



LPJ9743

FULL METAL ZERO

SOURCEBOOK:

HACK THE MATRIX

**Requires the use of the d20 Modern™
Roleplaying Game, published by Wizards of the Coast, Inc.**

The use of computers and computerized network systems in the last 20 years has changed how everything is done in this new age of information technology. Breaking into a computer system has become as common place in this new information age as drinking a glass of water. The ability for anyone from the age of 10 to 99 is becoming skilled in the use of computers and with that anyone can learn the skills to “hack” into any type of computer system. Computers like characters can be customized to do the most generic and simplistic things to computers that can do very complex, very

specific goals. If you need to gain access to find out how much money the lead drug dealers in the world have or how to make homemade chicken soup, some computer somewhere has that information. The new rules created in this sourcebook are intended to be compatible with the standard rules for D20 Modern, and you can easily integrate them in to your local game.



COMPUTERS AND NETWORKING SYSTEMS

When a computer is purchased individually, it is totally independent and normal not part of a group of computers, which called a network system. Often it is necessary for several of computers to work together in a group, similar to PCs in a game. When this happens, it is said that the computers are part of a network system. As network system consists of two or more computers also known as terminals that are working in conjunction usually to accomplish a particular goal or task. The direct advantage to working in a network system is more work can be done in the same amount of time. This makes a network system highly influential and powerful when performing such tasks as breaking into a network system, accessing files or encrypting files. The greatest disadvantage to a network system is that every computer is linked together, so what happens to one computer will most likely happen to all.

computer programming and hacking terms

Cracked: A cracked database, terminal or network system has been accessed by an outside person or persons without permission. All the information on the database, terminal or network system is considered to be accessible by the person who hacked the database, terminal or network system.

Database: A collection of records stored in a computer in a systematic way. The central concept of a database is that of a collection of records, or pieces of knowledge. Typically, for a given database, there is a structural description of the type of facts held in that database.

Firewall: A firewall is a program in a database, terminal or network system designed to prevent hacking or any other type unauthorized access to the system. The Difficulty DC and Sensitivity DC of the firewall determines how difficult the database, terminal or network system is to access and if the individual hacking in can be detected. The majority of database, terminal or network system have at least one firewall, but more complex database, terminal or network system have multiple firewalls.

Hack or Hacking: Hack is a term in the slang of the technology culture meaning creates and modifies computer software and computer hardware, including

computer programming, administration, and security-related items.

Network System: A network system is a group of terminals linked together, working together.

Partition: A partition is a category of often related systems and terminals inside a network. For example, all relation systems of environmental control would be in one partition, while the security cameras and alarm system might be on a totally a single partition.

Terminal: This is an outlet where a normal human can view information and make use of whatever functions the terminal controls. Various common examples of a terminal include a generic laptop or desktop computer, personal digital assistant, some cellular phones even video games systems on some occasions.

Virus: A virus is a primarily malicious program intended to effect systems and controls to which the database or network system has access, Weaken a database or network system's security, making it more accessible or even directly damage the database or network system central processing unit.

ACCESSING A NETWORK SYSTEM

To access any type of network system there must be a way that you can enter into it. The majority of the world's network systems can be easily available and may be accessible to the majority of the common masses. While some network systems are so secretive, that they may not even be accessible by external means, only terminal inside of the network system. The following is a listing of the network systems types with number of potential access points and firewalls:

Network Type: This is the specific type of network system that a group of terminals are connected to.

- **Normal:** These types of networks consist of the most common and readily available terminals. These would best be described as a typical network system such as a family home network for example.
- **Corporate:** These types of networks consist of the average business or corporate terminals.
- **Government:** Classified Network System: These types of networks consist of the standard level state or local governmental terminals. These would best be described as network systems local city government or city hall for example.
- **Government:** Secret Network System: These types of networks consist of the classified level governmental terminals.

Network Type	Access Points	Access Point DC	Firewalls	Difficulty DC	Sensitivity DC
Normal	Unlimited	DC 5	None	DC 5	DC 5
Corporate	D12	DC 10	D4+1	DC 10	DC 15
Government: Classified	D10	DC 20	D8+2	DC 20	DC 25
Government: Secret	D4	DC 30	D12+5	DC 30	DC 35
Government: Top Secret	D4-1	DC 40	D20+12	DC 40	DC 50
Government: Ultra Special	1	DC 50	2D20+20	DC 50	DC 75
Special	None*	---	Special	DC 75	DC 90

**-These types of systems are completely unable to be accessed from any outside sources or terminals and can only be accessed directly for a terminal that is directly part of the network system.*

- **Government: Top Secret Network System:** These types of networks consist of the highly classified level governmental terminals.
- **Government: Ultra Secret Network System:** These types of networks consist of the extremely classified level governmental terminals.
- **Special Network System:** These types of networks consist of specialty made terminals. These would best be described as network systems such as very secretive projects and covert operations for example.

