

HACK THE PLANET RPG

A roleplaying game about hackers by Grant Howitt

www.patreon.com/gshowitt

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/home/character> cat README.md
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#introduction

You are a teenage hacker, a console cowboy or cowgirl, in the year 1995. You face persecution from the authorities because they think you're a criminal. You think you're a genius. Some days you're both right.

Pick a (boring) NAME and a (cool) HANDLE.

#clothing

Roll 2D10 to select which two items of clothing form the crux of your style.

1. Neon Camouflage
2. Tight Undershirt
3. Too Many Piercings
4. Knee-High Shitkickers
5. Big Military Coat
6. Two-Tone Leathers
7. Wraparound Sunglasses
8. Leopard-Print Something
9. Tiny Sunglasses
10. Enormous Headphones

You also wear rollerblades; this is non-negotiable.

#goals

Roll twice - first is your secret, actual goal (don't tell anyone); seconds is your apparent goal (tell everyone). When you achieve your apparent goal, roll D8s rather than D6s on checks.

1. To show [random PC] that you're hot shit
2. To make a load of cash
3. To get into an Ivy-League college
4. To make out with [other random PC] while 90's music plays in the background
5. To have a notorious virus named after you
6. To get revenge against [some asshole]
7. To build something that will last
8. To hack something that's never been hacked before
9. To be regarded as an icon amongst hackers
10. To save [random PC] from themselves

#stats

You have two stats: MEATSPACE and CYBERSPACE. Divide 5 points between them when you start play. Roll MEAT when you do something difficult in the real world - roll CYBER for the virtual world.

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/usr/doc/hack_the_planet> cat README.md
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#action

When you act and the outcome is in doubt, roll D6 equal to the relevant stat. On a 5 or more, that die succeeds. For each die that lands on 6, grab another die and roll it too. The GM can ask

for multiple successes to do something difficult (like hacking the Gibson). However, for every 1 you roll, you gain a point of HEAT. Each time your HEAT reaches a multiple of 5 (5, 10, 15, 20, etc.) you get in trouble with The Man - the higher the HEAT, the bigger the trouble you're in. At 20 you're a wanted criminal - there's a warrant out for your arrest.

#elite

Every time a player gets in trouble (see HEAT) they earn an ELITE TOKEN. You can spend an ELITE TOKEN to give another player +2 dice on any roll, so long as you tell them why you think they're elite when you do.

#hacking

Although you may well flash back to images of the characters sitting in front of a computer, each hacking attempt must feature sped-up, high-contrast footage of: trains, traffic, computer games, floating equations, fractals, cartoons, glowing virtual cities, explosions etc.

In addition to imagery, cut out the words in the table and put them in a cup. When you start a hack, draw 3. Use them in a sentence describing the hack (or someone else's hack) to re-roll dice - 1 per word you use. There's no limit on how many times a die can be rerolled. Discard after use.

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/root/gm> cat README.md
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#the man

GM, you're in charge of The Man - the antagonists and the authority. Roll D6 to see who's doing what.

1. City Hall Embezzlement
2. Funding Bolivian Terrorists
3. Mass Identify Theft
4. Police in League With The Mob
5. Government Surveillance Botnet
6. Government-Backed Hacker Collective

Come up with some Faces - people who represent The Man - as well as who the Man are themselves (The Man can be a woman, if you want). The hackers stumble upon the machinations of The Man and when The Man finds out something's up, they'll stop at nothing to discredit, imprison, and threaten the hackers into silence. The hackers will have to EXPOSE the truth and clear their names.

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/usr/bin> ./hack_the_planet
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Table 1: Hacking Words

Splice	Trusted Network	Glitch	Spoof	Trapdoor
Smokescreen	Program Manual	Termite	Refresh Rate	Encryption
Crash	Trojan	System Shot	Motherboard	Codebook
Blackwall	Virtual Machine	Killswitch	Crosswire	Jump the Network
Dual-Connection	Backdoor	Virus	Phreak	Work
Antivirus	I.C.E.	Dial-In	Thermal	Data Transfer
Hook Protocol	Viper	Slush Files	Megabyte	Nestdump
Connection Port	Crackbox	Cerberus	Reboot	Overload