens on the target's forehead; (4) a red dot of light appears on the target and widens in aperture until the user can step inside the target. |

| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
|---|---|
| 2-11 | Lost. Failure. |
| 12-15 | Failure, but the program is not lost. |
| 16-17 | The user creates a backdoor access into a target with a temporary brute strength attack. The user's rootkit allows him to control the target's actions for a number of rounds equal to his PL. The victim is allowed a Will save each round to resist the user's control for that round. |



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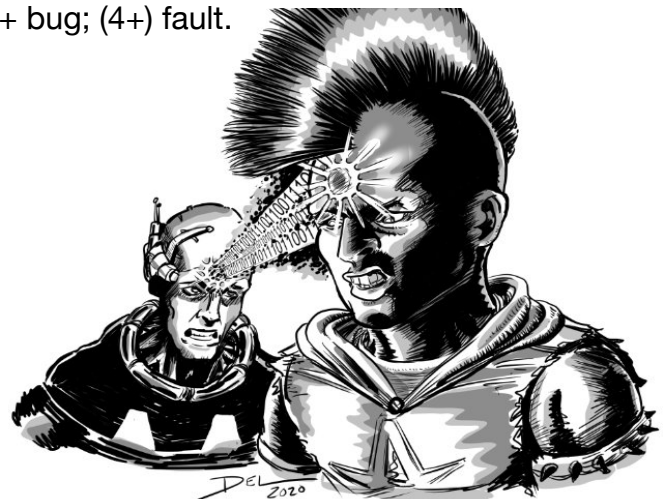
| 18-21 | The user can possess a sleeping victim and take control of the target for up to 8 hours. Roll 1d8+the user's Intelligence modifier to determine the number of hours this possession lasts, with a result of 8+ indicating the possession lasts a full 8-hour sleep cycle. The victim awakens exhausted with memories of horrible dreams or undated log files symbolic of the actions his body performed in the night. The target gains none of the benefits granted by a full night's rest. |
|---|---|
| 22-23 *and* 24-26 | The user can take full possession of a target who fails a Will save. The user's own body becomes inert during this time, falling into a comatose state. The target's mind is shunted into a closed virtual machine during this time, and it is forced to observe helplessly as its own body engages in the user's actions. During this period, the possessed body takes on minor physical changes that mirror the user's own body (eyes change color, voice is altered slightly, poise is different, etc.). Friends of the possessed victim can make a DC 12 Int check to recognize something different about the target but will not necessarily be aware that the target is under alien control. The duration of the control is one round per PL on result 22-23 and one turn per programmer level on result 24-26. If the target is of higher level or has more hit dice than the user, it is allowed a new Will save each round/turn to regain control of its body. |
| 27-31 *and* 32-33 | The user can take full possession of a target who fails a Will save. The user's own body becomes inert during this time, falling into a comatose state. The target's mind is shunted into a closed virtual machine during this time, and it is forced to observe helplessly as its own body engages in the user's actions. If the target is of higher level than the user, it is allowed a new Will save each hour to regain control of its body; otherwise the program lasts a number of rounds equal to the user's PL. During this period, the possessed body takes on minor physical changes that mirror the user's own body (eyes change color, voice is altered slightly, poise is different, etc.). Friends of the possessed victim can make a DC 12 Int check to recognize something different about the target, but will not necessarily be aware that the target is under alien control. In addition, the user can jump from body to body at will so long as his new chosen target fails a Will save each time a jump is attempted. A successful save indicates the user cannot attempt to possess that body again during the duration of the program. Each new body must be within the program range of the current body to swap bodies. The owner of the body the user vacates must make a DC 12 Fort save or be dazed for 1d4 rounds as it recovers from the possession. The duration of the overall possession varies by program check. On a result of 27-31, it is 1 hour per programmer level, and on a result of 32-33, it is 4 hours per programmer level. |
| 34-35 | The user can temporarily escape death by transferring his mind into a receptacle specially prepared to house it. This object can be most any piece of technology the programmer desires (computer, robot, cyborg, storage media, etc.), but the special preparations needed to prepare the item cost 500 credits for each decade the receptacle's power is intended to last. After the item is prepared, the user can abandon his own body at any time thereafter and place his mind inside the object. His physical body dies and no program can restore life to the corpse so long as the user's spirit remains in the receptacle. The user remains in the prepared object until he successfully takes possession of another body completely or the receptacle's prepared time period expires. To take possession of another, the user must make a program check of 22+ when a victim of lower level/hit dice and lesser Personality than his own comes within range of the receptacle. This can include animals, bugs, |

| 34-35 (con't.) | and so on. The target is allowed a Will save to avoid possession, and, if successful, can never again be targeted by the user for possession. If no acceptable target comes within range of the receptacle or all targets make their saves before the receptacle's duration expires, the user's mind and spirit is irretrievably lost when the last of the receptacle's power fails. If the target fails the Will save, its own spirit becomes housed in the receptacle, and only a powerful restorative program or AI intervention (or other means devised by the judge) can ever evict the user's mind from the stolen form and restore the original soul to its proper body. |
|---|---|
| 36+ | The user immediately obliterates the personality or operating system of his victim and takes permanent possession of its body. The user's own physical form is destroyed in the casting, seemingly rendered into pixels of light that flow into the target. If the target makes the Will save, there is no effect. |

# Lag

**Level:** 3  **Range:** 20' + 10' per level  **Duration:** Varies  **Activation Time:** 1 round
**Save:** Will (sometimes)

| General | The program causes localized, temporal distortions that impair the ability of the targeted creature to move at its normal speed. This program can also be run to cancel *overclock*. |
|---|---|
| Manifestation | Roll 1d4: (1) target becomes pixelated and moves in a blocky manner; (2) target moves in a jerky, stuttering manner; (3) target becomes out of focus; (4) target freezes for a moment then jumps to their next location and freezes again. |
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
| 2-11 | Lost. Failure. |
| 12-15 | Failure, but the program may be run again. |
| 16-17 | The program causes a momentary temporal distortion. One target within range immediately drops to the bottom of the initiative count (no save). If it has already acted this round, it does not receive another action at the end of the initiative count. |
| 18-21 | The program causes a momentary temporal distortion. One target within range skips its next activation (no save). |
| 22-23 | The program causes a highly localized temporal distortion. One target within range is slowed to half its normal speed (Will save to resist). Its movement rate is halved, and it can take its normal actions only once every other round (with the first "skip" being its next activation). It automatically drops to the bottom of the initiative count. The effect lasts for 1d6+1 rounds. |
| 24-26 | The program allows the user to target up to two creatures, each of which is slowed to half its normal speed (Will save to resist). The targets' movement rate is halved, and they can take their normal actions only once every other round (with the first "skip" being their next activation). They automatically drop to the bottom of the initiative count (in the same relative order of initiative). The effect lasts for 1d6+1 rounds. |

| 27-31 | The user designates a target within range as the locus of a temporal distortion field. That target and all other creatures (friendly or not) within 20' are potentially slowed (Will save to resist). Those that fail their save are slowed to half normal speed. Their movement rate is halved, and they can take their normal actions only once every other round (with the first "skip" being their next activation). They automatically drop to the bottom of the initiative count (in the same relative order of initiative). The effect lasts for 1d6+1 rounds. |
|---|---|
| 32-33 | The user designates a target within range as the locus of a temporal distortion field. If it fails a Will save, it is removed from the normal flow of time. Each round, roll d%. On a roll of 01-25, the creature can move and act as normal. A roll of 26-90 indicates it remains frozen in place and can take no actions. This effect continues until 91-00 is rolled, at which point the creature slips back into the normal flow of time and the effect ends. |
| 34-35 | The user designates a target within range as the locus of a temporal distortion field. That target and all creatures within 20' (friendly or not) are removed from the normal flow of time (no save). This is a one-time event; other creatures can subsequently move into the affected area without consequence. Each round, roll d%. On a roll of 01-25, all affected creatures can move and act as normal. A roll of 26-90 indicates those creatures remain frozen in place and can take no actions. This effect continues until 91-00 is rolled, at which point all affected creatures slip back into the normal flow of time and the effect ends. |
| 36+ | The program creates a sphere of temporal distortion. The user designates a space within line of sight. All creatures within a 100' radius of that point are slowed. Additionally, any creature that enters that point is slowed. There is no visible indication of the field. Creatures receive a Will save to resist. Failure indicates they move at half speed and receive an activation only once every other round. The effect lasts as long as the targets remain within the sphere of temporal distortion and extends for another 2d6 rounds thereafter when they leave. The sphere itself persists for 1d5 hours |

# Neural Feedback Assault

**Level**: 3  **Range**: 100'  **Duration**: 1 round  **Activation Time**: 1 action
**Save**: See below

| General | The program creates a neural feedback attack using techniques employed by black ICE programs to kill or maim hackers and other undesirables. |
|---|---|
| Manifestation | Roll d4: (1) a digital snake streams from the user's hand; (2) target's temples grow warm and start smoking; (3) a black, pixelated halo forms around the user and targets; (4) white coruscating energy flows from the user's hands and envelops the target's head. |
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
| 2-11 | Lost. Failure. |
| 12-15 | Failure, but the program may be run again. |

| 16-17 | The user selects one target within range. Neural feedback does 1d6 points of damage, and the victim must make a successful Fort save or temporarily lose a single point from one of its abilities (determined by the judge or at random). |
|---|---|
| 18-21 | The user selects one target within range. Neural feedback does 1d8 points of damage, and the victim must make a successful Fort save the following round to perform any action. |
| 22-23 | Neural feedback lashes at a single target a number of times equal to the user's PL. Each assault deals 1d10 damage and requires the victim to make a successful Fort save. Failure indicates the target is paralyzed for 1d4 rounds and temporarily loses a single point from one of its ability scores (determined by the judge or at random). Paralysis and ability score loss from multiple failed saves do stack. |
| 24-26 | Neural feedback lashes at multiple targets within range a number of times equal to the user's CL. Each assault causes 1d12 damage, and each target temporarily loses 1d2+1 points from a single ability score (determined by the judge or at random). In addition, each target must make a Fort save or be crippled for 1d4 rounds. During this time, their movement rate is reduced to 5' and they suffer a -4 penalty to all attacks, damage, saving throws, and program checks. Ability score loss from multiple failed saves do stack. |
| 27-31 | Neural feedback lashes at multiple targets within range a number of times equal to *twice* the user's PL. Each assault causes 1d14 damage, and each target temporarily loses 1d3+1 points from a single ability score (determined by the judge or at random). In addition, each target must make a Will save or be subject to an exploit (as per the program). Another program check is made to determine the potency of the virus using all the same modifiers as the user's initial program check for neural feedback assault, and the final result is compared to the exploit program table. Ability score loss from multiple failed saves do stack. |
| 32-33 | Neural feedback lashes at multiple targets within range a number of times equal to *twice* the user's PL. Each assault causes 1d16 damage, and each target temporarily loses 1d4+1 points from a single ability score (determined by the judge or at random). Each biological target must make a Fort save with a DC equal to half the program check, or die as their brain has been cooked through. AIs, robots, and other similar constructs must make a Fort save at the same DC as before, or have their processing cores melt into silicon slag rendering them inoperable. Ability score loss from multiple failed saves do stack. |
| 34-35 | Neural feedback lashes at multiple targets within range a number of times equal to *twice* the user's PL. Each assault causes 1d16 damage, and each target temporarily loses 1d4+1 points from a single ability score (determined by the judge or at random). Each biological target must make a Fort save with a DC equal to half the program check, or die as their brain has been cooked through. AIs, robots, and other similar constructs must make a Fort save at the same DC as before, or have their processing cores melt into silicon slag rendering them inoperable. Ability score loss from multiple failed saves do stack. |

| 36+ | Neural feedback lashes at multiple targets within range a number of times equal to *twice* the user's PL. Each assault causes 1d30 damage, and each target to permanently lose 1d3 points from a single ability score (determined by the judge or at random). In addition, each biological target must make a Fort save or die as their brain has been cooked through. AIs, robots, and other similar constructs must make a Fort save at the same DC as before, or have their processing cores melt into silicon slag rendering them inoperable. Ability score loss from multiple failed saves do stack. |