Access Points: This is the number of possible openings or entry points that a Terminal may use to try to enter in a network system.

Access Point DC: The DC of the Access Point determines the ability for the person to “log on” or “hack into” to that system. If the roll fails, that access point is blocked and may not attempt again for 24 hours.

Firewalls: This is the number of firewalls that exist that must be bypassed to enter into a secured network system. If a PC fails to bypass any of the firewalls, the network system will alert the proper individuals that there has been attempted breach of security. Normally the particular owners of the network system will have security countermeasures for these types of actions.

Difficulty DC: Determines how difficult the database or network system is to access.

Sensitivity DC: Determines how difficult it is to hide the individual hacking into the network. If the firewall detects the hacking attempt it will record whether the hacking attempt occurred within the network and from which security Partition or from an outside source.

FIREWALLS AND DATABASES

Once a network system is hacked, the individual databases can be accessed for information placed on each of their partitions. Each database, like the network

system, has its own individual firewall to protect it. This individual firewall is equal to what ever type network system the database is part of.

Detection by a Firewall

While attempting to hack in to a terminal, you can use a Research check to see if you have been detected by a firewall. The Firewall’s Sensitivity DC will determine the ability of success. If successful, the PC will know that they have not been detected by the firewall. If you fail the appropriate individuals will be alerted.

Multiple Firewalls

Dependant on the system, firewalls can protect any given database, terminal or network system; however different firewalls may be used to protect each individual partition of a database, terminal or network system. Most commonly, a network system will have several very high DC firewalls protect it from outside intrusion and internally on the network system, there is a highly sensitivity firewall that protects each of the partitions.

Searching for Files and Programs

After accessing a database, the most logical action to perform is a search of the terminal’s records for files and/or programs. The files and programs could be easily accessible or quite difficult to attain, which is directly dependent on the type of files that is being searched for.

- All general knowledge information, Data & Information programs or Operation & Utilities programs has a DC 10 and will take D4 rounds to locate.
- All Defensive programs has a DC 15 and will take D6 rounds to locate.
- All Security Countermeasure programs has a DC 20 and will take D8 rounds to locate.

- All Offensive programs has a DC 25 and will take D10 rounds to locate.
- All Invasion programs has a DC 30 and will take 2D10 rounds to locate.
- Protected, secured or secret information or data has a DC 40 and will take a minimum of 3d12+10 rounds to locate.

Downloading and copying files and programs

Once the information that you are looking for has been found, the next phase of the operation would be downloading and copying the information to another terminal. The amount of time that is needed to download or copy a program is determined by the amount size in program slot space the programs takes up.

- General information or programs with 1 program slot will take 2 rounds to download.
- Programs with 2 to 3 program slots will take D6+2 rounds to download.
- Programs with 4 to 5 program slots will take D8+4 rounds to download.
- Programs with 6 or 7 program slots will take D12+6 rounds to download.
- Programs with 8 or more program slots will take 2D12+8 rounds to download.

Locating a hackers physical location

A person can determine the physical location of an another hacker's terminal by means of successful Research checks versus $10 + \text{User's Intelligence modifier} + \text{User's class bonus (if any)} + \text{equipment bonus (if any)} + \text{size modifier (if any)}$. A successful Research check reveals the most general location of the terminal that is different from the location of the person trying to locate it. This check may be made multiple times, each time it is successful the individual obtains a more specific location. This check may be made as many times as needed for the terminals exact location to be pinpointed. If a location category does not apply, a 1 story building for instance, then go to the next most specific category.

Location Categories	Time Required
Continent	Free Action
Country	Partial Action
State, Prefecture, etc	Action
City	D4 Rounds
Zip Code	D4+2 Rounds
Bloc	D6+2 Rounds
Building	D8+4 Rounds
Floor	D12+6 Rounds
Exact Location	D20+10 Rounds

TERMINALS AND ACCESSORIES

This section covers the wide variety of general terminal and accessories available to adventurers of all sorts.

