

AUTO RUN

Generic Cyber-Hacking for D20 Modern



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ELLE

Chris A. Field

OGL
3.5 SYSTEM COMPATIBLE



Autorun

Generic Cyber-Hacking for D20 Modern

Written by Chris A. Field

Cover Illustration by: Bouelle Stock Art.

Interior Illustrations by: Cerebrus Stock Art, The Forge Studios Stock Art.

Hex Background by: Joshua Meadows of Cheap Stock Art.

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**Requires the Use of the D20 Modern Core Rulebook,
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I've never run old school Gibsonian cyber-hacking in any of my games. Logistically, running a 'decker' type character in games like *Shadowrun* (Catalyst Game Labs) or any iteration of *Cyberpunk* (R. Talsorian) is a nightmare- while building a fictional world for the rest of the players to explore, you have to put together a virtual reality world for the team's hacker to explore alone. In essence, you're splitting the party every time the hacker uses the ability that defines his class, and due to the complexity of most cyber-hacking rules, even the simplest virtual task becomes a marathon encounter.

As a result, I've never bothered to include a genuine cyberpunk 'virtual world' into my Othervers America campaign world. Despite being set in 2107 CE, Othervers America's communications protocols are virtually identical to our own, and if a player wants to hack, they make a Computer Use skill check or three and abstract the results. Same goes for my other campaign worlds- Psi-Watch, Galaxy Command and Black Tokyo.

Hacking is handled mostly off screen, simply because I couldn't think of a good way to integrate a cyber-hacking mini-game.

That changed recently, and you're holding the result in your hand.

Autorun is a D20 based mini-game that overlays virtual reality-based cyberhacking into any D20 Modern or Pathfinder Roleplaying Game adventure. *Autorun* is a fast-play mini-game that is based on the Computer Use skill but which can stand apart from it. If you want ultra-competent, Gibson-style hackers who plug into a virtual environment to manipulate data and steal files, *Autorun* has your back. *Autorun* is simplistic enough that a gamemaster can lay out the *Autorun* playing field along side the campaign's tactical map, and play a quick hacking minigame between other player's actions.

In fact, *Autorun* is so simple to use, your hacker could play a solitaire game rather than



making an ordinary Computer Use check while waiting for his character's 'real world' turn.

Autorun is a generic VR hacking system. It does not tell you what the virtual world looks like (nor even what it's called), nor what a Hacker's Avatar looks like in the VR world. Autorun doesn't tell you what hostile Programs look like, just what they do. The Gamemaster decides that, or not, describing the virtual world with as much or little detail as the story demands? Autorun allows you to push cyber-hacking off to the side, and by pulling out a separate little game board, making hacking a kind of game within a game, you emphasize that the experiences here, while potentially life threatening, are substantially different then their regular experiences in your campaign world.

Autorun offers the brain-melting risk of old school cyberpunk hacking, but puts that risk at least partially under the player's control. Does your

hacker keep pushing on after taking attack after attack by vicious virtual pit bulls, or does he log out at the first sign of trouble? Autorun is designed to be ultra-quick to play- as in one or two minutes at most to clear a board (in real time), and yet capture the danger and excitement of Gibson-style hacking.

Autorun Basics: What You'll Need to Play

To play Autorun, you'll need to print out a copy of the data-space found on Page 7 of this PDF. .

You will also need a miniature or marker to represent the Hacker's online avatar- you can use any mini you like, or use dice, colored stones, or anything else you like that fits into one of the hexes on the Autorun data-space.

Likewise, you will need several markers or miniatures to represent the Programs that the Hacker interacts with in the Autorun mini-game.

Finally, you will need some markers to represent Code Walls. The text refers to these as 'red stones' but they can be any color or item you want, but should be uniform. You can use pennies, dice, or Lego bricks as easily as you could use colored stones.

Setting Up An Autorun Game

Autorun is a modification of the Computer Use skill.

Rather than rolling a conventional Computer Use check, the player (referred to hereafter as the Hacker) can begin an Autorun mini-game instead. The advantage to using Autorun rather than a conventional Computer Use check is that no matter how long the Autorun session takes to play out, it only requires a single round in 'real time'. The disadvantage- screw up in Autorun and there's a good chance the Hacker ends up with brain tissue oozing out of her ears.

When beginning an Autorun session, the player must first roll a Computer Use check to defeat computer security to gain access to the target computer's virtual environment. Once this check is made, the Autorun virtual landscape opens before the character. The game master determines the site's level of security, and thus the Computer Use check DC.

Once inside the computer system's Autorun virtual environment, you choose a single task usable with the Computer Use skill. That becomes the Hacker's Goal in the virtual environment. Go ahead and place the Autorun data-space on the gaming table. Place the Hacker's avatar on the hex marked HOME.