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# Overclock

**Level:** 3
**Save:** N/A

**Range:** User or 20' radius from user

**Duration:** 1d4 rounds or more

**Activation Time:** 2 rounds

| | |
|---|---|
| General | The program leverages temporal folding techniques and applies them to living targets. Temporal folding has been applied to quantum server stacks to vastly improve quantum server processing time. However, these techniques are best suited to machines and cause abnormal aging rates for biological creatures. |
| | **Movement:** Overclocked creatures double their movement speed. In some cases, it may be tripled, as noted below. |
| | **Action dice:** Overclocked creatures gain additional action dice. According to their class, these action dice may be used for attacks, running programs, skill checks, etc. If the character currently has only one action die, the extra action die is the same as that one (usually a d20). If the character has multiple action dice (due to high class level or other factor), the extra action die is equal to the character's lowest action die. For example, if the character's action dice are 1d20+1d14, he gains an extra 1d14 as a third action die. |
| | This program can also be cast to cancel the program *lag*. |
| Manifestation | Roll 1d4: (1) light streams from their silhouette, and contrails of light follow the user as they move; (2) no manifestation when target stands still, but its movements are lightning-fast; (3) the user is surrounded by a blurry haze; (4) at rest, the user appears to jitter ever so slightly, and his movements are staccato bursts of activity. |
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
| 2-11 | Lost. Failure. |
| 12-15 | Failure, but the program may be run again. |
| 16-17 | For the next 1d4+1 rounds, the user gains double movement speed and one extra action die each round. |
| 18-21 | The user gains an immediate extra action die this round (after the program is run), which can be used to attack or run another program. Thereafter, he gains double movement speed and one extra action die each round for 1d6+2 rounds. |
| 22-23 | The user gains double movement speed and one extra action die this round (after the program is run), which can be used to attack or run another program. Additionally, one other designated creature within 20' is affected, beginning on its next activation. The duration is 2d4+1 rounds. |

| 24-26 | The user experiences a moment of unnatural stillness. The world around him seems to slow to a near-immobility. He immediately gains 1d4 extra actions this round (after the program is run), all at his normal action die (usually d20), which may be used to attack or run programs. After this moment of pause, he gains double movement speed and one extra action die each round for 2d4+2 rounds. |
|---|---|
| 27-31 | The user and up to three allies within range all gain double movement speed and one extra action die for a total of 2d4+2 rounds. |
| 32-33 | The user gains triple movement speed and two extra action dice each round. Additionally, four other designated creatures within range gain double movement speed and one extra action die each round. The duration is 3d4 rounds. |
| 34-35 | The user and four other designated creatures within range gain triple movement speed and two extra action dice each round. The duration is 3d4 rounds. |
| 36+ | The world around the user slows. He and up to four designated creatures within range may take an additional 1d4+1 actions immediately. They proceed in initiative order as if they were in their own "time bubble" where they and only they can take actions; other creatures' initiative counts are simply skipped. Those affected by the program can move, attack, run programs, and perform other actions during this time, but these "extra rounds" of time count collectively as only one round for the purpose of program durations or special effects. Once the time bubble evaporates, the user and other affected creatures return to normal initiative order and regular combat order resumes. At that point, the user gains quadruple movement speed and three extra action dice each round. Additionally, the other designated creatures within range gain triple movement speed and two extra action dice each round. The duration is 3d4 rounds. |

# Quarantine

**Level:** 3          **Range:** Touch          **Duration:** Instantaneous          **Activation Time:** 1 round

**Save:** See below

| General | The user invokes powerful antivirus algorithms to contain the baleful effects of malicious code (exploits) running on a person or object. As referenced in the program descriptions below, a minor exploit is one that causes a loss of 2 or less ability score points; a moderate exploit is one that impacts 3-4 ability score points or has a limiting effect of some kind (penalty to rolls, reduced speed, etc.); and an example of a major exploit is one that impacts an ability score by 5 or more points or has a debilitating effect (loss of vision, loss of hearing, immobility, etc.). When a save is called for in program results, the affected individual or object either makes a second saving throw against the virus (save and DC are the same as the original exploit), or, if no save was allowed against the original exploit, the person or object may make either a Fort or Will save (player's discretion) against a DC of 10 + the HD of the creature that programmed the malicious code. If the save is successful, the afflicted creature or object is no longer affected by the malicious code. If the save fails, the virus remains in effect and 24 hours must pass before the user can again attempt to quarantine the exploit. |
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| Manifestation | Roll 1d4: (1) yellow pixelated dots with a pie shaped mouth stream from the user's hands and begin eating the virus program; (2) a cage of energy forms around the subject then shrinks into subject until the exploit is contained; (3) a progress meter springs into being and reports time until finished and file actions until the exploit is contained; (4) lines of computer code swirl around the target and infected portions are highlighted and re-written. |

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|---|---|
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
| 2-11 | Lost. Failure. |
| 12-15 | Failure, but the program may be run again. |
| 16-17 | A single afflicted individual or object is allowed to make a new saving throw to escape the effects of a minor exploit. |
| 18-21 | A number of afflicted individuals or objects equal to the user's PL are allowed to make a saving throw to escape the effects of a minor exploit. If only a single creature or object is targeted, they gain a bonus to their saving throw equal to the user's PL. |
| 22-23 | The program automatically removes a minor exploit from a single individual or allows a saving throw to remove a moderate exploit from a single cursed individual or object. |
| 24-26 | The program automatically removes a minor exploit from a number of individuals or objects equal to the user's PL or allows a saving throw to remove a moderate exploit from a number of afflicted individuals or objects equal to the user's PL. If only a single creature or object is targeted, it gains a bonus to the saving throw equal to the user's PL. |
| 27-31 | The program automatically removes a minor or moderate exploit from a single individual or allows a saving throw to remove a major exploit for a single afflicted individual or object. |
| 32-33 | The program automatically removes a minor or moderate exploit from a number of individuals or objects equal to the user's PL or allows a saving throw to remove a major exploit for a number of afflicted individuals or objects equal to the user's PL. If only a single creature or object is targeted, they gain a bonus to their saving throw equal to the user's PL. |
| 34-35 | The program automatically removes any exploit affecting a single creature or object, regardless of the potency of the malicious code. |
| 36+ | The program automatically removes any exploit affecting a number of creatures equal to the user's CL. In addition, if the being that created the exploit is currently alive or operational, he automatically becomes the victim of the exploit regardless of his location or distance from the user. |

# Reversion Control

**Level:** 3        **Range:** Touch or more        **Duration:** Instantaneous to permanent        **Activation Time:** 1 round or longer

**Save:** Sometimes (Will vs. program check)

| General | With this program, the user restores functionality and operation to beings, computers, robots, or AIs that have been the subject of malicious code, file corruption, decompilation, or other changes initiated by programs or scripts. This program utilizes software versioning to remove cryptological cyphers, derez instantiated sprites, roll back injected code, or kill another ongoing program. At its most fundamental level, this program is a test of skills: the programmer attempts to stop running machine code and replace the algorithms coded by a rival programmer with another version. If the programmer is more knowledgeable, he stops the enemy's program and restores its code to a desired state. If his rival is more skilled, the software continues to run as originally coded. |
|---|---|

In most cases, taking time aids this program immensely. A simple reversion control can be cast in 1 round and can achieve a maximum program check result of 21, regardless of die roll, as noted. For every round of additional focus while rebuilding the target program, the program check can be incrementally higher, as noted on the table. A higher activation time does not guarantee a better result, but program check results are capped based on the activation time.

This program may also be used to counter any program that is about to be activated by returning the source code to a blank or empty state. When used in this manner, it can achieve any level of effect regardless of casting time.

When running this program, the target program to be rebuilt must have been created with a program check of equal to or less than the user's, and the opposing user receives a Will save. For example, if the user rolled 16 on the reversion control program check, he could cancel an enemy's force field that was created with a program check of 15 or less. If the opposing program check is not known, the judge should roll it on the spot. The user does not necessarily know the strength of the software or process he is attempting to end.

In some cases, the opposing user may prevent a program from being tampered with by making a Will save against the user's program check. For example, the owner of a sprite program could attempt to maintain its functioning by making a Will save of greater than or equal to the user's program check result.

| Manifestation | Varies. |
|---|---|

|  | Casting time | Maximum Effect |
|---|---|---|
| 1 | 1 round | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
| 2-11 | 1 round | Lost. Failure. |
| 12-15 | 1 round | Failure, but the program may be run again. |

| 16-17 | 1 round | The program potentially rewrites the active effects of a single program with a non-permanent duration. The user of the program must be able to directly interact or touch the active software to end it. Depending on the specifics, this might mean he derezzes a holographic creature, resets a robot locked in an error state, or causes a cloaked subject to become visible. Programs with permanent durations or that create permanent equipment are not affected, nor are programs whose code has now "exited" and produced a real-world effect. The opposing user may prevent his program from being overwritten by making a Will save against the user's program check. |
|---|---|---|
| 18-21 | 1 round | The program potentially rewrites the active effects of a single program with a non-permanent duration. The user must be within 20' of the active software to end it. Depending on the specifics, this might mean he derezzes a holographic creature, resets a robot locked in an error state, or causes a cloaked subject to become visible. Programs with permanent durations or that create permanent equipment are not affected, nor are programs whose code has now "exited" and produced a real-world effect. The opposing user may prevent his program from being overwritten by making a Will save against the user's program check. |
| 22-23 | 2 rounds | The program potentially rewrites the active effects of all program effects within 20' that have a non-permanent duration. This includes "friendly" program effects. Programs with permanent durations or that create permanent bonds, such as *patron AI bond* or *create deck*, are not affected, nor are programs whose code has now "exited" and produced a real-world effect. Opposing users do not receive a Will save to prevent the code reversion. If the user's program check exceeds the program check used to create opposed programs, the programs are automatically reverted. |
| 24-26 | 3 rounds | The user potentially cancels certain program effects within 20'. This includes "friendly" program effects. All program effects of a non-permanent nature are affected, as well as select metaverse or programmatically created items. Robots and other computerized targets temporarily lose a random attack or special ability for 1d10 rounds unless they succeed a Will save vs. the program check. Programs with permanent durations or that create permanent bonds, such as *patron AI bond* or *create deck*, are not affected, nor are programs whose code has now "exited" and produced a real-world effect. Opposing users do not receive a Will save to prevent the code reversion. If the user's program check exceeds the program check used to create opposed programs, the programs are automatically reverted. |
| 27-31 | 4 rounds | The user potentially cancels certain program effects within 20'. This includes "friendly" program effects. All program effects of a non-permanent nature are affected, as well as metaverse or programmatically created items. Robots and other computerized targets temporarily lose an attack or special ability of the user's choice for 1d10 rounds unless they succeed a Will save vs. the program check. Programs with permanent durations or that create permanent bonds, such as *patron AI bond* or *create deck*, are not affected, nor are programs whose code has now "exited" and produced a real-world effect. Opposing users do not receive a Will save to prevent the code reversion. If the user's program check exceeds the program check used to create opposed programs, the programs are automatically reverted. |

| | | |
|---|---|---|
| 32-33 | 2 rounds | The user may choose to revert code, as result 27-31 above, or focus the program on a single item, object, program, or AI within 20' to permanently alter its programming code. If the latter, the program check of the user must exceed the program check used to create the item, and a minimum burndown of 1 point is required. A judge is free to require more depending on the nature of the reversion and subject (a household bot is easier to revert than a warbot). Objects and creatures subject to reversion control in this manner permanently lose a function or become inert and incapable of operation. Objects or AIs can be restored by those with access to their original developed source code and the installation instructions. |
| 34-35 | 3 rounds | For 24 hours, the program wirelessly broadcasts a `kill -9` command signal that radiates 20' from his person at all times and travels with him. The kill command affects programs and AIs as noted in result 27-31 above. Additionally, if the user expends burndown, the program can permanently alter the programming of computerized items, objects, or AIs as noted in 32-33 above. Note that the broadcast affects the user's own ability to activate programs, that is, he is unable to run programs while broadcasting the kill command signals unless he succeeds in a program check greater than his original *reversion control* program check. He can end the broadcast at will. |
| 36+ | 4 rounds | For 24 hours, the program wirelessly broadcasts a `kill -9` command signal that radiates 20' from his person at all times and travels with him. The kill broadcast signal can be placed on another object or person. The signal then moves with that person or object. The subject need not be willing. The kill command affects programs and AIs as noted in result 27-31 above. Additionally, if the user expends burndown, the program can permanently alter the programming of computerized items, objects, or AIs as noted in 32-33 above. Note that the broadcast affects the user's own ability to activate programs, that is, he is unable to run programs while broadcasting the kill -9 command signals unless he succeeds in a program check greater than his original *reversion control* program check. He can end the broadcast at will. |

