

Hacking on the Fly Cheat Sheet



What You Need to Know

Skills

Hacking

Programs

Exploit

Stealth

Options

Account to be Created (choose one):
User Security Admin

Wound Modifier

Matrix Damage Modifier

Variables

Your Accumulated Hits

Target's Accumulated Hits

Prerequisites

Choose a target node to hack into. The target device must either be open to remote connections via the Matrix or be within Signal range of both itself and the device on which your persona is running.

What You Need to Do

1. Choose the account you wish to create on the target node. The gamemaster will set a threshold based on your choice and the target's Firewall.

2. Add your Exploit to your pool.

3. Add your Hacking to your pool.

4. Subtract any Wound Modifier from your pool.

5. Subtract any Matrix Damage Modifier from your pool.

6. Roll your dice pool. Add the hits to the accumulated hits you have gained over the course of the entire hacking attempt.

7. The gamemaster makes an Extended Test on behalf of the target and adds the hits to the accumulated hits it has gained.

8. If your accumulated hits have reached the gamemaster's threshold, you have created an account of the desired access level on the target node. If the target's accumulated hits have reached your Stealth rating, an active alert is triggered. These events are not mutually exclusive.

9. If your accumulated hits have not reached the gamemaster's threshold, you may perform steps 2-9 again on your next phase to accumulate more hits.