Now, toss a handful of red stones to randomly determine the data-space's Code Walls. The number of Code Walls is determined by the Autorun virtual reality's complexity, as shown on the master chart. If necessary, move the tossed red stones so they occupy the center of a single hex if they land halfway between two or more hexes. Any red stones that don't end up on the game board are simply discarded.

Master Autorun Chart				
Level of Security	Computer Use Check DC	Number of Code Walls	Defensive Program Slots	Examples
Weak	DC 15	Toss 1d4+1	Two	A restaurant's unsecured wifi, a novice computer user's private laptop
Minimum	DC 20	Toss 2d4	Four	An ordinary business' webpage, a public email account
Average	DC 25	Toss 10	Five	Corporate networks, tactical military wifi networks
Exceptional	DC 35	Toss 15	Seven	Online banking networks, most military or mega-corporate servers.
Maximum	DC 40	Toss 20	Nine	Public records or police databases, ATC systems, secure military servers.
Supermax	DC 45	Toss 25	Eleven	The Pentagon's data network

Finally, the gamemaster places Programs, which will automatically attempt to stop the Hacker's progress. Place the largest Program (takes up the most Program Slots) in the hex to the immediate left of the GOAL hex, then the second most dangerous in the next hex, and so on, until all Programs are placed. If you have enough programs they don't all fit on the red boxed GOAL row, place additional Programs on the row beneath, starting directly beneath the GOAL hex.

The gamemaster can choose from any of the Programs in this sourcebook, at will everytime the player begins an Autorun session. The only requirement is that the Autorun data-sphere has enough Program Slots to accommodate its Guardian programs. The gamemaster does not have to place the full assortments of Programs allowed, if he wants to create a relatively low security environment.

The Goal of Autorun

The goal of Autorun is pretty simple. **The Hacker** begins at the **HOME hex** and moves towards the **GOAL hex**. The GOAL represents whatever it is the hacker is trying to accomplish in the data-space- crash a target computer, copy a file, insert a virus into the mainframe, turn on or off a remote system, and so forth. Once the Hacker's avatar moves into the GOAL hex, he or she's done what she entered the Autorun environment to do.

When the GOAL is reached, the Hacker can choose to log out, ending the Autorun session or choose a new task. The Hacker might choose to begin another Autorun session with a new GOAL in mind, or might jack out of the virtual environment and perform an ordinary Computer Use check. Ordinary Computer Use checks and Autorun sessions and a hacker might use both during any game session- maybe even back to back.

Building Your Avatar

Your Avatar has a number of Hit Points based upon the complexity and expense of your Deck, plus any relevant talents or feats, all of which

are described later. Your Avatar might have different abilities base, but the main statistic you are concerned with is your Avatar's HP. When the Avatar's HP is reduced to zero by enemy Programs, something very bad happens- either your Hacker's deck is destroyed in a spectacular pyrotechnic surge, or your Hacker accepts Brainburn to keep online. More on this later, but I guarantee it's nasty.

Maneuvering your Avatar in Autorun

The Hacker can move his avatar in any direction he wishes, subject to one major restriction. Remember those red stones you tossed out onto the Autorun data-space? Those are **Code Walls**. Nothing can pass through a **Code Wall**, neither the **Hacker** nor the **Programs**- you want to get to the other side of the Code Wall, you've got to move around them. As an aside, if in the unlikely event that your randomly tossed stones form an unbreakable wall, move at least one to provide a gap. There should always be at least one route toward the GOAL.

Turn Order

1. Hacker's Avatar Moves
2. Programs Move Towards Hacker
3. Conflict Begins
4. Hacker chooses how to respond to each attacking Program.
5. Programs inflict Damage upon the Hacker, if applicable.
6. Turn Ends/New Turn Begins

Order of Action in Autorun

Rounds are pretty simple in Autorun.

The Hacker moves his Avatar and then Programs move automatically, closer and closer towards the Hacker.

Each time the Hacker wants to move his Avatar, he makes a Computer Use check. The

GOAL

HOME

Hacker can automatically move his Avatar one Hex, plus an additional Hex per point that his Computer Use check beats the check DC by. The movement Computer Use check DC is based upon the target computer's security level:

Computer Security Level	Movement Computer Use Check DC
Weak, Minimum	DC 15
Average	DC 20
Exceptional or better	DC 25

If a conflict occurs between a Hacker's Avatar and one or more Programs, resolve all contacts. The Hacker can make one Computer Use check against each adjacent Program per 'round', deciding whether it wants to Evade, Kill or Subvert that Program. It doesn't matter how many Programs are nibbling on your Avatar- resolve all conflicts before ending the round. You could have six Programs in every adjacent hex trying to do you harm (and probably will) and still get a chance to respond to each in turn.

Rather than moving the Avatar, the Hacker can always choose to log out, ending the Autorun session. Doing so returns the Hacker to reality, and usually means the goal was not achieved.