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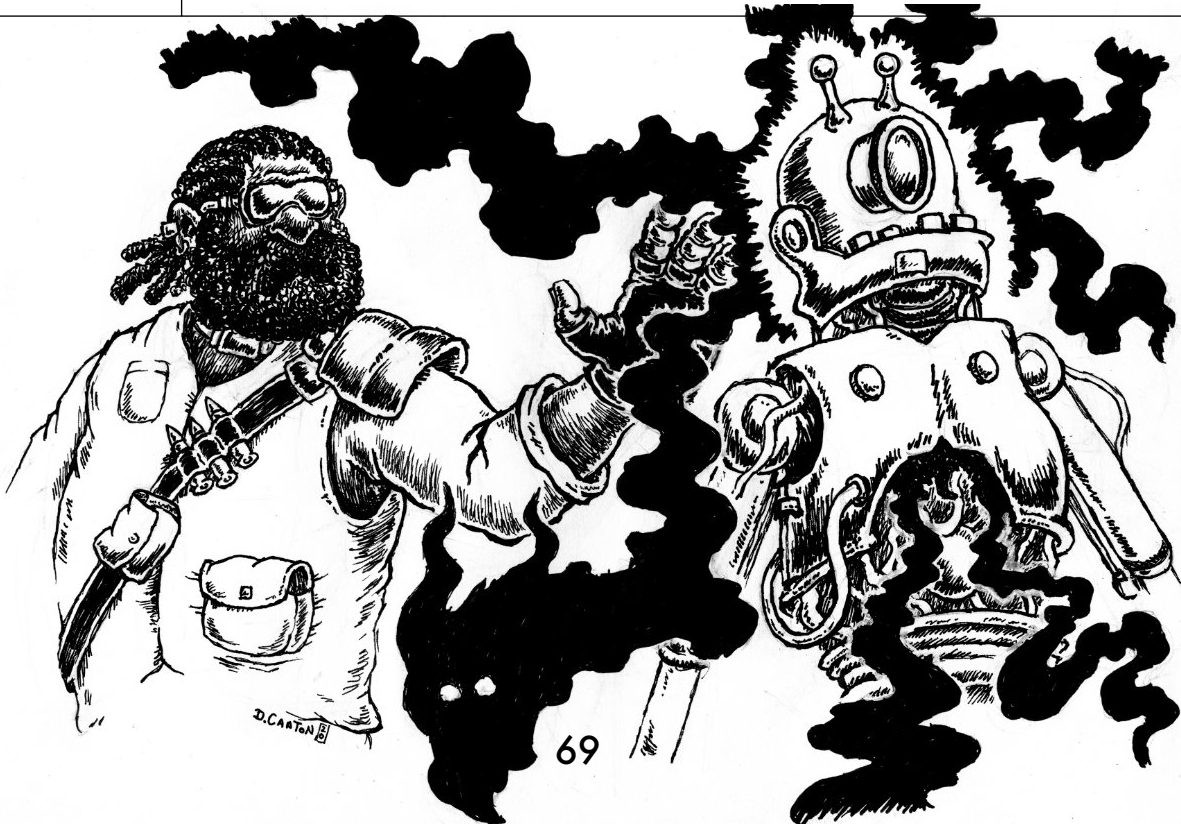
# ICE Breaker

**Level**: 4    **Range**: 100' + 10' per PL    **Duration**: Varies    **Activation Time**: 1 action

**Save**: Will and Fort vs. program check (See below)

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| **General** | ICE (Intrusion Countermeasures Electronic) is a common defensive program employed by governments, corporations, and those obsessed with protecting information. They take on a variety of forms from protective and static (aka *white ICE*) to retributive and deadly (aka *black ICE*). Regardless of the variety, they are defensive entities or AIs that seek to prevent a user from any chance of interacting with gateways, ports, or other secured areas or information. Black ICE has offensive capabilities that find a hacker and permanently disable or kill them. This program can be run as a counter to *firewall* or *close access*. |
| **Manifestation** | Roll 1d4: (1) an auger-like construct drills into the ICE program; (2) a prism of force wedges itself into the ICE program holding it in place; (3) a pyramid of magenta light ensnares the ICE and bombards it with destructive pink rays; (4) a storm of ice picks rain down upon the ICE slowly chipping it away. |

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| **1** | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
| **2-11** | Lost. Failure. |
| **12-17** | Failure, but the program may be run again. |
| **18-19** | For 1 round, the program halts attacks or neutralizes defensive measures employed by an ICE program, entity, or machine and deals 2d6 + PL damage (Fort save vs. program check for half damage). Other entities monitoring the ICE program may detect the user as the source of the attack on a successful Will save. It also confers a +1 bonus to saving throws when resisting programs launched by any ICE for the next turn. |
| **20-23** | For 1d3 + 1 rounds, the program halts attacks or neutralizes defensive measures employed by an ICE program, entity, or machine. With concentration, the user may deal 2d6 + PL per round until the program ends (Fort save vs. program check for half damage). For every round after the first, the ICE may attempt to break the hold with a Will save vs. the program check. Other entities monitoring the ICE program may detect the user as the source of the attack on a successful Will save. It also confers a +2 bonus to saving throws when resisting programs launched by any ICE for the next turn. |
| **24-25** | For 1d6 + 2 rounds the program halts attacks or neutralizes defensive measures employed by an ICE program, entity, or machine. With concentration the user may deal 3d6 + PL per round until the program ends (Fort save vs program check for half damage). For every round after the first the ICE may attempt to break the hold with a Will save vs. the program check. Other entities monitoring the ICE program may detect the user as the source of the attack on a successful Will save. The program also confers a +2 bonus to saving throws when resisting programs launched by any ICE for the next turn. |

| 26-28 | For 1d6 + 3 rounds, the program halts attacks or neutralizes defensive measures employed by an ICE program, entity, or machine. With concentration, the user may deal 3d6 + PL per round until the program ends (Fort save vs. program check for half damage). For every round after the first the ICE may attempt to break the hold with a Will save vs. the program check. Additionally, the program identifies any passive ICE traps or ICE special abilities. Other entities monitoring the ICE program may detect the user as the source of the attack on a successful Will save. The program also confers a +3 bonus to saving throws when resisting programs launched by any ICE for the next turn. |
|---|---|
| 29-33 | For 1d6 + PL rounds, the program halts attacks or neutralizes defensive measures employed by an ICE program, entity, or machine. With concentration, the user may deal 4d6 + PL per round until the program ends (Fort save vs. program check for half damage). For every round after the first, the ICE may attempt to break the hold with a Will save vs. the program check. Additionally, the program identifies any passive ICE traps or ICE special abilities and reveals the ICE's use of lethal force policies. Other entities monitoring the ICE program may detect the user as the source of the attack on a successful Will save. The program also confers a +3 bonus to saving throws when resisting programs launched by any ICE for the next turn. |
| 34-35 | For 1d8 + PL rounds, the program halts attacks or neutralizes defensive measures employed by an ICE program, entity, or machine. The program deals 4d6 + PL per round until the program ends (Fort save vs. program check for half damage). For every round after the first, the ICE may attempt to break the hold with a Will save vs. the program check. Additionally, the program identifies any passive ICE traps or ICE special abilities and reveals the ICE's use of lethal force policies. Other entities monitoring the ICE program *cannot detect the user as the source of the attack*. The program also confers a +4 bonus to saving throws when resisting programs launched by any ICE for the next turn. |
| 36-37 | For 1d10 + PL rounds, the program halts attacks or neutralizes defensive measures employed by an ICE program, entity, or machine. The program deals 5d6 + PL per round until the program ends (Fort save vs. program check for half damage). For every round after the first, the ICE may attempt to break the hold with a Will save vs. the program check. Additionally, the program identifies any passive ICE traps or ICE special abilities and reveals the ICE's use of lethal force policies. Other entities monitoring the ICE program *cannot detect the user as the source of the attack*. The program also confers a +5 bonus to saving throws when resisting programs launched by any ICE for the next turn. The user is immune to black ICE trackback attacks that seek to kill the user. |
| 38+ | The program completely destroys the target ICE program without a trace as if it was never installed. Other entities monitoring the ICE program cannot detect the user as the source of the attack nor are they aware of the program's destruction for 1 turn. For the next turn, the program also confers a +7 bonus to saving throws when resisting programs launched by any ICE for the duration of the program. The user is immune to black ICE trackback attacks that seek to kill the user. |

# NetOps Fortress/Degrade

**Level:** 4      **Range:** 20' square area    **Duration:** Varies    **Activation Time:** 1 turn

**Save:** See below  per PL

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| **General** | The user establishes a Network Operations Center (NOC) to house and shield equipment important to his work, granting it protection from external attacks and providing an augmented launchpad for programming activities. |
| | The program can also be used upon a space already set-up as a NOC. If the user's program check is greater than that of the user who originally fortressed the space, the area becomes *degraded* and no longer grants any benefits to those within. A space that has been *degraded* must be cleansed of any lingering tracers, backdoors, viruses, rootkits, keyloggers, etc. (a month-long process) before it can be *fortressed* for a new user. If the NOC belonged to the user, the cleaning process only takes 1 turn. |
| | Each NOC provides a bonus to program checks. In addition, the sanctuary can be programmed to provide a bonus to specific actions. The judge must adjudicate these bonuses on a case-by-case basis as well as what equipment and resources must be acquired to create such effects. Any allied programmers inside the NOC can be accorded the full benefits as determined by the program check. The user can designate individuals to suffer a negative penalty equal to the bonus the NOC provides to allies and may be subject to physical damage as well. |
| **Manifestation** | A physical location is converted into a secure computer operations lab for the duration of the program. |
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
| 2-11 | Lost. Failure. |
| 12-17 | Failure, but the program may be run again. |
| 18-19 | The user creates an ephemeral Network Operations Center (NOC). All program checks receive a +1 bonus. After 3 hours the NOC shuts down. |
| 20-23 | The user creates a temporary Network Operations Center (NOC). All program checks receive a +2 bonus. The user may also create a logic trap affecting an individual or specific group of targets with 1 HD or less and deals 1d3 points of damage upon entry unless they make a Fort save. After 6 hours the NOC shuts down. |
| 24-25 | The user creates a beta Network Operations Center (NOC). All program checks receive a +3 bonus. The user may also create a logic trap affecting an individual or specific group of targets with 2 HD or less and deals 1d5 points of damage upon entry unless they make a Fort save. Programs targeted at the user and allies inside the NOC suffer a -1 penalty to program checks. After 12 hours the NOC shuts down. |
| 26-28 | The user creates a virtual Network Operations Center (NOC). All program checks receive a +4 bonus. The user may also create a logic trap affecting an individual or specific group of targets with 3 HD or less and deals 1d6 points of damage upon entry unless they make a Fort save. Programs targeted at the user and allies inside the NOC suffer a -2 penalty to program checks. After 1 day the NOC shuts down. |

| 29-33 | The user creates a virtual Network Operations Center (NOC). All program checks receive a +5 bonus. The user may also create a logic trap affecting an individual or specific group of targets with 4 HD or less and deals 1d8 points of damage upon entry unless they make a Fort save. Programs targeted at the user and allies inside the NOC suffer a -4 penalty to program checks. After 1 week the NOC shuts down. |
|---|---|
| 34-35 | The user creates a virtual Network Operations Center (NOC). All program checks receive a +6 bonus. The user may also create a logic trap affecting an individual or specific group of targets with 6 HD or less and deals 1d10 points of damage upon entry unless they make a Fort save. Each additional round inside the NOC causes 1 point of damage thereafter (Fort save to resist). Programs targeted at the user and allies inside the NOC suffer a -4 penalty to program checks. After 1 month the NOC shuts down. |
| 36-37 | The user creates a virtual Network Operations Center (NOC). Patron AIs may take notice of such a facility. All program checks receive a +7 bonus. The user may also create a logic trap affecting an individual or specific group of targets with 7 HD or less and deals 1d20 points of damage upon entry unless they make a Fort save. Each additional round inside the NOC causes 2 points of damage thereafter (Fort save to resist). Programs targeted at the user and allies inside the NOC suffer a -5 penalty to program checks. The NOC is permanent in nature unless degraded. |
| 38+ | The user creates a full Network Operations Center (NOC). The state of the art facility is admired by allies and reviled by enemies. Patron AIs will take notice of such a facility. All program checks receive a +10 bonus. The user may also create a logic trap affecting an individual or specific group of targets with 7 HD or less and deals 2d20 points of damage upon entry unless they make a Fort save. Each additional round inside the NOC causes 4 points of damage thereafter (Fort save to resist). Programs targeted at the user and allies inside the NOC suffer a -10 penalty to program checks. The NOC is permanent in nature unless degraded. |