Benefits: What the terminal enables a terminal to do.

Icon HD: An Icon is an electronic and digital representation of a terminal in cyberspace. An Icon can appeal as any type of object or image that they user desire, but the use my not change the image of the Icon once it has been decided. An Icon is also considered to be the hit points for a terminal while in cyberspace. When an Icon's hit points reaches zero, the Icon is considered to be disrupted or destroyed and must be recreated. A recreation of an Icon will normally take D4+2 turns. A terminal can normal only have one Icon operating at one time.

Icon Defense: The Icon Defense represents how hard it is for opponents to damage the Icon. The number listed is the Icon's base Defense without any type of modifiers added to it. An Icon's Defense is equal to: $10 + \text{User's Intelligence modifier} + \text{User's class bonus (if any)} + \text{equipment bonus (if any)}$.

Operating System: This is considered to be the "mind" of the database or terminal. The operating systems can be any one of the following: Standard Operating Systems, Advanced Operating Systems, Expert Operating Systems, Advanced Artificial Intelligence Operating Systems or Expert Artificial Intelligence Operating Systems. Each operating system cost a particular amount of program slots, depending on the type of terminal.

Maximum Number of Program Slots: This is the maximum amount of programs that a terminal can hold at on time. All operating systems and additional starting programs do count to the final maximum amount of programs.

Purchase DC: This is the purchase DC for a Wealth check to acquire the item. This number reflects the base price and doesn't include any modifier for purchasing the item on the black market.

Restriction: The restriction rating for the object, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the item on the black market.

series P5 terminal

These terminals are the "lowest end" of the P Series of computer lines. They can be most likely found in the majority of lower class homes. They are readily available in any major department store.

Benefits: None

Icon HD: 3d10+5 (21 hp)

Icon Defense: 10

Operating System: Standard Operating Systems

Maximum Number of Program Slots: 25 (Including the Operating System)

Purchase DC: 20

Restriction: None

series P6 terminal

These terminals are the average and most available of the P Series of terminals lines. They can be most likely found in the middle to upper class homes. This terminal like the Series P5 computers are readily available in any major department store.

Benefits: +2 to Computer Use rolls

Icon HD: 4d10+10 (32 hp)

Icon Defense: 10

Operating System: Standard Operating Systems

Maximum Number of Program Slots: 30 (Including the Operating System)

Purchase DC: 22

Restriction: None

series P7 terminal

These terminals are the “cutting edge” of terminals technology in the P Series of terminals lines. They will normally be found only in the top of the line terminals labs, 3-D animation studios or special effects houses. They are not normally sold to the mass public, but are available in very specialized shops.

Benefits: +4 to Computer Use rolls

Icon HD: 5d10+15 (43 hp)

Icon Defense: 12

Operating System: Advanced Operating Systems

Maximum Number of Program Slots: 50 (Including the Operating System)

Purchase DC: 25

Restriction: None

series P7-alpha terminal

These terminals have evolved out of the Series P7 terminals. The Series P7-Alpha terminals are the first step in making terminals more specialized. These types of terminals are not normally sold to the mass public, but are normally Series P7-Alpha terminals that have been modified by some engineer.

Benefits: +4 to Computer Use rolls

Icon HD: 6d10+20 (53 hp)

Icon Defense: 12

Operating System: Standard Dual Operating Systems

Maximum Number of Program Slots: 60 (Including the Operating System)

Purchase DC: 28

Restriction: Limited (+1)

series P7-beta terminal

These computers have evolved out of the Series P7-Alpha terminals. These types of terminals are not normally sold to the mass public. But like with the Series P7-Alpha computers these can be acquired by some computer engineers who have modified them.

Benefits: +6 to Computer Use rolls

Icon HD: 8d10+25 (69 hp)

Icon Defense: 13

Operating System: Standard Dual Operating Systems

Maximum Number of Program Slots: 70 (Including the Operating System)

Purchase DC: 30

Restriction: Restricted (+2)

series P7-gamma terminal

As with the Series P7-Beta computers, these terminals have evolved out of the Series P7-Alpha terminals. The Series P7-Gamma terminals are a continuation in the natural progression of this terminal line. These types of terminals are not normally sold to the mass public. But like with the Series P7-Alpha terminals, these can be acquired by some engineers who have modified them.