Multiple Hackers

Multiple hackers can log into the same Autorun session. Each Hacker must attempt a separate Computer Use check to begin the Autorun session. Place the Hackers' Avatars along the yellow boxed HOME row. The player with the highest Computer Use check total is placed in the HOME hex, then the next highest total in the hex to his immediate right and so on. Hackers move their Avatars in the same order their Avatars were placed.

There is no real limit on the number of Hackers who can participate in an Autorun session.

The Programs Move!

Each time the Hacker's Avatar moves, the Programs move. The Programs move a number of hexes described in their Speed. They move towards the Hacker by the most expedient route; if there are multiple routes that are equally expedient, they always take the left most route. Anytime a Program is in an adjacent hex to the Hacker's Avatar, a conflict begins.

Each Program automatically inflicts a specific amount of Damage each turn it remains in contact with the Hacker's Avatar. The Hacker can avoid further damage by moving away (which is usually difficult, or by doing something nasty to the Program).

Programs are described in the following abbreviated statblock format.

- **Name** What the Program is called
- **Program Slots** How many Program Slots in the Autorun data-space the Program takes up. The more slots, the more dangerous the Program is.
- **Speed** How many hexes the Program moves each time it advances
- **Damage** How many HP worth of damage it does to the Hacker's Avatar per turn spent adjacent. The program automatically inflicts this damage each turn.
- **Evade DC** The Computer Use check DC to ignore damage from this Program for one turn, effectively negating the program's 'attack'.
- **Kill DC** The Computer Use check DC to destroy the program and remove it from the Autorun data-space permanently.
- **Subvert DC** The Computer Use check DC to turn the program to your own ends. A subverted program moves toward another program you designate. For the rest of the Autorun session, the subverted program

ignores the Hacker and pretends that another Program is the Hacker's Avatar. A subverted Program kills another Program in one action during a conflict.

- **Special** If the Program can break the Autorun rules in any particular way, its abilities are described here.

Brainburn

When a Hacker's Avatar is reduced to 0 HP or below one of two things happens. The default, usually, is that the Hacker's deck suffers a fatal electrical surge and is destroyed completely. A destroyed deck is useless, and cannot be repaired. The Hacker is dumped out of the Autorun session violently, and must succeed at a DC 15 WILL Save or be considered *nauseated* for one minute after the session ends. The Hacker is merely *shaken* for the same duration on a successful save.

Alternatively, the Hacker can choose to risk his health and sanity by staying logged into the Autorun session by pure force of will. Rather than letting his deck take the hit, the Hacker suffers the damage himself, taking a potentially lethal electromagnetic surge direct to the brain. This tactic is called **Brainburn**.

When a Hacker chooses to suffer Brainburn, the Hacker suffers 1d6 points of temporary INT damage. The Hacker's deck remains undamaged, and rather than being destroyed, his Avatar is restored to function with One (1) Hit Point. The Hacker can choose to continue adventuring in the Autorun session.

List of Programs

The following Programs reflect defense protocols are ready and willing to Brainburn you if you enter their virtual domains. The gamemaster picks one or more of these threats each time an Autorun session begins.

When placing Programs, the gamemaster should clearly indicate which program is which. Tap each miniature and say "These two are the Basic Gremlins, this one's a Basic Killer", and so on. Consider it a personal victory if a Hacker logs out rather than facing the threats hidden in a Supermax's personal data-sphere.

One and Two Slot Programs

One and Two Slot programs are the weakest and therefore most common programs. Even the crappiest home desktop can run one or two of these minor guardian programs.

Name Basic Gremlin

Program Slots 1

Speed 3 hexes

Damage 1

Evade DC 12

Kill DC 15

Subvert DC 18

Special None

Name Basic Greyhound

Program Slots 1

Speed 5 hexes

Damage 1

Evade DC 10

Kill DC 12

Subvert DC 12

Special None

Name Basic Octopus

Program Slots 1

Speed 3 hexes

Damage 1



Evade DC 10

Kill DC 12

Subvert DC 12

Special The Basic Octopus can begin a conflict from one hex away, it does not need to be adjacent.

Name Basic Wolf

Program Slots 1

Speed 3 hexes

Damage 2

Evade DC 16

Kill DC 12

Subvert DC 14

Special None

Name Tattletale

Program Slots 2

Speed 5 hexes

Damage 1

Evade DC 15

Kill DC 20

Subvert DC 20

Special If the Tattletale Program reduces an Avatar to 0 HP, it automatically provides a GPS position trace, accurate to within about 5 ft, of the Hacker's physical location and ISP address.

Name Tarpit

Program Slots 2

Speed 3 hexes

Damage None

Evade DC Not Applicable

Kill DC 18

Subvert DC 20

Special As long as a Tarpit is adjacent to the Avatar, the Hacker cannot make Computer Use checks for additional movement and can only move at one hex/round.