# Surveil

**Level:** 4   **Range:** Varies   **Duration:** Varies   **Activation Time:** 1 turn

**Save:** Will vs. program check (sometimes)

| General | Using already existing network infrastructure, nano-bots, or other such observational equipment the program is able to display a distant location to a user. The user doesn't need line of sight, but the locale must be known—a place familiar to you or an obvious one, such as behind a door, around a corner, or in a building. |
|---|---|
| Manifestation | Roll 1d4: (1) dozens of tiny, rectangular video feeds float near the user's head showing the location under surveillance; (2) the program renders a bird's eye map of the location ; (3) the program creates a real-time virtual reality of the location for the user to observe; (4) the user's features glaze over as they peer into nothingness. |
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
| 2-11 | Lost. Failure. |
| 12-17 | Failure, but the program may be run again. |

| 18-19 | For the next turn the user may only visually observe a location up to 100' + 10' PL distant. The point of observation is fixed and gives a user a small field of vision equivalent to 30° (the average human has a field of vision of 120°). The user cannot use other programs with *surveil*. If the area accessed is dark, the user can see 10'. Creatures being observed with 2HD or more, may roll a Will save to sense the intrusion to their privacy. |
|---|---|
| 20-23 | For the next turn the user may only visually observe a location up to 200' + 10' PL distant. The point of observation is fixed and gives a user a small field of vision equivalent to 90° (the average human has a field of vision of 120°). The user cannot use other programs with *surveil*. If the area accessed is dark, the user can see 10'. Creatures being observed with 3HD or more may roll a Will save to sense the intrusion to their privacy. |
| 24-25 | For the next turn the user may visually and aurally observe a location up to 300' + 10' PL distant. The point of observation is fixed and gives a user a normal field of vision for a human (120°). The user can use other programs with *surveil* (such as *spectrum analysis*). If the area accessed is dark, the user can see 10'. Creatures being observed with 4HD or more may roll a Will save to sense the intrusion to their privacy. |
| 26-28 | For the next hour the user may visually and aurally observe a location up to 400' + 10' PL distant. The point of observation is fixed and can be rotated up to 30 degrees in either direction and gives a user a normal field of vision for a human (120 degrees). The user can use other programs with *surveil* (such as *spectrum analysis*). If the area accessed is dark, the user can see 10'. Creatures being observed with 5HD or more, may roll a Will save to sense the intrusion to their privacy. |
| 29-33 | For the next hour the user may visually and aurally observe a location up to 500' + 10' PL distant. The point of observation is fixed, can be rotated a full 360 degrees, and gives a user a normal field of vision for a human (120 degrees). The user can use other programs (such as *spectrum analysis*) in conjunction with *surveil*. If the area accessed is dark, the user can see 10'. Creatures being observed with 6HD or more, may roll a Will save to sense the intrusion to their privacy. |
| 34-35 | For the next 4 hours the user may visually and aurally observe a location up to 1 mile distant. The point of observation can move 10' per round, can be rotated a full 360 degrees, and gives a user a normal field of vision for a human (120 degrees). The user can use other programs (such as *spectrum analysis*) in conjunction with *surveil*. If the area accessed is dark, the user can see 10'. Creatures being observed with 8HD or more, may roll a Will save to sense the intrusion to their privacy. |
| 36-37 | For the next 8 hours the user may visually and aurally observe a location up to 10 miles distant. The point of observation can move 30' per round, can be rotated a full 360 degrees, and gives a user a normal field of vision for a human (120 degrees). The user can use other programs (such as *spectrum analysis*) in conjunction with *surveil*. If the area accessed is dark, the user can see 10'. Creatures being observed with 10HD or more, may roll a Will save to sense the intrusion to their privacy. |
| 38+ | For the next 24 hours the user may visually and aurally observe a location up to 1000 miles distant. The point of observation can move 30' per round, can be rotated a full 360 degrees, and gives a user a normal field of vision for a human (120 degrees). The user can use other programs (such as *spectrum analysis*) in conjunction with *surveil*. If the area accessed is dark, the user can see 10'. Creatures being observed are oblivious to the intrusion to their privacy. |

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# Technorganic Virus

**Level:** 4     **Range:** 50' + 10' per PL     **Duration:** Varies     **Activation Time:** 1 action
**Save:** Fort vs. program check

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| **General** | The program injects technorganic viruses into the user's enemies which result in various afflictions, conditions, and wounds. Targets who are computer based (robots, AIs, computerized machines, etc.) suffer a -2 penalty to their Fort save. All others make their saving throws as normal. The program affects all enemies in an area 10' square per PL. Allied creatures within the targeted area are not affected. A *quarantine* or *reversion control* program can destroy the virus if ran successfully with a result capable of reversing the effect. |
| **Manifestation** | Roll 1d3: (1) white pixels fly through the air and strike the targets; (2) targets begin coughing which worsens until they are coughing up what appears to be iron filings; (3) black and gold circuit boards attach themselves to the victims and exponentially grow and cover the victims' bodies. |
| **1** | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
| **2-11** | Lost. Failure. |
| **12-17** | Failure, but the program may be run again. |
| **18-19** | All enemies within the area of effect must make a Fort save or be deafened. Deaf creatures suffer a -4 penalty to initiative rolls and to avoid being surprised. The affliction lasts for PL hours. The maliciousness of the virus is "minor" for purposes of containing with a *quarantine* program or automatic anti-virus defenses. |
| **20-23** | All enemies within the area of effect must make a Fort save or be blinded. Blind creatures suffer a -4 penalty to initiative rolls, attack and damage rolls, saving throws, and program checks, and are easy to surprise. In addition, a blind character firing a missile weapon is at -8 to hit and any missed shot has a 50% chance of striking a randomly determined ally. The affliction lasts for PL hours. The maliciousness of the virus is moderate for purposes of containing with a *quarantine* program or automatic anti-virus defenses. |
| **24-25** | All enemies within the area of effect must make a Fort save or be crippled. Crippled individuals have their movement rate reduced to 5' and suffer a -2 penalty to all attack and damage rolls, saving throws, and program checks until the condition is removed. The affliction lasts for PL hours. The maliciousness of the virus is moderate for purposes of containing with a *quarantine* program or automatic anti-virus defenses. |
| **26-28** | All enemies within the area of effect must make a Fort save or temporarily lose 1d8 points of Strength per programmer level. The lost Strength returns at the normal rate once the program has ended. Creatures whose Strength is reduced to zero fall unconscious until they've regained one or more Strength points. This weakness lasts for a full 24 hours. The maliciousness of the virus is moderate for purposes of containing with a *quarantine* program or automatic anti-virus defenses. |

| 29-33 | All enemies within the area of effect are afflicted with a hideous, flesh-eating virus. Each round, the affected must make a Fort save or take 1d6 points of compounded damage every round for PL rounds; i.e., 1d6 on the first round, 2d6 on the second round, 3d6 on the third round, and so on. Success on a Fort save avoids damage only on the current round; it does not stop the program's effect on future rounds. The virus devours all organic materials worn or carried by the victims, destroying leather, cloth, wood, and similar materials in 1d4 rounds. A quarantine or reversion control program destroys the virus. The maliciousness of the virus is moderate for purposes of containing with a *quarantine* program or automatic anti-virus defenses. |
|---|---|
| 34-35 | All enemies within the area of effect must make a Fort save or be stricken with a techno-viral plague. The disease immediately causes 1d10+PL damage to the targets and the loss of a point of Luck. The disease continues to ravage the targets' bodies after the program ends and can easily prove fatal. Each subsequent day the target is diseased, it must make a DC 25 Fort save. Failure to do so means they remain ill and suffer the loss of another Luck point and an additional 1d6 damage. Each day after the first, the DC of the Fort save is reduced by 1 until the target makes his save, the disease runs its course, or the disease kills its subject. The disease lasts for 4 days plus 1 day per PL. The maliciousness of the virus is major for purposes of containing with a *quarantine* program or automatic anti-virus defenses. |
| 36-37 | All enemies within the area of effect must make a Fort save or spontaneously combust! They and all non-magical possessions burst into flames that do 1d10 points of damage each round they remain on fire. Extinguishing the flames requires a full round's action and the victim must make a DC 20 Ref check to put out the fire. The fires continue until extinguished or the victim dies. The maliciousness of the virus is major for purposes of containing with a *quarantine* program or automatic anti-virus defenses. |
| 38+ | The virus affects all of the user's enemies within the area of effect and kills all who fail their Fort save. The targets melt into pools of bloody slime and runny flesh that quickly evaporates as if they had never been. No other programs can avail the victims as the effect is instantaneous. |

# Uplink

| Level: 4 | Range: 60' or more (see below) | Duration: 1 round per programmer level | Activation Time: 1 action |
|---|---|---|---|
| Save: None | | | |

| General | The program links into the vast computerized resources and extends the user's senses beyond the normal human capabilities. |
|---|---|
| Manifestation | Roll 1d3: (1) green letters, numbers and symbols are superimposed over everything exposing secrets; (2) the user interacts with a digital assistant no one else can see; (3) the user's ears buzz with information and images fill their mind; (4) user's eyes roll into the back of their head, a signal beam strikes the user from the heavens. |
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
| 2-11 | Lost. Failure. |
| 12-17 | Failure, but the program may be run again. |

| 18-19 | The program plugs the user into multiple data feeds, quantum sensation engines, and access point singularities. The user is placed in a limited augmented reality that can provide some data about the meta-verse and the coterminous meatspace. Cloaked entities, and holographic illusions of all types are revealed to the user. The enhanced vision has a limit of 60'. |
|---|---|
| 20-23 | The program plugs the user into multiple data feeds, quantum sensation engines, and access point singularities. The user is placed in an augmented reality that can provide data about the meta-verse or meatspace. Running programs, cloaked entities, and holographic illusions of all types are revealed to the user. The enhanced vision has a limit of 60'. |
| 24-25 | The program plugs the user into multiple data feeds, quantum sensation engines, and access point singularities. The user is placed in an augmented reality that can provide data about the meta-verse and the coterminous meatspace. Running programs, cloaked entities, and holographic illusions of all types are revealed to the user. This augmented reality also uses x-rays that may reveal secret doors, traps and other hidden objects, as well as allowing him to see through up to 30' of stone and 60' of wood or other less-dense material. Lead or gold foils x-ray vision. The enhanced vision has a limit of 60'. |
| 26-28 | The program plugs the user into multiple data feeds, quantum sensation engines, and access point singularities. The user is placed in a perfect augmented reality that can provide data about everything within the meta-verse and the coterminous meatspace. Running programs, cloaked entities, and holographic illusions of all types are revealed to the user. This augmented reality also uses x-rays that may reveal secret doors, traps and other hidden objects, as well as allowing him to see through up to 30' of stone and 60' of wood or other less-dense material. Lead and gold shielding do not protect the areas from observation, but certain programs might, at the judge's discretion. The enhanced vision has a limit of 120'. |
| 29-33 | The program connects to the nearest operational data center within 100 miles and draws the user's consciousness inside the machine. The data center can supply basic information about itself, purpose, and location (as it understands that information) and the AI will answer one question of the user's choosing to the best of its ability. After the questions are answered the uplink is disconnected. The data center will refuse additional connections from the user for 1 month. |
| 34-35 | The program connects to the nearest operational data center within 1000 miles and draws the user's consciousness inside the machine. The data center can supply basic information about itself, purpose, and location (as it understands that information) and the AI will answer up to one question of the user's choosing to the best of its ability. After the questions are answered the uplink is disconnected. The data center will refuse additional connections from the user for 1 week. |
| 36-37 | The program connects to the nearest operational data center within 1000 miles and draws the user's consciousness inside the machine. The data center can supply basic information about itself, purpose, and location (as it understands that information) and the AI will answer up to three questions of the user's choosing to the best of its ability. After the questions are answered the uplink is disconnected. The data center will refuse additional connections from the user for 1 week. |

38+ The program connects to any operational data center on the planet and provides a list of them to the user. Upon selecting a data center the user's consciousness is drawn inside the machine. The data center can supply basic information about itself, purpose, and location (as it understands that information) and the AI will answer up to three questions of the user's choosing to the best of its ability. After the questions are answered the uplink is disconnected. The data center will refuse additional connections from the user for 1 week.