Benefits: +6 to Computer Use rolls

Icon HD: 10d12+40 (106 hp)

Icon Defense: 14

Operating System: Standard Dual Operating Systems

Maximum Number of Program Slots: 80 (Including the Operating System)

Purchase DC: 32

Restriction: Restricted (+2)

series P8-alpha terminal

As with the Series P7-Alpha, Beta and Gamma terminals, this terminal has evolved out of the Series P8 terminals. These types of terminals are not normally sold to the mass public.

Benefits: +8 to Computer Use rolls

Icon HD: 15d12+50 (150 hp)

Icon Defense: 16

Operating System: Expert Dual Operating Systems

Maximum Number of Program Slots: 90 (Including the Operating System)

Purchase DC: 34

Restriction: Restricted (+2)

virtual reality (vr) chair

The “bleeding edge” in the evolution of computer interfaces is the Virtual Reality Chair. A VR chair consists of a very large terminal apparatus that basi-

cally encloses the user. The VR Chair can be used in conjunction with any other Virtual Reality system without the need of a network. But when connecting with any non-Virtual Reality terminal, a network system will be necessary.

Benefits: +14 to Computer Use rolls

Icon HD: 30d20+75 (405 hp)

Icon Defense: 50

Operating System: Expert Artificial Intelligence Operating Systems

Maximum Number of Program Slots: 200
(Including the Operating System)

Purchase DC: 36

Restriction: Military (+3)

virtual reality (vr) glove

The first step in the evolution of personal interaction with the computer interfaces was created with the Virtual Reality Glove. The Virtual Reality Glove is worn on the hand and wrist area of the user. Also the standard terminals items, this computer make it easier to directly interact with objects in cyberspace.

Benefits: +6 to Computer Use rolls

Icon HD: 4d12+12 (36 hp)

Icon Defense: 16

Operating System: Advanced Operating Systems

Maximum Number of Program Slots: 35 (Including the Operating System)

Purchase DC: 30

Restriction: Restricted (+2)

virtual reality (vr) suit

The Virtual Reality Suit is the “cutting edge” of virtual reality technology. This Virtual Reality Suit consists of VR Glove, VR Visor and a VR Body Suit. With this suit it makes it possible for the user to directly interact and interface with cyberspace. Like with the VR Visor, the VR Suit will create virtual images of place and environments in cyberspace to make it easier for the user to directly interact with the cyberspace environment.

Benefits: +10 to Computer Use rolls

Icon HD: 15d20+50 (215 hp)

Icon Defense: 20

Operating System: Advanced Artificial Intelligence Operating Systems

Maximum Number of Program Slots: 150
(Including the Operating System)

Purchase DC: 40

Restriction: Military (+3)

virtual reality (vr) visor

The Virtual Reality Visor is the “standard” device in the field of virtual reality terminal interfaces. This

terminal consists of the Virtual Reality Visor and the database storage unit. The wearer of the Virtual Reality Visor will interact with cyberspace by way of a voice-activated system. The Virtual Reality Visor will create virtual images of place and environments in cyberspace to make it easier for the user to directly interact with the cyberspace environment.

Benefits: +4 to Computer Use rolls

Icon HD: 5d12+18 (51 hp)

Icon Defense: 12

Operating System: Expert Operating Systems

Maximum Number of Programs Slots: 45 (Including the Operating System)

Purchase DC: 26

Restriction: Restricted (+2)

OPERATING SYSTEMS

In the simplest of terms, the operating system is the “thinking brain” of a terminal. The operating system determines what type of function the terminal will be able to perform. There are various types of operating systems that a terminal can use. The higher and more technologically advanced the terminal, the more actions the terminal will be able to perform. The following is a list of terminal operating systems and the benefits and drawbacks to their capabilities.

advanced artificial intelligence operating systems

Advanced Artificial Intelligence Operating Systems are the “cutting edge” of technology in the terminal technology terminals. High-level terminal programmers and other such people in this type of work field often use this type of operating system. The following is a list of programs that this type of operation system possesses to perform its list of functions:

Attack v1.0, Bind v1.0, Buddy, Clean v1.0, Copy, Data Fix v1.0, Decrypt v1.0, Delete, Download, Encrypt v1.0, Error Recognition, File Management, Log, Network Protocols, Save and System Status

Program Slots: 16

Purchase DC: 20

Restriction: Military (+3)

advanced operating systems

Advanced Operating Systems are the top of the line operating system available on the mass public market for terminal operating systems. This type of operating system is the next evolutionary step in the development and creation of terminals. The following is a list of programs that this type of operation system possesses to perform its list of functions:

Buddy, Clean v1.0, Copy, Delete, Download, Error Recognition, File Management, Network Protocols, Save and System Status

Program Slots: 9

Purchase DC: 17

Restriction: None

Expert Artificial Intelligence Operating Systems

Expert Artificial Intelligence Operating Systems are the next generation of “bleeding edge” technology in the terminal operating systems. High-level terminal programmers, artificial intelligence programmers and other such people in this type of work field often use this type of operating system. The following is a list of programs that this type of operation system possesses to perform its list of functions:

Attack, Banish v1.0, Bind v1.0, Buddy, Clean v1.0, Copy, Data Fix v1.0, Decrypt v1.0, Delete, Door Lock v1.0, Download, Encrypt v1.0, Error Recognition, File Management, Invisible v1.0, ISeeU, Network Protocols, Save, Signal v1.0 and System Status

Program Slots: 15

Purchase DC: 18

Restriction: Military (+3)

Expert Dual Operating Systems

Expert Dual Operating Systems are the “bleeding edge” of technology in the terminal technology terminals. Terminals with this operation system are normally used for high end digital and graphic manipulation. The following is a list of programs that this type of operation system possesses to perform its list of functions:

Armor, Attack v.10, Bind v1.0, Buddy, Clean v1.0, Copy, Data Fix v1.0, Decoy, Delete, Download, Error Recognition, Escape v1.0, File Management, Force Field v1.0, Log, Network Protocols, Save and System Status

Program Slots: 14

Purchase DC: 17

Restriction: Restricted (+2)

Expert Operating Systems

Expert Operating Systems are the “cutting edge” of technology in the terminal technology terminals. High-level terminal programmers and other such people in this type of work field often use this type of operating system. The following is a list of programs that this type of operation system possesses to perform its list of functions:

Buddy, Clean v1.0, Copy, Data Fix v1.0, Delete, Download, Error Recognition, File Management, Log, Network Protocols, Save and System Status

Program Slots: 9

Purchase DC: 16

Restriction: None

Standard Operating Systems

Standard Operating Systems are the most common and basic of the entire terminal operating systems. This type of operating system is the basic from which all other operating systems have been created and developed from. The following is a list of programs that this type of operation system possesses to perform its list of functions:

Copy, Delete, Error Recognition, File Management, Network Protocols, Save and System Status

Program Slots: 7

Purchase DC: 15

Restriction: None

Standard Dual Operating Systems

Standard Dual Operating Systems are the next evolution step in terminal operating systems technology. This type of system in comparison to Standard Operating Systems has two operating systems to share the work of the terminal. If the Standard Dual Operating System on a terminal begins to become overtaxed due to a programmer, the secondary system will divert some of the workload to it. The following is a list of programs that this type of operation system possesses to perform its list of functions:

Armor, Attack v.10, Bind v1.0, Buddy, Clean v1.0, Copy, Data Fix v1.0, Decoy, Delete, Download, Error Recognition, File Management, Log, Network Protocols, Save and System Status

Program Slots: 10

Purchase DC: 16

Restriction: None

Computer Modifications

As with firearms and vehicles, it is only natural that terminal users and programmer would like to create their own specialty terminals. All of these modifications will improve the network system performance in one way or another. All of these modifications can be used in conjunction with each other, unless otherwise noted. The following listed items are customizable items for any terminal.

Artificial Intelligence (AI) Processor

A terminal with this modification possesses an artificial intelligence processor capable of creating its own

Terminal Icon. With this modification it is possible for a terminal to have two terminal Icons operating at the same time. One of the terminal Icons would be the terminal's user, while the other would be the Artificial Intelligence Processor's own Icon. The Artificial Intelligence Processor Icon stat would be equal to the Terminal that it is operating on.

Operating System: Based off of the Computer

Additional Starting Programs: None

Maximum Number of Programs: 50

Purchase DC: 32

Restriction: Restricted (+2)

dual processor

A terminal with this modification has had its normal processor replace with two central processing units. With this, any terminals using this modification will gain one additional half action per round.

Purchase DC: 14

Restriction: None

encrypted security system

Terminals with this modification have these files specially coded so that if the proper access codes are not given the terminal will not operate. Encrypted Security Systems can be brought in various types including Single, Double and Triple encrypted options. In gaming terms, single encrypted security systems have a digital lock (DC 20) that must be unlocked to operate the terminal. Double encrypted security systems have a digital lock (DC 30) that must be unlocked to operate the terminal. Triple encrypted security systems have a digital lock (DC 40) that must be unlocked to operate the terminal.