Three Slot Programs

Three Slot programs are more advanced data guardians. They are often accompanied by a small platoon of 1-2 slot programs, or in turn accompany the fearsome, five slot programs.

Name Advanced Gremlin

As Basic Gremlin but occupies 3 Program Slots and inflicts 3 Damage.

Name Advanced Greyhound

As Basic Greyhound but occupies 3 Program Slots and inflicts 3 Damage.

Name Advanced Octopus

As Basic Octopus but occupies 3 Program Slots and inflicts 3 Damage.

Name Advanced Tattletale

As Tattletale but occupies 3 Program Slots and inflicts 3 Damage.

Name Advanced Wolf

As Basic Octopus but occupies 3 Program Slots and inflicts 4 Damage.

Name Arsonist

Program Slots 3

Speed 5 hexes

Damage 1

Evade DC 10

Kill DC 8

Subvert DC 20

Special If the Arsonist program reduces the Hacker's Avatar to 0 HP, the Hacker cannot choose to suffer Brainburn. The hacker's deck is destroyed.

Name Basic Ghost

Program Slots 3

Speed 5 hexes

Damage 1

Evade DC 14

Kill DC 18

Subvert DC 20

Special The Basic Ghost can ignore (pass through) one Code Wall per movement.

Name Basic Killer

Program Slots 3

Speed 5 hexes

Damage 2

Evade DC 15

Kill DC 17

Subvert DC 17

Special If suffering Brainburn caused by a Basic Killer, you must attempt a DC 20 WILL Save or one point of INT damage becomes permanent INT drain instead.

Name Basic Knight

Program Slots 3

Speed 7 hexes

Damage 2

Evade DC 15

Kill DC 20

Subvert DC -

Special Basic Knights cannot be Subverted.

Name Marauder

Program Slots 3

Speed 3 hexes

Damage 5

Evade DC 10

Kill DC 20

Subvert DC 25

Special None

Name Sniper

Program Slots 3

Speed 1 hex

Damage 2

Evade DC 15

Kill DC 15

Subvert DC 15

Special The Sniper can begin a conflict from any hex on the board; you can only attempt to Kill or Subvert it if you are adjacent. If targeted by the Sniper from a distance, you can only Evade. Snipers cannot attack through a Code Wall; they must have 'line of effect' to the Hacker's Avatar.

Name Stunner
Program Slots 3
Speed 5 hexes
Damage 2
Evade DC 15
Kill DC 20
Subvert DC 25

Special If the Hacker's Avatar is reduced to 0 HP by the Stunner, whether or not he chooses to suffer Brainburn, he is dumped out of the Autorun session and must attempt a DC 20 WILL Save or be *nauseated* for 1 hour. Success means the Hacker is *shaken* for 1 hour instead. If the Hacker suffers Brainburn, at least his deck's okay.....

Five Slot Programs

Most Hackers dread facing Five Slot Programs. These advanced offensive programs inflict massive damage or have strange powers within the VR.

Name Advanced Ghost
 As Basic Ghost, but occupies 5 Program Slots and inflicts 3 points of Damage.

Name Advanced Killer
 As Basic Killer, but occupies 5 Program Slots and inflicts 4 points of Damage.

Name Advanced Knight
 As Basic Knight, but occupies 5 Program Slots and inflicts 4 points of Damage.

Name Boobytrap
Program Slots 5
Speed 5 hexes
Damage 2
Evade DC 20
Kill DC 5
Subvert DC 30
Special If the Boobytrap program is destroyed, it sends out a system wide alert. Place one (1) Tattletale Program in the GOAL Row and bring it into play. This does not count against the total number of Program Slots. In addition, the Hacker must make an immediate DC 40 Computer Use

check; if unsuccessful, the Autorun data-space collapses as the target computer shuts down all communications with the outside world. The Hacker is dumped back to reality. Success means the Autorun data-space remains viable.

Once an Autorun data-space shuts down, you cannot make Computer Use checks against the target computer or network for 2d6 hours.

Name Bricklayer
Program Slots 5
Speed 4 hexes
Damage 3
Evade DC 20
Kill DC 22
Subvert DC 10

Special Place a new Code Wall in every other hex that the Bricklayer moves through. Note that this may make movement to the GOAL hex impossible, or may block the Bricklayer's path. If the GOAL hex is completely blocked by Code Walls, the Hacker cannot progress normally and usually has to log out of the Autorun session.

Name Dragon
Program Slots 5
Speed 7 hexes
Damage 8
Evade DC 20
Kill DC 22
Subvert DC 30

Special Even if you successfully Evade damage from the Dragon, you still suffer 1 point of Damage per turn adjacent to this Program.

Name Infantry
Program Slots 5
Speed 5 hexes
Damage 2
Evade DC 15
Kill DC 15
Subvert DC 15

Special If the Infantry program reduces the Hacker's Avatar to 0 HP, if the Hacker chooses to suffer Brainburn, he suffers 2d6 points of temporary INT damage.