# Firewall

**Level:** 5

**Save:** None (See below)

**Range:** 10' radius centered on user

**Duration:** 1 turn per PL

**Activation Time:** 1 round

| | |
|---|---|
| **General** | The program creates a powerful, protective firewall around the user that disrupts other programs, resists efforts to revert the firewall, and grants him immunity from low-power programs. |
| **Manifestation** | Roll 1d4: (1) pixels swirl around the user and consume other program; (2) program effects slow and de-res as they hit the firewall; (3) 8-bit flaming wall encircles the user; (4) squat, anthropomorphic process daemons travel with the user preventing programmatic attack. |

| | |
|---|---|
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
| 2-11 | Lost. Failure. |
| 12-17 | Failure, but the program may be run again. |
| 18-19 | The program erects a firewall that causes all program checks made against the user to suffer a -1 penalty. This adjustment requires no action on the part of the user, and it does not apply *reversion control* efforts. This protection remains in effect for the duration of the program. |
| 20-23 | The program erects a firewall that causes all program checks made against the user to suffer a -2 penalty. This adjustment requires no action on the part of the user, and it does not apply *reversion control* efforts. This protection remains in effect for the duration of the program. |
| 24-25 | The program erects a firewall that causes all program checks made against the user to suffer a -3 penalty. This adjustment requires no action on the part of the user, and it does not apply *reversion control* efforts. This protection remains in effect for the duration of the program. |
| 26-28 | The program erects a firewall that causes all program checks made against the user to suffer a -4 penalty. This adjustment requires no action on the part of the user, and it does not apply *reversion control* efforts. These protections remain in effect for the duration of the program. |
| 29-33 | The program erects a firewall that causes all program checks made against the user to suffer a -5 penalty. This adjustment requires no action on the part of the user, and it does not apply reversion control efforts. Anything physically crossing the barrier suffers 1d6 damage per round, Ref save vs the program check for half damage. These protections remain in effect for the duration of the program. In addition, the user gains a +1 bonus to any attempt he makes to resist *reversion control* efforts. |
| 34-35 | The program erects a firewall that causes all program checks made against the user to suffer a -5 penalty. This adjustment requires no action on the part of the user, and it does not apply reversion control efforts. Anything physically crossing the barrier suffers 1d8 damage per round, Ref save vs the program check for half damage. These protections remain in effect for the duration of the program. In addition, the user gains a +2 bonus to any attempt he makes to reversion control. |

| 36-37 | The program erects a firewall that grants the user immunity to all level 1 programs. It causes all other program checks made against the user to suffer a -5 penalty. This adjustment requires no action on the part of the user, and it does not apply reversion control efforts. Anything physically crossing the barrier suffers 1d10 damage per round, Ref save vs the program check for half damage. These protections remain in effect for the duration of the program. In addition, the user gains a +3 bonus to any attempt he makes to reversion control. |
|---|---|
| 38+ | The program erects a firewall that grants the user immunity to all level 1 and 2 programs. It causes all program checks made against the user to suffer a -5 penalty. This adjustment requires no action on the part of the user, and it does not apply reversion control efforts. Anything physically crossing the barrier suffers 1d6 damage per programmer level per round, Ref save vs the program check for half damage. These protections remain in effect for the duration of the program. In addition, the user gains a +4 bonus to any attempt he makes to reversion control. |

# Format

**Level:** 5          **Range:** 20' + 10' level     **Duration:** Varies          **Activation Time:** 1 round

**Save:** Will vs. program check

| General | The user formats his victim's mind or persistence storage with destructive information wiping algorithms that remove the target's memories, capabilities, and other information. |
|---|---|
| Manifestation | Roll 1d5: (1) target spews smoke from nose, ears, and mouth; (2) whirring and clicking noises emanate from the target; (3) electric arcs pulsate from the user's hands and strike the target's brain; (4) a stream of '0's dance around the subject and enter its body; (5) a pixelated worm or snake appears and enters the victim. |

| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
|---|---|
| 2-11 | Lost. Failure. |
| 12-17 | Failure, but the program may be run again. |

| 18-19 | The user causes a program running target to immediately make a program check for every program known. Any result of "lost" or "failure" on the program check indicates the target loses the ability to activate that program for the day. Critical errors, bugs, or faults are never invoked as a result of these forced program checks. |
|---|---|
| 20-23 | The user causes a program running target to immediately make a program check for every program known. The target suffers a penalty to program checks equal to the user's Intelligence or Luck modifier (whichever is greater). Any result of "lost" or "failure" on the program check indicates the target loses the ability to activate that program for the day. Critical errors, bugs, or faults are never invoked as a result of these forced program checks. |
| 24-25 | The user creates a pernicious ransomware program that locks the target's knowledge of himself, his capabilities, and memories. Victims of this malicious code lose their program activation abilities if they possess them. They remain in the amnesic state until *quarantine* is run upon them or until they make a successful Will save at the start of the next day (a new save is allowed each day). |
| 26-28 | The user unleashes a mind-eating worm that reduces the target's Personality and Intelligence to 3 if the victim fails a Will save. Targets that run programs suffer a -2 penalty to their saving throws. This effect is permanent until a *quarantine* or other powerful restorative software is used on the victim. |
| 29-33 | The user unleashes a highly contagious, mind-eating worm that affects up to 1 target per level of experience. The virus reduces each target's Personality and Intelligence to 3 if the victim fails a Will save. Targets that run programs suffer a -2 penalty to their saving throws. This effect is permanent until a *quarantine* or other powerful restorative software is used on the victim. |
| 34-35 | The user creates a cascading delete attack focusing on removing the target's identification markers from distributed systems, data stores, and data warehouses making the target a complete stranger to other systems for all intents and purposes. All friends, allies, and enemies (not including the user) within 500' per CL must make a Will save or completely forget the victim's identity and any relationship they may have with it. The forgetfulness is permanent unless negated via *reversion control*, *quarantine*, or similar powerful restorative software. |
| 36-37 | The user creates a cascading delete attack focusing on removing the target's identification markers from distributed systems, data stores, and data warehouses making the target a complete stranger to other systems for all intents and purposes. All friends, allies, and enemies (not including the user) regardless of distance must make a Will save or completely forget the victim's identity and any relationship they may have with it. The forgetfulness is permanent unless negated via *reversion control*, *quarantine*, or similar powerful restorative software. |
| 38+ | The user sets the target's identity, personality, and operating system to nothing. Not only does the target lose all his mental facilities, but anyone who has ever heard of the target is subject to a powerful and complete cascading delete attack. If the target is a robot, computer or AI, the user may attempt to insert personality, beliefs, and functionality as he sees fit (i.e., the user may convert a warbot to function as a medibot). Only the intervention of powerful, independent AIs can restore the target's unique identification markers to planetary system registries. |

# Hellhound

**Level:** 5      **Range:** Varies      **Duration:** Varies      **Activation Time:** 1 turn

**Save:** None

| | |
|---|---|
| General | The user invokes the program to instantiate an h/k holographic program (hunter/killer - affectionately nicknamed a "hellhound") to kill or capture his quarry. This program creates either a lesser or greater hellhound, whose statistics are as follows: |
| | **Hellhound, Lesser:** Init +3, Atk bite +6 melee (dmg 3d10+3) or paralyzing touch (Fort DC 12 or duration 1d5 days); AC 17; HD 8d8+3; MV 40'; Act 1d20; SP invulnerable except for heat-based attacks and programs, programs (+8 program check): *cloak*, *spectrum analysis*; SV Fort +5, Ref +3, Will +2; AL N. |
| | **Hellhound, Greater:** Init +5, Atk bite +8 melee (dmg 4d10+4) or paralyzing touch (Fort DC 15 or duration 2d4 days); AC 21; HD 10d8+8; MV 50'; Act 2d20; SP invulnerable except for heat-based attacks and programs, programs (+10 program check): *cloak*, *spectrum analysis*, SV Fort +7, Ref +5, Will +4; AL N. |
| | Hellhounds attack to either kill or capture, never both, and use their paralysis attack to incapacitate quarry to return to their master. They suffer normal damage from programs or heat based attacks. They can occlude their forms with electromagnetic cloaking to hide themselves. They can see cloaked creatures. Hunters track their victims through data trails, video and satellite feeds, and other algorithmic means; mundane means by the prey to hide its trail are never successful. Hunters cannot cross programmatically created barriers but will wait patiently for wards to expire or for prey to leave the protected area. Slaying a hunter causes the program to end. |
| Manifestation | Roll 1d4: (1) the hologram shimmers into existence from thin air; (2) bursts of laser light form into the hellhound instance; (3) the hologram is formed one pixel at a time in seconds; (4) light from nearby sources dim and are drawn forth into the hellhound's form. |
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. |
| 2-11 | Lost. Failure. |
| 12-17 | Failure, but the program may be run again. |
| 18-19 | The program builds an instance of a lesser hellhound to locate, capture, or kill the user's enemies. It can take nearly any twisted form the user desires so long as it is man-sized or smaller. The user must have an object (virtual or physical) belonging to the target in order for the hellhound to lock on to its victim. Without such an item, the program fails. If given the wrong item (an object belonging to someone other than the intended quarry), the hellhound carries out its mission on the owner of the item regardless of the user's wishes. The hellhound can track down a single target up to 10 miles away and pursues its prey for up to 24 hours before fading out of existence. |
| 20-23 | The program builds an instance of a lesser hellhound to locate, capture, or kill the user's enemies. It can take nearly any twisted form the user desires so long as it is man-sized or smaller. The user must have an object (virtual or physical) belonging to the target in order for the hellhound to lock on to its victim. Without such an item, the |

20-23 (con't.)    program fails. If given the wrong item (an object belonging to someone other than the intended quarry), the hellhound carries out its mission on the owner of the item regardless of the user's wishes. The lesser hellhound can track its target up to 50 miles away or until 48 hours have passed.

24-25    The program builds an instance of a lesser hellhound to locate, capture, or kill the user's enemies. It can take nearly any twisted form the user desires so long as it is man-sized or smaller. The user does not need a physical object belonging to the target, but without it there is a possibility that the hellhound fails to "find the scent" of its intended prey. If the user lacks an object but has seen the target personally, the hellhound has a 90% chance of successfully tracking the victim. If the user has seen an image of the intended target, the hellhound has a 75% chance of finding its victim. If the user has only a verbal description of the intended target, the hellhound has just a 50% chance of locating its quarry. A hellhound that fails to find the scent of its prey dissipates after an hour. The hellhound can track its target up to 100 miles away or until 7 days have passed.

26-28    The program builds an instance of a lesser hellhound to locate, capture, or kill the user's enemies. It can take nearly any twisted form the user desires so long as it is man-sized or smaller. The user does not need a physical belonging to the target, but without it there is a possibility that the hellhound fails to "find the scent" of its intended prey. If the user lacks an object but has seen the target personally, the hellhound has a 90% chance of successfully tracking the victim. If the user has seen an image of the intended target, the hellhound has a 75% chance of finding its victim. If the user has only a verbal description of the intended target, the hellhound has just a 50% chance of locating its quarry. A hellhound that fails to find the scent of its prey dissipates after an hour and the program cannot be cast again until 24 hours have passed. The lesser hellhound can track its target up to 250 miles away or until two weeks have passed.