Purchase DC: 15 (*single encrypted security systems*), 18 (*double encrypted security systems*), 22 (*triple encrypted security systems*)

Restriction: None (*single encrypted security systems*), Limited (+1) (*double encrypted security systems*), Restricted (+2) (*triple encrypted security systems*)

extra storage space

This modification makes it possible for terminal to add more storage space for them. This modification can be purchased a multiple of times. For each extra storage space modification that is purchased, the terminal will gain 10 additional program slots to it.

Purchase DC: 8

Restriction: None

fiber optic circuitry

The normal terminal circuitry of this terminal has been replaced with the new cutting edge fiber optic circuitry increases the computing speed of the operating system

and processor. In gaming term all terminals with this type of modification will gain a +2 to Computer Use rolls and gain one additional half action per round.

Purchase DC: 23

Restriction: None

hyper processor

A terminal with this modification has had its normal processor replace with a new even fast faster hyper processor. With this, all terminals using this modification will gain a +4 to Computer Use rolls and gain two additional half actions per round.

Purchase DC: 26

Restriction: None

laptop system

Unlike standard desktop terminal, this modification makes the terminal quite portable and easy to carry around. This type of system can also be placed in to a docking station of a network system.

Purchase DC: 23

Restriction: None

laser modem

This modification on terminal makes it possible for terminal to transmit data and information at a higher rate of speed due to in being transfer via a laser beam. In gaming terms, a terminal with this type of modification will make Computer Use and Research checks involving the Internet to be made in a quarter of the normal time.

Purchase DC: 12

Restriction: None

personal digital assistant (pda) system

Unlike standard desktop terminal, this modification makes the terminal small enough that it can fit in the palm of your hand, making it easy to carry around but still with its eminence power. This type of modification can be placed in to a docking station of a network system to have it work as part of a network. This modification can not be used with the terminal modification, Laptop System.

Purchase DC: 25

Restriction: None

quick keys

With terminal modification it is possible for a terminal to perform particular action with a combination of keys instead for going about the process in its original time-consuming way. In gaming terms, terminals with this modification will gain a +2 to Computer Use rolls.

Purchase DC: 12
Restriction: None

reinforced circuitry

Computers with this modification were built with the terminal extended durability in mind. The type circuitry of this terminal has been replaced with a stronger reinforced terminal circuitry. In gaming terms, terminals with the modification of reinforced circuitry will reduce all damage done to a terminal by D4 points.

Purchase DC: 20
Restriction: None

removable hard drive

A terminal with this modification has an extra hard drive that can be removed and exchanged with another removable hard drive. In gaming terms, up to 15 program slots are removable and exchangeable with another removable hard drive. This terminal modification can be purchased a multiple of times but the terminal will be only able to exchange one removable hard drive each round.

Purchase DC: 10
Restriction: None

touch screen

With making terminal easier to use, the development of graphic user interfaces have spawned the Touch Screen interface. The use of the terminal will touch the screen to cause action to come about on a terminal instead of using a mouse or some other type of input device. All terminals with this modification will gain a +2 to Computer Use rolls

Purchase DC: 20
Restriction: None

triad processor

A terminal with this modification has had its normal processor replace with three central processing units. With this, any terminals using this modification will gain two additional half actions per round.

Purchase DC: 25
Restriction: None

trackball interface

With this terminal modification it has made it easier for people to interact with their terminals even easier. All terminals with this type of modification will gain one additional half action per round.

Purchase DC: 4
Restriction: None

waterproof

The greatest danger to any type of terminal is getting it wet. Water and electricity do not mix. Terminal with this modification have been made waterproof and with that are able to operate in wet or even in underwater condition with no effect to them at all.

Purchase DC: 15
Restriction: None

wireless modem

With the invention of mobile phone it was only a matter of time until someone invent a wireless modem, making it possible for a terminal to be connected to cyberspace with the need of a direct cable interface. This terminal modification can be purchased in addition to already having a modem, including laser modem.

Purchase DC: 8
Restriction: None

voice activated

With this terminal modification it has made it easier for people to interact with their terminals even easier. In gaming term, player not need to be in direct contact with their terminal to operate it, all they need to do is speak out. Terminals with this modification are equipped with a keyboard, if direct input contact is necessary.