Name Medic

Program Slots 5

Speed Immobile

Damage None

Evade DC Not Applicable

Kill DC 22

Subvert DC -

Special The Medic Program is placed by the gamemaster somewhere in the middle row of the Autorun game board. Any Basic program that passes any square adjacent to the Medic Program is upgraded to the Advanced version of the same program. This change lasts for the remainder of the Autorun session, and does not count against the data-spheres total Program Slots. The Medic Program cannot be subverted; it must be killed.

Name Vampire

Program Slots 5

Speed 7 hexes

Damage 4

Evade DC 20

Kill DC 25 (see text)

Subvert DC 28

Special Vampire Programs cannot be permanently killed. If destroyed, they respawn in the GOAL row and begin moving towards the Hacker's Avatar again.

Name Viper

Program Slots 5

Speed 7 hexes

Damage 3

Evade DC 20

Kill DC 20

Subvert DC 20

Special The Viper is very fast; it deals its damage before the Hacker chooses how to resolve the conflict with the Viper.

Seven Slot Programs

Only the highest-security mainframes have seven slot data guardians. A good rule of thumb: if one of these digital apparitions appears in the data-space, log out fast!

Name Dracula

Program Slots 7

Speed 9 hexes

Damage 6

Evade DC 25

Kill DC 35 (see text)

Subvert DC 40

Special The Dracula Program is an upgraded Vampire Program. If destroyed, the Dracula Program respawns in the GOAL row and begin moving towards the Hacker's Avatar again. Any Vampire Programs adjacent to the Dracula Program inflict one additional point of Damage.

Name Factory

Program Slots 7

Speed Immobile

Damage None

Evade DC Not Applicable

Kill DC 15

Subvert DC Not Applicable

Special Each turn, the Factory Program creates a single Basic Gremlin program which enters play in any adjacent hex near the Factory. These additional Basic Gremlins do not count against the data-space's Program Slots. The Factory cannot be subverted.

Name Lone Wolf

Program Slots 7

Speed 6 hexes

Damage 3

Evade DC 20

Kill DC 22

Subvert DC 25

Special The Lone Wolf program is not placed in the GOAL hex row. It is placed randomly on the board.

Name Maze
Program Slots 7
Speed 3
Damage 3
Evade DC 18
Kill DC 30
Subvert DC 30

Special If the Hacker's Avatar is destroyed by the Maze Program, rather having his deck destroyed or suffering Brainburn, the Hacker is deposited in a virtual reality battlefield. This battlefield is featureless plain roughly the size of the hex grid; treat Code Walls as *difficult terrain*; bright illumination dominates. The Hacker appears as a virtual duplicate of his main character; a single monster of the GM's choice with a CR equal to the Hacker's level plus one appears and initiates combat.

Resolve the combat normally; damage done to (or status ailments inflicted upon) the Hacker's virtual body inflicts equivalent psychomatic HP damage on the Hacker's physical form. Each round the Hacker may attempt a WILL Save to escape the illusion and return to reality with a destroyed deck. Initially this is a DC 15 WILL Save; the Save DC increases by +1 per round spent in the VR simulation. If the Hacker does not escape the Maze by making this WILL Save, he must destroy his virtual opponent to escape.

Name Tiamat
Program Slots 7
Speed 9 hexes
Damage 15
Evade DC 25
Kill DC 20
Subvert DC 20

Special Even if you successfully Evade damage from the Tiamat Program, you still suffer 3 points of Damage per turn adjacent to this Program.

Decks and Cybernetic Deck Implants

"Decks" are a generic term for whatever piece of high tech computing equipment you're using to begin an Autorun session. Like everything else about the Autorun system, decks are generic- they can be called something else in game, and are known by an assortment of brand names and specifications.

What a deck looks like is mostly determined by the campaign setting.

In Psi-Watch and other modern or near future cyberpunk settings, decks resemble small lap tops, sleek devices with interface ports to plug into a cyborg's systems. They have small holoprojectors that display an abstraction of what the Hacker sees while in the Autorun session.

In Galaxy Command, decks are bulky and crude devices with small, green and black monochrome displays that reveal a slowly rotating wire-frame model of the Autorun session as it plays out. These devices are about the size and weight of a fully loaded briefcase, and feature lots of switches, adjustment dials and other crude interface devices, maybe even a fold-out joy stick.

In Otherverse America, decks are sleek personal electronics. Most are pocket sized devices, no bigger than a modern iPhone. Tactile holographic displays and smartlights open in the air around the Hacker as he conducts his business in the Autorun session. Some are even smaller, and are purely Smartlight devices.

The default WiFi listing describes whether or not decks in the setting offer wireless connectivity by default. In most cases, wifi connectivity can be added as an option to the deck if the tech exists in the campaign world (just add +1 to the Deck's Base Purchase DC).