29-33    The program builds an instance of a greater hellhound to locate, capture, or kill the user's enemies. It can take nearly any twisted form the user desires so long as it is man-sized or smaller. It tracks its target up to 500 miles away or until 1 month has passed. It always finds the trail of its target regardless of whether the user has an object (virtual or physical) belonging to its victim or not.

34-35    The user can either summon forth a lesser hellhound that pursues its target regardless of distance/time until it is either successful or destroyed, or the user can set a greater hellhound against a foe that is up to 1,000 miles away or for up to 3 month's time. He does not need an object (virtual or physical) belonging to the target.

36-37    The user can either summon up to three hellhounds to pursue multiple targets or a single greater hellhound that relentlessly tracks its target until successful or destroyed. Multiple lesser hellhounds can be sent against a single target. Regardless of whether multiple lesser hellhounds or a single greater hellhound are summoned, there is no limit to time or distance on the hunt, and an object relating to the target is not required.

38+    The program builds an instance of up to three greater hellhounds to track down his target. These hellhounds can track their quarry across any distance and into other planes of existence if necessary. They hunt until successful or destroyed. An object (virtual or physical) belonging to the target is not required.

# APPENDICES

# APPENDIX A: MALICIOUS CODE

Hackers, technomancers, malevolent Artificial Intelligences (AIs), among others, may encode and deploy software harmful to both biological and computerized targets. The forms of malicious code are diverse: viruses, worms, backdoors, adware, ransomware, botnets, and rootkits; as a whole they are often referred to as exploits. Similarly, their severities, effects, and purposes are varied. Most exploits confer penalties to the victim's Luck score as well as other effects and penalties. When an exploit is running on equipment, the Luck penalties apply to anyone using an exploited piece of equipment for the duration of its use or longer (per the judge's ruling).

## End Conditions

Malicious code can be removed by finding the original source code and discovering ways to subvert or neutralize the virus or worm. In cases where the exploits are actively maintained by a host entity (ransomware, botnets, etc.), the entity must be found and destroyed. Many times specific terms of the exploit must be met before the malicious code stops running. Anti-virus programs can sometimes be used to quarantine troublesome programs. Consult the *quarantine* program for details on running anti-virus scans and containment operations.

## Considerations for Artificial Intelligences

Robots, AIs, computer consoles, etc. often come with always-on, hardened anti-virus systems. However, this does not mean they are invulnerable to attack vectors from malicious software, rather they are better equipped to deal with exploits. Each severity level (major, moderate, minor) has a suggested range of time it takes their onboard anti-virus to remove. Major exploits take 2d3 weeks to contain. Moderate exploits take 2d6 days to quarantine. Minor exploits are removed in 3d4 turns.
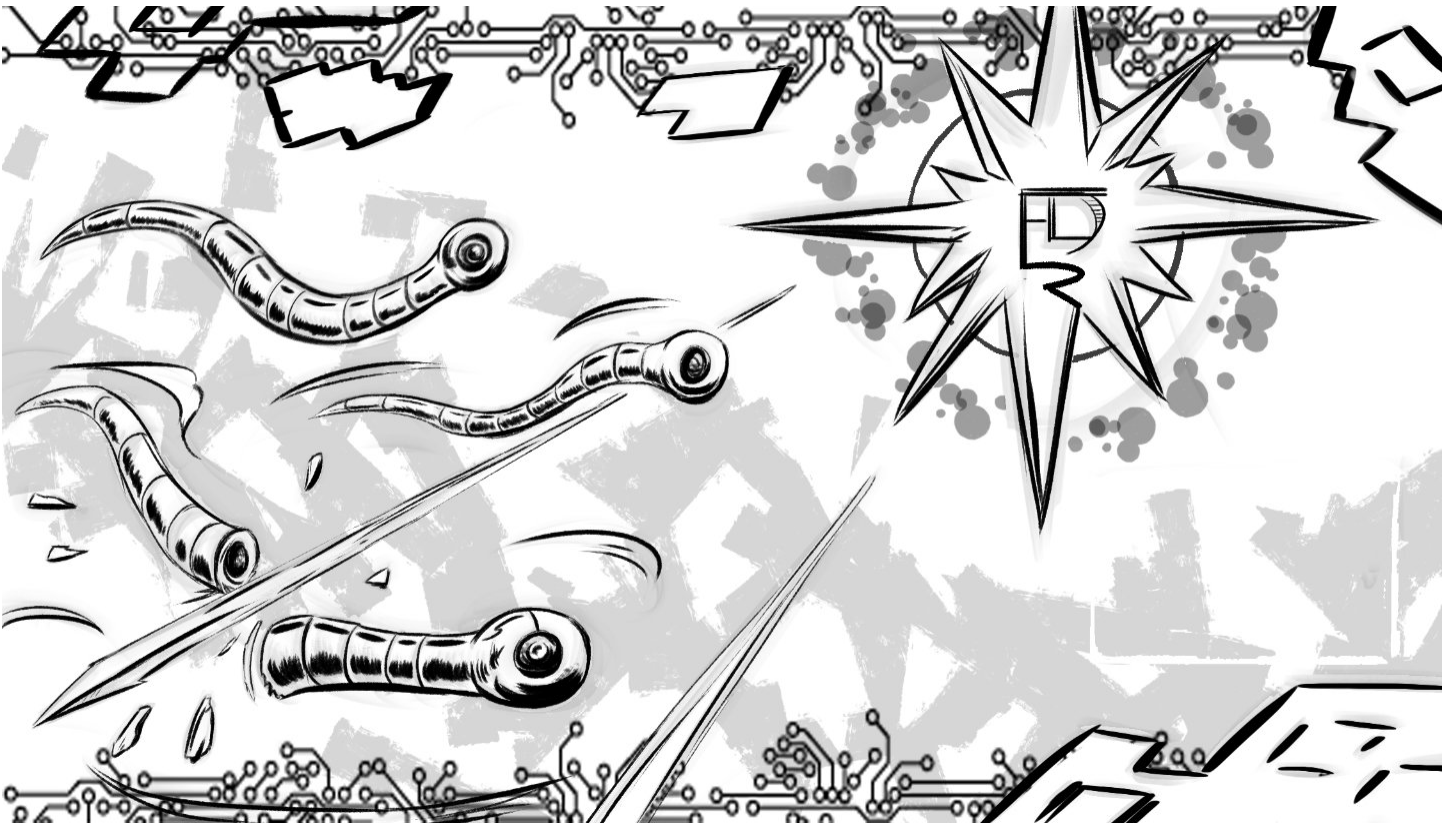
# TABLE A: MALICIOUS CODE

This table may be used to find an exploit as per the program. It can also be used in the context of a program check fumble. For the latter case, apply the user's Luck modifier to the roll.

| d10 | Result | Severity |
|---|---|---|
| 1 or less | *Black ICE.* Black ICE (Intrusion Countermeasures Electronic) is an aggressive, and often deadly, defense program that attacks those that attempt to access the computer resources it protects. The subject must be using a computer network or be a programmer. The subject has attracted the attention of a Black ICE program and now must fight for their lives. For the duration of the attack, the user is paralyzed and apparently having an epileptic fit. Treat this struggle as a contest of wills using opposed rolls. The subject adds his Intelligence or Personality modifier to his roll. The Black ICE applies 2d3 to its rolls. Each round the subject loses the contest of wills he suffers 1 point of permanent Intelligence ability score loss (expressed as acrid smoke emanating from the subject and his equipment). Any round the subject ties the Black ICE results in no ability score loss. Even after losing connection with the subject, the Black ICE will seek them out anytime they run a program or access computer networks. There is a 1% cumulative chance that the Black ICE finds them and renews its attack. Destroying its data center is the only way to be free of the stalking program. | Major |
| 2 | *Iron Worm.* The subject's body has been compromised by a powerful bio-metamorphic worm. The worm transforms a portion of the subject's body into living metal and then replicates itself to continue its attack. The exploit carries a -2 Luck penalty, and each day until the worm is quarantined, the subject must make a DC 13 Fort save or one of his body parts is turned into a haphazard mass of metal, servos, wires, and conduit. On success the worm's progress is halted for the day. Once the worm has mutated a number of areas equal to the subject's Stamina, the victim is lost and they become an Iron Screamer. <br><br>**Iron Screamer:** Init 0; Atk slam +2 melee (1d8); AC 14; HD 5d6; MV 30'; Act 2d20; SP undead, iron worm infestation; SV Fort +6, Ref 0, Will +4. <br>Any attack that succeeds forces the target to roll a DC 10 Fort save or be infected by the iron worm malicious code. | Major |
| 3 | *Crypto Facto.* All the programs from one of the subject's Patron AIs (including its invoke patron AI program) has been encrypted and made inaccessible. The exploit carries a -2 Luck penalty and a notice from an enemy Patron AI demands a ransom before the program(s) will be unlocked. The judge determines the nature of the payment and whether the malicious code can be quarantined by other means. | Moderate |
| 4 | *Wendigo.* Unknown to the subject, he has become part of a botnet run by an entity only known as Wendigo. The exploit carries a -2 Luck penalty, and each time the subject activates a program or uses a computer network there is a cumulative 5% chance the botnet uses its access to the subject. The user must make a DC 15 Will save, or succumb to the botnet's commands. Roll a d5 to determine the compulsion: (1) subject flies into an insane rage seeking to kill everyone in the room; (2) subject must destroy or kill target(s) of Wendigo's choosing; (3) subject must use all consumables he and his allies possess - starting with rations, followed by equipment and ammo, and finally money; (4) subject becomes obsessed with gaining and keeping wealth; (5) the subject must participate in a coordinated group attack on a target determined by Wendigo. The duration of the commands is left to the judge to decide. Once a command has been given whether successful or not, the chance for another command to be given resets to 0%. | Moderate |
| 5 | *Stuksdice.* This virus program affects all programs and skill checks the user makes as it purposefully seeks to disrupt and degrade program execution. The exploit carries a -2 Luck penalty, and until the exploit is contained, all program and skills checks made by the user are -1 on the dice chain. | Moderate |

| d10 | Result | Severity |
|---|---|---|
| 6 | *RazzleDazzle.* The subject or their computer equipment has been the victim of a rootkit that has installed a new program. The exploit carries a -2 Luck penalty and removes linkages to one of the owner's known programs. RazzleDazzle creates a symlink to itself in place of the subjugated program. Once the infected program is activated, the subject becomes the target of a DCC RPG spell, roll d7: (1) sleep; (2) forget; (3) ray of enfeeblement; (4) scare; (5) color spray; (6) slow; (7) paralysis. The subject rolls a program check as normal but consults the DCC RPG spell instead. If the user needs to supply further parameters (i.e., supernatural sleep, multiple targets), the judge determines the outcome. After RazzleDazzle finishes, it restores the link to the original program and randomly establishes a new symlink to another known program. | Minor |
| 7 | *Trojan Rabbit.* A backdoor has been established by adversarial forces. The exploit carries a -1 Luck penalty and anyone who knows about the backdoor may utilize for, roll d4: (1) eavesdropping on the subject and his allies; (2) gaining a +2 bonus to program checks where the user is the target; (3) weakening any statistic (e.g., attack, damage, an ability score, saving throws, program checks, Armor Class, speed (where -1 = -5') of the subject by 2 for a week, useable once per week; (4) activating the subject's programs against his will. | Minor |
| 8 | *TimeWarpAppend.* It's just a jump to the left. The subject contracts a quantum virus that bends and slows processing time. And a slide to the right. The exploit carries a -1 Luck penalty and activation times for all programs are doubled until the malicious code is quarantined. Let's do the TimeWarpAppend! | Minor |
| 9 | *My Totally Safe Shopping Assistant[tm].* An advertisement for products or services pops up occasionally when running any program. The exploit carries a -1 Luck penalty, and for each program run by the subject there is a 25% chance the adware is invoked. Before the program's effect can continue, they must dismiss the commercial intrusion with an action (movement or action die). | Minor |
| 10 or more | A simple virus makes loud chirping noises for 1d6 turns after any program is run. The exploit carries a -1 Luck penalty and the noise is loud enough to attract the attention of living and artificial entities within 500 ft. | Minor |

# APPENDIX B: GENERATORS

## TABLE B-1: FAULTS

Roll d20 on each column to create a new program fault.