Purchase DC: 20
Restriction: Limited (+1)

zip files

With this modification a terminal is able to reduce the amount of space that a program takes up. In gaming terms, the terminal's program slot costs are reduced by 1 point. If any program slot cost is reduced lower than 1, it is considered to be one-half (1/2).

Purchase DC: 2
Restriction: None

terminal programs

Terminal programs can be considered to be one of the most important parts of terminals. With out programs, terminal would be little more that oversized paperweights. All terminal programs serve some type of purpose and need. Some programs search for information, while other programs clean up the terminals for problems while other protect the database. The specific nature of a program in determined by reason for its creation. The following lists the generic information that is needed to know when dealing with terminal programs:

Name And Definition: The description of the program and what is its main purpose and function.

Actions: Action or Half-Action

Program Slots: The amount of program slots that this program will take up when this program is loaded on to the terminal to be used.

Program Type: The specific nature of the terminal program, whether it be Defensive, Invasion, Offensive, Operation & Utilities or Security Countermeasure. Defensive programs are programs that used with the basic concept of protecting the terminal, network system or database. Invasion programs are programs that help individuals gain access to terminals, network systems or databases. Offensive programs are programs that attack terminals, network systems or databases. Operation & Utilities programs are programs that help the terminals, network systems or databases operate normally. Security Countermeasure programs are created to bypass the security systems of terminals, network systems or databases.

Effects: The program directly effects either the terminal directly, terminal Icon, database, network system or Icon all of them at once.

Purchase DC: The cost of the program

Restriction: The restriction rating for the object, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the item on the black market.

armor

With this program, all damage done to an Icon is reduced by D4 points.

Actions: Half-Action

Program Slots: 1

Program Type: Defensive

Effects: Icon

Purchase DC: 10

Restriction: None

anchor v1.0

This defensive program was created to stop Icons from being removed from a network system and forced back into cyberspace. This program will negate the effects the Banish v1.0 program.

Actions: Half-Action

Program Slots: 2

Program Type: Defensive

Effects: Icon

Purchase DC: 10

Restriction: None

attack v1.0

This program causes the Icon to project an offensive attack against another Icon that does D4 points damage.

Actions: Half-Action

Program Slots: 2

Program Type: Offensive

Effects: Icon

Purchase DC: 10

Restriction: None

attack v1.5

This program is identical to the program, Attack v1.0, except that the attack does D4+2 points damage.

Actions: Half-Action

Program Slots: 2

Program Type: Offensive

Effects: Icon

Purchase DC: 11

Restriction: None

attack v2.0

This program is identical to the program, Attack v1.0, except that the attack does D6 points damage.

Actions: Half-Action

Program Slots: 2

Program Type: Offensive

Effects: Icon

Purchase DC: 12

Restriction: None

banish v1.0

This program will bar entry to any Icon when it has been tagged with banish program code. Once an Icon has been tagged with this they must return to cyberspace at the end of the current round. If they wish to reenter this network system again they must hack the terminal's firewall again.

Actions: Half-Action

Program Slots: 2

Program Type: Security Countermeasure

Effects: Icon

Purchase DC: 10

Restriction: None

bind v1.0

With this program, an Icon will be trapped at this particular network system current location and the Icon can not escape into cyberspace. With this, an Icon can be traced and tracked back to its home location in half the normal time.

Actions: Half-Action

Program Slots: 4

Program Type: Security Countermeasure
Effects: Terminal
Purchase DC: 13
Restriction: Limited (+1)

black hole

This program will remove an Icon from network system by sending it back to random location cyberspace. This program will cause 2D12+6 points to the Icon while it is removing the Icon in this fashion. This program can not be reflected back on the source.

Actions: Action
Program Slots: 6
Program Type: Offensive
Effects: Terminal
Purchase DC: 15
Restriction: Restricted (+2)

booby trap v1.0

This program a user can set up a “booby trap” in the firewall of a particular network system. Any terminal that tries to hack into a firewall and fails, the “booby trap” goes off and the program destroys 5 program slots of a terminal hacking in (*GM choice*) making those programs destroyed useless. A booby trap v1.0 can be detected if the hacking terminal runs a Scan v1.0 program on the firewall that contains a booby trap v1.0.

Actions: Half-Action
Program Slots: 1
Program Type: Security Countermeasure
Effects: Terminal
Purchase DC: 10
Restriction: None

booby trap v1.5

This program is identical to the program, Booby Trap v1.0, except that the booby destroys 10 program slots of a terminal hacking in.