What Do Decks Look Like?

Campaign World	Default WiFi?	Size of Deck	Weight of Deck	Notes
Psi-Watch	Yes	Small	2 lbs	Roughly lap top sized
Old School Cyberpunk	No	Small	3-5 lbs	Roughly lap top sized
Galaxy Command	No	Medium	10-12 lbs	Roughly briefcase sized
Otherverse America	Yes	Tiny	½ lb	Roughly iPhone sized or smaller

Deck. You may choose either Killer, Evasion or Subversion applications, which assist you when Killing, Evading or Subverting a hostile program respectively. Each application you run (bought separately) provides you a +2 equipment bonus on Computer Use checks made to perform the designated action in an Autorun data-

Deck Equipment

If you want to jack into the Autorun session, you need a Deck. Choose one of the ones below.

Deck (Basic)

Whatever form it takes the Deck is a specialized piece of equipment. It functions identically to a standard computer (D20 Modern rules). It can be used for any of the ordinary functions of the Computer Use skill as well as for Hacking into an Autorun session.

Deck (Cheap)

This Deck is off the shelf, refurbished crap. It produces a much weaker Avatar than normal and is a bit glitchy. Other than a weaker Avatar, it functions identically to a standard Deck.

Deck (Hardcore)

This Deck is designed to keep you active during an Autorun session for longer than normal. Except for increased viral protection and surge buffers, the Hardcore Deck functions identically to a standard Deck.

Deck Add-Ons

The following hardware can be purchased and installed into any Deck. If the Deck gets destroyed so do any add-ons.

Applications (Individual)

Applications are specialized programs, designed for virtual reality hacking, running on your

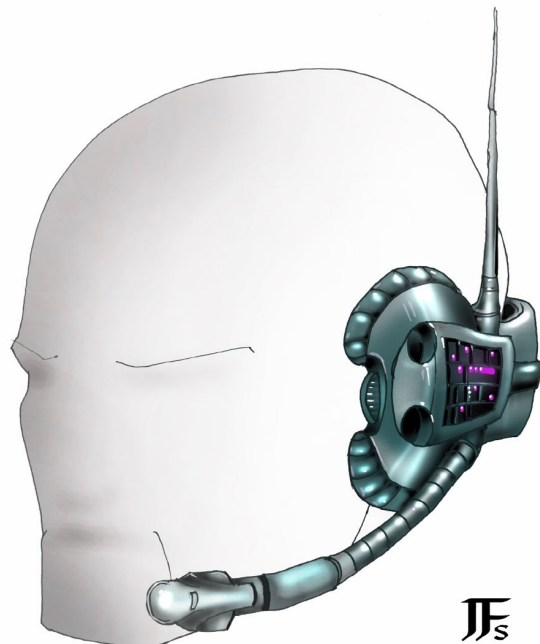
space. You can only install one of each kind of application.

Attack Barrier

This upgrade is a combination firewall and surge protector. This device reduces the amount of Brainburn you suffer by -2. This can reduce Brainburn to 0 INT damage, but not below.

Data Buffer

This upgrade makes your Avatar that much more durable. You can only install a single Data Buffer per deck.



JE

Deck Upgrades (Cumulative)

You've improved your Deck in numerous ways, increasing processing speed and power, overclocking it to make it run faster and better. Each time you upgrade your deck it provides a +1 equipment bonus on Computer Use checks made with the deck. You can upgrade your deck to a maximum of +5.

Reinstaller (Single Use)

The Reinstaller program runs in the background on your Deck, ready to reinstall your Avatar if it is destroyed, a kind of virtual one up. When your Avatar is reduced to 0 HP, the Reinstaller activates, restoring it to existence with 2 Hit Points. Doing so never causes Brainburn, and works even against Programs (like Arsonist) that forces the destruction of your deck.

You can only have one Reinstaller add on applied to your Deck at any given time; using Reinstaller destroys it.

Stride Booster (Cumulative)

This upgrade increases your Avatar's maneuverability and response rate. Each Stride Booster installed in a deck (to a maximum of 5) allows you to move one (1) additional hex per turn.

Cybernetic Decks

Alternatively, the Hacker can get their deck permanently implanted as a cybernetic system. This is a little risky, because if a deck gets fried, micro-surgery is required to replace the destroyed components. The main advantage of a deck is that it can't be stolen or removed, and the Hacker can use the device relatively unobtrusively.

Deck Implant (PL 6+)

Type: Internal

Category: Sensory

Drain: 0.5

Base Purchase DC: As Deck (equipment) plus +1

Restriction Rating: Licensed (+1)

The Deck Implant is placed in the skull, allowing a cyborg to hack into an Autorun session

without using external devices.