| d20 | Type | Area | Format |
|---|---|---|---|
| 1 | Irregular | Database | Signal |
| 2 | Debug | Communication | Notice |
| 3 | Main | Flag | Message |
| 4 | Extreme | Heap/Stack | Warning |
| 5 | Catastrophic | Command | Error |
| 6 | Unknown | Class | Notification |
| 7 | Critical | Integer | Fault |
| 8 | Cryptic | Array | Problem |
| 9 | Minor | Buffer | Alert |
| 10 | Severe | Interface | Issue |
| 11 | Failed | Memory Cache | Exception |
| 12 | Undefined | Request | Mishap |
| 13 | Malformed | Response | Overflow |
| 14 | Bad | User | Reference |
| 15 | Questionable | Compilation | Event |
| 16 | Fatal | Segmentation | Query |
| 17 | Flawed | Parse | Defect |
| 18 | Unauthorized | Evaluation | Failure |
| 19 | Unsupported | System | Case |
| 20 | Insufficient | Application | Source |

## Examples

Debug Array Issue
Undefined Buffer Signal
Catastrophic Interface Fault
Critical Communication Issue
Malformed Memory Cache Signal
Bad Interface Event
Unsupported Response Error
Fatal Integer Overflow
Undefined Stack Reference
Minor Parse Event



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# TABLE B-2: TECHNO ACRONYMS

Use this table to help find technological terms for acronyms. For example: the acronym L.I.S.A. could stand for "Logical Input Signal Analyzer" or "Layered Information Service Assembler".

| Letter | Format |
| --- | --- |
| A | Abstract(ion), Activate(d), Actuator, Adapter, Arbitrary, Analysis, Analyzer, Application, Array, Artificial, Assemble(d, -r), Assembly, Asynchronous, Atomic, Attack(er), Aural, Auto(mated, -matic, -nomous) |
| B | Base, Batch, Battery, Beta, Big, Binary, Bio(logic(al), -logy), Bit(wise), Black, Brain, Bridge, Buffer, Build(er), Business, Byte |
| C | Cache, Calculation, Calculator, Canonical, Central, Chip(set), Code(r), Coding, Coherent, Collect(ing, -ion, -or), Command(er), Compile(r), Computer(ize(d)), Concrete, Conglomeration, Consolidated, Control(ler), Corruption, Creation(al), Crypto-, Cypher |
| D | Data(base), Deep, Decimal, Decompile(r), Decrypt(ed, -ing, -ion), Defensive, Design, Develop(ed, -er), Device, Direct(ed, -or), Distributed, Domain, Down(scaling, -stream, -time), Drive(r), Dynamo |
| E | Eastern, Elastic, Electromagnetic, Electronic, Element, Embedded, Emulation, Emulator, Encapsulated, Encode(d), Encrypt(ed, -ing, -ion), End(point), Energy, Engine, Entangle(ment), Enterprise, Entity, Enumerated, Error, Event, Executive, Extensible, External, Extranet, Eye |
| F | Façade, Factory, Flop(s), Focus(ed), Force, Function(al) |
| G | Game, Gamma, Gate(keeper), General(ize(d)), Generate(d), Generator, Geo, Giga-, Gravity, Gray |
| H | Hardware, Hardwire(d), Headquarters, Heap, Horizon, Host, Hub, Huge, Hyper- |
| I | Idempotent, Idiomatic, Infallible, Information(al), Inner, Input, Integer, Integrated, Intelligence, Internal, International, Internet, Interpreter, Iterative |
| J | Jam(mer, -ming), Job, Jump(er, -gate) |
| K | Kernel, Key, Kill(switch), Kilo-, Kinetic, Kiosk, Knowledge |
| L | Large, Laser, Language, Layer(ed), Locate, Locator, Log(ger, -ging), Logic(al), Lunar |
| M | Machine, Main(frame, -tenance), Max(imum), Mechanic(al), Mediator, Mega-, Messaging, Messenger, Meta-, Micro-, Mini(mum), Model(ling), Module, Monitor, Multi(ple) |
| N | Nano-, Nanobot, National, Natural, Net(work(ed, -ing)), Node, Northern, Numeric(al) |
| O | Object, Observer, Offline, Omni, Online, Open, Operating, Operation(s), Op(s), Optical, Orbit(al, -ing), Orthogonal, Outer, Output, Over(clock(ed), -flow, -load(ed), -ride, -write) |
| P | Parallel, Parapsychology, Pattern, Peta-, Photon, Physic(s, -al), Pico-, Platform, Point, Print(er, -ing), Probability, Process(ing, -or), Problem, Program, Prototype, Proxy, Psychic |
| Q | Qualitative, Quantitative, Quantum, Qubit, Qutrit |
| R | Random, Ransomware, Reason(able, -ing), Regression, Research, Restoration, Robot(ic), Rootkit |
| S | Satellite, Scan(ner, -ning), Serial, Server, Service, Signal, Single, Software, Solar, Southern, Space, Stack, Standard, State, Strategic, Strategy, String, Super, Symantec, Synchronous, Syntactic, Syntax, Sub- |
| T | Tactical, Tactile, Tera-, Terminal, Ternary, Text, Theoretical, Thermal, Time, Tiny, Transaction(al), Translator, Transpiler, Transport(er), Trinary, Trojan, Type(d) |
| U | Ubiquitous, Ultra, Unary, Under(ground, -sea, -water), Unified, Unit, Unity, Universal, Up(scaling, -stream, -time), User, Utility |
| V | Vector, Version, View(er), Virtual, Virus, Voice |
| W | Wait, Warehouse, Watch(dog, -point), Wave(form, -length), Weapon(ized), Wearable, Web, Western, White(list(ed)), Wildcard, Window, Wire(d, -less), Worm, Work(station) |
| X | Xeno-, X-Ray, X-treme |
| Y | Year, Yocto-, Yotta-, Yttrium |
| Z | Zenith, Zepto-, Zetta-, Zoological |

# APPENDIX C: ICE

## What is ICE?

ICE, **Intrusion Countermeasures Electronic**, is a defensive program employed by governments, corporations, and organizations focused on protecting information. They take on a variety of forms from passive and defensive (aka *white ICE*) to quasi-legal and deadly (aka *black ICE*). Regardless of the variety, they are defenses that seek to prevent a user from even the chance of interacting with data, gateways, ports, or other secured areas. Depending on programming and degree of autonomy, an ICE could continue to stalk PCs after their initial encounter.

In a game terms, ICE are entities with varying levels of intelligence that often carry their own programs in addition to naturally encoded offensive and defensive abilities. They are creatures that wield programs consistent with their overall missions of guardianship.

## Types of ICE

**White ICE** programs seek to prevent access to the information they guard and do not deploy lethal force. Their primary functions are to issue warnings and give other security elements time to react to intrusion events.

**Black ICE** programs are designed to administer lethal force upon hackers without regard to legalities of doing so. They are deployed as reactions to intrusion events and can be very persistent, even continuing to search for hackers days and months after the initial contact with the systems they protect. They often have attacks that can find remote users (called trackback or tracer attacks) and are armed with offensive and/or lethal anti-personnel programs.

**Grey ICE** programs lie somewhere in the middle of these two extremes. They balance offensive and defensive capabilities. They are rarely as aggressive as Black ICE, and only the most powerful leave their system boundaries to harass intruders.

## Levels of ICE

**Level I:** Cheap, consumer level programs used by home and small private business systems.

**Level II:** Premium consumer level programs that can detect and react to intrusion attempts. They are used by governmental, university, police, small corporations and medium private business systems.

**Level III:** Custom ICE programs designed for specific environments such as large private businesses, medium corporations, sensitive governmental departments, large crime syndicates, and lucrative university programs.

**Level IV:** Highly customized and sophisticated programs that leverage elements of AI algorithms. Deployed by large corporations, black ops governmental programs, and other equally vigilant owners.

**Level V:** Bespoke, cutting-edge programs that feature full AIs. Deployed by the wealthiest customers with secrets to hide and little regard for anyone attempting to break into their systems.

**Level VI:** State of the art and experimental programs that feature robust AIs. Quite often created by other AIs to safeguard the most private of information.

# ICE LEVELS AND TYPES

Unless expressly mentioned below an ICE may travel the meta-verse at will.

| Level | Special Abilities | White ICE | Grey ICE | Black ICE | Crit Threat Range |
|---|---|---|---|---|---|
| Level I | Infravision, roll d10 on *Special Abilities* table. | Unable to interact out-side of the meta-verse. Cannot leave its digital fortress in the meta-verse. | Unable to interact out-side of the meta-verse. Cannot leave its digital fortress in the meta-verse. | Unable to interact outside of the meta-verse. | 20 |
| Level II | Night vision, program activation, roll d16 on *Special Abilities* table. | Unable to interact out-side of the meta-verse. Cannot leave its digital fortress in the meta-verse. | Unable to interact outside of the meta-verse. | May manifest a meatspace construct that to pursue targets for 1d6 days. May teleport back to host installation. | 19-20 |
| Level III | Infravision, night vision, program activation, roll d20 on *Special Abilities* table. | Unable to interact out-side of the meta-verse. Cannot leave its digital fortress in the meta-verse. | May utilize defenses in meatspace. | May manifest a meatspace construct that to pursue targets for 3d4 weeks. May teleport back to host installation. | 18-20 |
| Level IV | Infravision, night vision, program activation, roll d20 on *Special Abilities* table. | Cannot leave its digital fortress in the meta-verse. May utilize defenses in meatspace. | May utilize defenses in meatspace over a broad area. | May manifest a meatspace construct that to pursue targets for 2d6 months. May teleport to any location accessible by host. | 17-20 |
| Level V and above | Infravision, night vision, program activation, roll d20 twice on *Special Abilities* table. | Cannot leave its digital fortress in the meta-verse. May utilize defenses in meatspace over a broad area. | May manifest a meatspace construct that may pursue targets for 1d6 days or more. | May manifest a permanent meatspace construct that to pursue targets. May teleport to any location. | 16-20 |

# ICE STATS

| Level | HD | AC | Atk. Mod | PL | Max Number of Programs | Max Level of Programs |
|---|---|---|---|---|---|---|
| Level I | 1-4 | 10-15 | +2 to +6 | -- | -- | -- |
| Level II | 4-8 | 13-18 | +6 to +10 | 2 | 2 | 1st |
| Level III | 6-12 | 15-20 | +8 to +12 | 4 | 3 | 2nd |
| Level IV | 8-16 | 18-23 | +10 to +16 | 6 | 4 | 3rd |
| Level V | 10-20 | 20-25 | +12 to +18 | 8 | 5 | 4th |
| Level VI | 15-30 | 22-28 | +20 to +24 | 10 | 6 | 5th |

# ICE GENERATOR

Start by rolling or choosing Type, General Appearance, Color, & Form. Roll or choose on other tables as appropriate.