As always, the campaign setting determines the exact form the implant takes. Deck Implants in Galaxy Command are external devices that include obvious augmentation to the skull, including metallic sheathing over most of the head. Deck Implants in old school cyberpunk games include a female plug called a headjack, located in the back of the skull, to directly interface with a target computer. Deck Implants in Psi-Watch and Otherverse America are almost undetectable.

Deck Implants can be upgraded just like ordinary decks. Add-ons are purchased normally and added to the implant via micro-surgery.

Talents for VR Hackers

The following new VR Talents provide new capabilities to Hackers when working inside an Autorun data-sphere. These powers are written as talents because of the situational nature- they are effectively useless in the 'real' campaign world and thus far less valuable than ordinary feats. The VR Hacker feat allows you to select multiple VR Talents are a single 'package' feat.

New Feat: VR Hacker

Bonus Feat For: Smart and Powered Heroes

You are more comfortable in the virtual world of an Autorun hacking session than in the realworld, and your Avatar can do things most other users can't.

Prerequisite: Computer Use 6 ranks

Benefit: You may choose any 2 VR Talents that you meet the prerequisite for. You can choose this feat more than once, each time you do you select a new assortment of VR Talents.

Auto-Regen

Prerequisite: Computer Use 6 ranks

Your Avatar gradually recovers from damage, as you work in the background to restore damaged programming. When Hacking your Avatar

Equipment	Avatar's Base Hit Points	Purchase DC	Restriction Rating
Deck (basic)	5 HP	DC 26	L +1
Deck (cheap)	3 HP	DC 23	None
Deck (hardcore)	10 HP	DC 27	R +2
Deck Add-Ons			
Application (Evade)	No Change	DC 12	R +2
Application (Kill)		DC 13	R +2
Application (Subvert)		DC 14	I +3
Attack Barrier		DC 20	R +2
Data Buffer	+20 HP	DC 21	L +1
Deck Upgrades	+2 HP per Upgrade	DC 13 per upgrade	As base deck
Reinstaller	No Change	DC 15	L +1
Stride Booster		DC 15	L +1

recovers 1 HP at the beginning of each turn, immediately before you move your Avatar.

Code Breaker

Prerequisite: Data Ghost talent

Your Avatar can physically destroy Code Walls. You may destroy one Code Wall that you pass through per movement.

Confident Hacker

Prerequisite: Computer Use 4 ranks, CHA 13+

You add your CHA modifier as a competence bonus on Computer Use checks made to Evade, Kill or Subvert hostile Programs.

Cyborg Hacker

Prerequisite: Computer Use 4 ranks, at least one cybernetic implant

Your familiarity with bionic enhancement makes you a more effective VR Hacker. Your Avatar gains +1 bonus Hit Points per cybernetic implant (or full point of Drain) you possess.

Data Architect

Prerequisite: Computer Use 8 ranks

You can manipulate the raw code of an Autorun data-space as it coalesces into virtual form. You place any red stones to determine where Code Walls form rather than randomly tossing them. You may not place red stones directly on the red boxed GOAL row of hexes.

Data Ghost

Prerequisite: Computer Use 4 ranks

Your Avatar can exploit system glitches to move through Code Walls. Once per movement, you may ignore (pass through) a single Code Wall. You can select this talent up to 3 times, ultimately gaining the ability to pass through up to 3 Code Walls per movement.

Data Sprinter

Prerequisite: Computer Use 4 ranks

You move quickly in a virtual environment. You receive a +4 bonus on Computer Use checks made to determine how many hexes you can move in a turn.

Durable Avatar**Prerequisite:** Computer Use 4 ranks

Your Avatar can take more viral punishment than most artificial bodies. Each time you select this talent, your Avatar gains +2 Hit Points.

Golden Goal**Prerequisite:** Computer Use 12 ranks

You get things done in Autorun, and you get them done fast. Any time you begin an autorun session, select two goals for the Computer Use check. When you reach the GOAL hex, you accomplish both goals (such as copying a file and degrading a program).

Jackout**Prerequisite:** Computer Use 4 ranks, CON 13+

You are never considered nauseated or shaken when dumped from an Autorun session by the destruction of your deck. You are immune to the special ability of the Stunner Program.

Perceptive Hacker**Prerequisite:** Computer Use 4 ranks, WIS 13+

You may add your WIS modifier as a competence bonus on Computer Use checks made to Evade, Kill or Subvert hostile Programs.

Repair and Hack**Prerequisite:** Self Repairs talent, Computer Use 8 ranks

You can exploit your repair programs to reinforce your Avatar. You can raise your Hit Points above their normal maximum using the Self Repair talent. There is no limit to the amount of temporary HP your Avatar can gain above its baseline total.

Self Repairs**Prerequisite:** Computer Use 4 ranks, Craft (electronics) 1 rank

You can undo the damage that hostile Programs are inflicting upon your Avatar on the fly, coding emergency repairs as you go. Rather than moving your Avatar during your turn, you can choose to repair yourself. Make a DC 20 Computer Use check. If successful, you restore 1d6 HP to your Avatar plus 1 HP per point you beat the check by.

You cannot raise your Avatar over its maximum normal HP total.

Versatile Log On**Prerequisite:** Computer Use 4 ranks

You have some control on where in the data-space your Avatar appears when you log into an Autorun session. Rather than appearing in the HOME hex, you may place your Avatar anywhere in the boxed yellow HOME row hexes.

Virtual Phantom**Prerequisite:** Computer Use 8 ranks

You can slip unnoticed past most guardian Programs. Once per Autorun session, you can declare that all Programs ignore you for one turn. Programs do not move towards you on this turn, and adjacent programs do not damage you for this turn.

Optional Rule: Different Data-Spaces

Rather than printing out the standard 8.5 x 11 inch data-space game board, you might spice up your auto run sessions by changing the size or shape of the game space.

Some possibilities:

Larger Hex Maps

Most gamers have a table-sized hex map lying around, at least 2 ft square, if not larger. Simply use it for your Autorun VR adventures. The top, right most hex is the GOAL, and the bottom, left most hex remains HOME. The bigger the better.

Data Voids

Data Voids go hand in hand with a larger hex map. Data voids are immobile terrain features which occupy seven hexes (6 hexes arranged around a central hex). 1d4 Data voids are randomly placed on the battle mat. Any Program entering a Data Void is immediately killed- programs will wander directly into a data void if it is in their projected path of travel. If a Hacker stumbles onto it, his Avatar is reduced to 0 HP, and the Data Void is destroyed.

Crossword Puzzles

Rather than randomly placing Code Walls, try imitating a cross word puzzle layout instead. Since crosswords are based on a square, not hex, grid,

some work might be necessary to adapt the layout of walls to the battle matt. Of course, if you just decide to use a square grid, instead of a hex grid, go ahead. A \$1.99 crossword puzzle magazine might be one of the best game accessories you've bought if you plan to feature Autorun sessions heavily in your cyberpunk game.

Wrap Around Logic

Like an old videogame, if you exit one side of the screen, you reenter on the opposite side. If you move off one horizontal axis of the battle grid, you reenter the battle mat in the equivalent square on the opposite side.

Sequential Grids

Rather than simply reaching one GOAL hex, it takes trudging through multiple grids to reach your true destination. When hacking any site with Exceptional or better security, roll 1d4. You must reach that many GOAL hexes in sequential grids to reach your destination. When you reach the first GOAL hex, you appear in the HOME hex of the second, randomly created grid. Repeat the process as many times as necessary to get to the true and final GOAL. This entire grueling process is considered a single Autorun session.

Optional Rule: Sys-Admins

What if you don't just want to run up against Programs, but want to hack head-to-head against the

best and most dangerous 'white hat' hackers protecting megacorporate and military databases? Simple, add a Sys-Admin to your Autorun data-space.

Sys-Admins are NPC hackers trying their hardest to fry the medulla of any Hacker stupid enough to stumble into their virtual lairs. You can either build them as full NPCs or use the following chart to quickly assemble their in-Autorun statistics. Sys-Admins do not count against a data-space's total number of program slots. They move at will, and do not move automatically like a Program. Sys-Admins act after the Hacker but before any Programs move. Sys-Admins move a number of squares per turn indicated on the chart below.

Each round a Hacker and a Sys-Admin's Avatars are adjacent to one another they make opposed Computer Use checks. Whichever Avatar receives the higher total wins the opposed contest inflicts an amount of Hit Point damage on the loser equal to the difference between the check results. Sys-Admins cannot be evaded, killed or subverted in the manner of Programs. However, subverted programs can be sent to attack a Sys-Admin. A Sys-Admin receives a +5 bonus on Computer Use checks made to subvert one of its own Programs, effectively restoring the corrupted Program to normal operation.

Sys-Admins always appear on the GOAL Hex when logging on.

Level of Security	Sys-Admin Computer Use Modifier	Computer Use Check DC	Sys-Admin Moves	Sys-Admin HP Total	Relevant VR Talents	If Reduced to 0 HP the Sys-Admin
Weak	No Sys-Admin Possible					
Minimum	+8	DC 20	3 hexes	5	None	Is dumped from the system.
Average	+10	DC 25	4 hexes	10	Data Sprinter and Self Repairs	
Exceptional	+15	DC 35	5 hexes	25	Plus Versatile Log On	Suffers Brainburn once; -2 penalty on all future Computer Use checks
Maximum	+18	DC 40	7 hexes	40	Plus Data Ghost (x2)	
Supermax	+33	DC 45	9 hexes	50	Plus Code Breaker and Data Architect	Suffers Brainburn twice; -2 cumulative penalty each time

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