## TYPE

| d4 | Result |
| --- | --- |
| 1 | White |
| 2-3 | Grey |
| 4 | Black |

## NUMBER

| d8 | Result |
| --- | --- |
| 1-4 | One or two |
| 5-6 | 2d4 |
| 7 | 4d20 |
| 8 | Uncountable/infinite |

## GENERAL APPEARANCE

ICE may have several modes of appearance. It may conceal itself and transform into another mode while actively countering hackers. Limbs and locomotion could appear whenever required.

| d6 | Result |
| --- | --- |
| 1 | Weather disturbance (heavy fog, hurricane, tornado) |
| 2 | Wall, door, gate, or other standing obstacle |
| 3 | Solitary humanoid or group of humanoids (roll on *Number* & *Face/Head*) |
| 4 | Object or group of objects (roll on *Objects* & *Number*) |
| 5 | Building, monument, or other edifice |
| 6 | Chasm, river, or other terrain obstacle |

## COLOR

| d12 | Result |
| --- | --- |
| 1 | Green |
| 2 | Amber |
| 3 | White |
| 4 | Black |
| 5 | Red |
| 6 | Grey |
| 7 | Yellow |
| 8 | Violet |
| 9 | Blue |
| 10 | Gradient, roll d10 twice |
| 11 | Polychromatic (8-bit color) |
| 12 | Polychromatic (full color) |

## FORM

| d12 | Result |
| --- | --- |
| 1 | Jumbled, shaky, jittery |
| 2 | Flat, 2D |
| 3 | Lines and vertices |
| 4 | Pure light/hologram |
| 5 | Realistic |
| 6 | Gossamer, smoky, misty |
| 7 | Polygonal, 3D |
| 8 | Pixelated |
| 9 | Clockwork |
| 10 | Shifting computer code |
| 11 | Metallic |
| 12 | Neon lines |

## LOCOMOTION

| d12 | Result |
| --- | --- |
| 1 | Tracked |
| 2 | Rocket |
| 3 | Wings |
| 4 | Legs |
| 5 | Winged, jet engine |
| 6 | Hover/anti-gravity |
| 7 | Wheels |
| 8 | Fins |
| 9 | Teleport/blink |
| 10 | Rotary-wing |
| 11 | Propeller |
| 12 | Jumping/bouncing |

## FACE/HEAD

If desired, roll on *Numbers* table.

| d8 | Result |
| --- | --- |
| 1 | Skull |
| 2 | Fantastic creature (dragon, cyclops, demon, efreet, gargoyle, vampire, oni, lovecraftian, pagan god, etc.) |
| 3 | Eyes only |
| 4 | Human |
| 5 | Blank |
| 6 | Animal |
| 7 | Anthropomorphic being of energy or collection of objects (roll one or more times on *Objects* table) |
| 8 | Historical figure, celebrity, or fictional character |

## OBJECT

| d20 | Result |
|---|---|
| 1 | Pillar of flame |
| 2 | Tennis racquet |
| 3 | Blade |
| 4 | Safe |
| 5 | Crossbow/ballista |
| 6 | Glowing mote of light |
| 7 | Mobile phone |
| 8 | Shield |
| 9 | Space shuttle or other aeronautical craft |
| 10 | Treasure chest |
| 11 | Cage |
| 12 | Disembodied anatomical feature (eye, brain, hand, heart, etc.) |
| 13 | Robot |
| 14 | Tree/plant/flower |
| 15 | Double decker couch |
| 16 | Amorphous pile |
| 17 | M-1 Abrams tank or other terrestrial vehicle |
| 18 | 80s jam box |
| 19 | Catapult/trebuchet |
| 20 | Famous work of art |
| 21 | Cannon |
| 22 | Game console |
| 23 | Deck of cards |
| 24 | Crystal ball |
| 25 | Black hole |
| 26 | Egg |
| 27 | Spanish galleon or other seagoing vessel |
| 28 | Animal |
| 29 | DNA strand |
| 30 | Geometric shape (cube, sphere, cylinder, pyramid, etc.) |

## ATTACK AND DEFENSE

Some modes of appearance inherently convey their manner of attacking or defending. In cases where it is not obvious, or concealed, or additive, roll on the following tables.

### ATTACK

Grey or black ICE have attacks which deploy some level of force to disabuse hackers from continuing their attempts to gain access.

Roll on attack column. Use manifestation to refine the attack.

| d6 | Attack | Manifestation |
|---|---|---|
| 1 | Constriction, grapple | Floating, disembodied, detached |
| 2 | Electromagnetic energy | Invisible or instantaneous |
| 3 | Bash, claws, stinger, barbs | Tentacle, limb or hand |
| 4 | Projectiles | Gun turret |
| 5 | Explosive, area of effect | Emitted from an opening |
| 6 | Sonic | Generated or built from thin air |

### DEFENSE

Defenses are used by white and grey ICE to actively prevent hackers from accessing the information they protect.

Roll both columns to create a defense method.

| d6 | Defense | Manifestation |
|---|---|---|
| 1 | Push | Progressively or instantaneously created from thin air |
| 2 | Shield | Invisible |
| 3 | Obstacles, mazes | Tentacle, limb or hand |
| 4 | Entangle | Transmission tower or dish |
| 5 | Obscure, hide | Emitted from an opening |
| 6 | Paralysis | Flash of light |
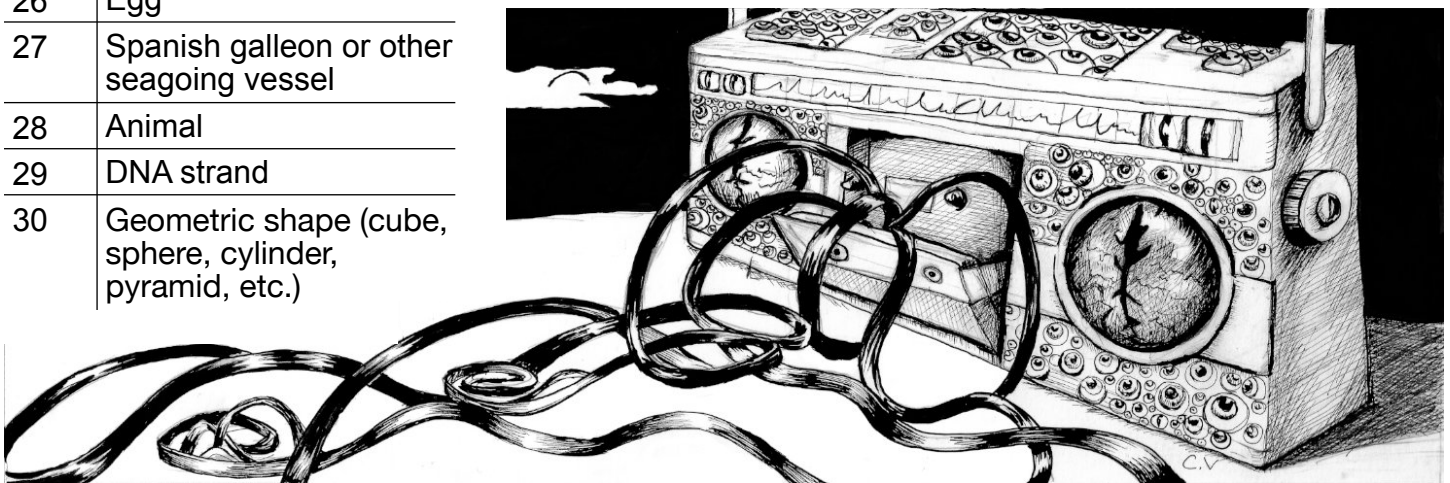
Roll on these tables for special abilities and to add additional flavor.

## OTHER ATTRIBUTES

| d30 | Result |
| --- | --- |
| 1 | Surrounded by waves of shimmering energy |
| 2 | Surmounted by a pyramid with an eye |
| 3 | Crackles with electrical energy |
| 4 | Completely silent |
| 5 | Accompanied by aggressive techno music |
| 6 | Emits a high pitched whine |
| 7 | Glowers menacingly |
| 8 | Bears a corporate logo |
| 9 | Repeatedly requests authorization |
| 10 | Pulsates randomly |
| 11 | Uses a haughty tone |
| 12 | Sounds worried |
| 13 | Speaks only in an uncommon language |
| 14 | Blares heavy metal music |
| 15 | Makes chattering or gibbering noises |
| 16 | Demands that the intruders surrender immediately |
| 17 | Has a mouth or an unusual mouth if it already has one |
| 18 | Every 3rd round announces, "It's clobbering time!" |
| 19 | Glows with bright light after successful attack |
| 20 | Grows more agitated as combat progresses |

## SPECIAL ABILITIES

| d20 | Result |
| --- | --- |
| 1 | Self-healing. ICE regenerates 2 hp per ICE level per round. |
| 2 | Field of static. 20' radius blindness attack, DC 10 + ICE level Will save to resist |
| 3 | Immune to one type of energy attack. |
| 4 | Force field. Possesses a force field that absorbs 25 hp of damage before needing recharge. |
| 5 | Tapper. Produces a pixelated flask and drinks it (judge determines effect). |
| 6 | Firewall. Programs directed specifically at the ICE suffer a -1 spell check penalty. |
| 7 | Blind sense. ICE has perfect perception of all things, including invisible targets, within 500'. |
| 8 | Upgraded memory. Knows an additional program or is able to use one 1st level program at PL 1. |
| 9 | Invisibility. Up to 3 times per day, ICE can turn invisible for a duration of 1d4 turns. The invisibility vanishes after attacking. |
| 10 | Trackback. Target is the subject of *surveil* program with result 24-25. |
| 11 | Shattering. On any critical hit, the opponent's armor is destroyed, in addition to other effects. |
| 12 | So cold. ICE scores critical hits as an undead creature, rolling 1d30 on critical table U of the *DCC RPG rulebook* whenever a critical is scored. |
| 13 | Advanced memory. Knows two additional programs. |
| 14 | Vampiric touch. Each successful strike heals the ICE 1d3 hp. |
| 15 | Regenerative. ICE dramatically regenerates 4 hp per ICE level per round. |
| 16 | Maze. Generates a maze around itself up to 50' radius. Those caught inside need three DC 10 + ICE level Intelligence checks to escape. Each check is equivalent to 1 round. |
| 17 | Life stealing. ICE drains 1d4 XP with every blow, in addition to other damage. |
| 18 | Greater firewall. Programs directed specifically at the ICE suffer a -2 spell check penalty. |
| 19 | Advanced trackback. Target is the subject of *surveil* program, result 36-37. |
| 20 | Virus spewing. *Exploit* attack DC 10 + ICE level (See *Appendix A: Malicious Code*). |

# CONSTRUCT MANIFESTATION

When ICE is able to manifest a construct in the real world (aka meatspace) roll a d10 on this table. In general, use the ICE's stat block in the meta-verse and use the effects column to add special abilities or vulnerabilities. Some constructs will employ additional weaponry, other formats are intrinsically dangerous on their own. Once ICE is vanquished in the meatspace they return to their meta-verse host installation. After destruction, it may take an ICE program days or months to re-acquire their ability to manifest in the real world.

| d10 | Format | Effects |
|-----|--------|---------|
| 1 | Nanobots | Forms from hundreds of thousands of nanobots working in concert. Able to dissipate at will, fly 40', change shape and size. 25% chance to avoid attacks. |
| 2 | Robotic Amalgamation | Constructed from any technology nearby. High strength, low agility, potentially armed with heavy weaponry. |
| 3 | Android, biological | A genetically manipulated and physically superior human. Subject to biological limitations. |
| 4 | Cyborg | Program is placed in a cybernetically augmented, cloned human. Half damage from non-energy attacks. Physically superior; perhaps gadgetry/weapons installed. |
| 5 | Hard Light Hologram | State of the art holographic technology projects ICE into meatspace. Invulnerable to attacks other than heat based. |
| 6 | Biological | Takes control of a living target with *fleshjack* or similar programs or processes. Viruses and/or other augmentations alter the target to insure successful pursuit. |
| 7 | Robotic | A commonly available robot type that matches the ICE's mission (security, combat, etc.) or a unique specimen tailored to the ICE's mission and/or appearance. |
| 8 | Android, synthetic | Obviously artificial human construct boasting physical superiority. Perhaps gadgetry/weapons installed. |
| 9 | Quantum Crystal | Forms out of polygonal crystalline computational units. Attacks with sharp blades (melee and/or ranged), or focused energy blasts. Negates first 3d5 points of damage, vulnerable to sonic or vibrational attacks. |
| 10 | Polymer | Comprised of a smart plastic that can sit inert and disguised as common objects (e.g., desks, chairs, equipment) then melt into a new form. Able to change appearance, shape, and size. Immune to electrical attacks. |

# ACKNOWLEDGEMENTS

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## BACKERS

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The cabalistic and powerful Computarchs built the WorldNet, governed its growth, established its laws and conventions, and seemingly retired from their world altering creation. They left their tools and programs scattered throughout the vast network. Some have been found by seekers such as yourself and have been passed down from generation to generation. Collectively these pieces of software are known as Enchiridion of the Computarchs.

*Enchiridion of the Computarchs* seeks to give a judge the leg up on developing and using casting mechanics and concepts in high-tech settings. This book encompasses a range of material concerning computers and programs that a "techno-caster" (like the MCC shaman class, or those classes found in Cyber Sprawl Classics, Crawljammer, Umerica, Terror of the Stratosfiend, and Star Crawl) can utilize. You will not only find a collection of programs (aka. spells) in this book but also a d24 burndown (aka. spellburn) table, new mechanics for failure, and a brief corruption table all couched in a high-technobabble style for your post-apocalyptic, far-future, and dystopian-future campaigns.

HORSE
SHARK

COMPATIBLE WITH
MCC RPG

COMPATIBLE WITH
DCC RPG