Actions: Half-Action
Program Slots: 2
Program Type: Security Countermeasure
Effects: Terminal
Purchase DC: 11
Restriction: None

booby trap v2.0

This program is identical to the program, Booby Trap v1.0, except that the booby destroys 15 program slots of a terminal hacking in.

Actions: Half-Action
Program Slots: 3
Program Type: Security Countermeasure
Effects: Terminal

Purchase DC: 12
Restriction: Limited (+1)

buddy

This program is used to assist untrained user on terminal operations. When using the Buddy program, all terminals gain an additional half-action per round.

Actions: Free Action
Program Slots: 1
Program Type: Operation & Utilities
Effects: Terminal
Purchase DC: 10
Restriction: None

camouflage v1.0

With so many Icons getting Banish v1.0 placed on themselves restricting access to network systems, it was only a matter of time till someone made a program to stop it. This program will hide and negate the Banish v1.0 program code placed on a Icon.

Actions: Half-Action
Program Slots: 2
Program Type: Defensive
Effects: Icon
Purchase DC: 12
Restriction: None

clean v1.0

This program is the most basic attempt to help combat invasion and virus programs. This program will “cure” and destroy the invasion programs like Pig v1.0, Pig v1.5, Pig v2.0, Virus v1.0 and Virus v1.5.

Actions: Half-Action
Program Slots: 1
Program Type: Operation & Utilities
Effects: Terminal
Purchase DC: 15
Restriction: None

copy

Just as the name states, this program make it possible to make copies of other programs.

Actions: Half-Action
Program Slots: 1
Program Type: Operation & Utilities
Effects: Terminal
Purchase DC: 10
Restriction: None

data fix v1.0

This program will repair data on a program slot that has been damaged or fragmented by another program. It will take 10+D10 rounds to repair each damaged program slot.

Actions: Half-Action
Program Slots: 1
Program Type: Operation & Utilities
Effects: Terminal
Purchase DC: 10
Restriction: None

decoy

With this program it is possible for Terminal to create another duplicate false electronic Icon of itself on the network system. The decoy Icon has HD of 1d10+5 (8 hp) and is used to draw attacks from the real Icon. The Decoy Icon cannot perform any actions.

Actions: Half-Action
Program Slots: 2
Program Type: Defensive
Effects: Icon
Purchase DC: 14
Restriction: None

decrypt v1.0

With program it is possible to decode terminal files that have been encrypted with Encrypt v1.0 files.

Actions: Half-Action
Program Slots: 1
Program Type: Operation & Utilities
Effects: Terminal
Purchase DC: 13
Restriction: None

delete

This program will delete any and all unwanted files on a terminal, database or network system. General information or programs with 1 program slot can be deleted in 1 round. Programs with 2 to 3 program slots can be deleted in 2 rounds. Programs with 4 to 5 program slots can be deleted in D6+2 rounds. Programs with 6 to 7 program slots can be deleted in D8+3 rounds. Programs with 8 or more program slots can be deleted in 2D8+6 rounds. Programs stopped before deletion are completed, then that program is considered to be fragmented.

Actions: Half-Action
Program Slots: 1
Program Type: Operation & Utilities
Effects: Terminal
Purchase DC: 10
Restriction: None

door lock v1.0

This program make it hard for Icon to enter a database. All databases with this program increase their Difficulty and Sensitivity DC of their firewalls by +5.

Actions: Half-Action
Program Slots: 1
Program Type: Security Countermeasure
Effects: Database or Network System
Purchase DC: 13
Restriction: None

download

Just as the name implies, with this program it is possible to download files form a database.

Actions: Half-Action
Program Slots: 1
Program Type: Operation & Utilities
Effects: Terminal
Purchase DC: 10
Restriction: None

encrypt v1.0

This program will scramble data and information not making it possible for unauthorized people to read the information. To decode files that have been encrypted with Encrypt v1.0, a terminal will need to Decrypt v1.0. Encrypted files can not be read or understood unless they have been decoded.

Actions: Free Action
Program Slots: 1
Program Type: Operation & Utilities
Effects: Terminal
Purchase DC: 14
Restriction: None

escape v1.0

Often Icons that have been bound to a particular place by a Bind v1.0 program really need to escape, that is when Escape v1.0 will come in handy. With this program, a Icon can free themselves from a Bind v1.0 program and escape in to cyberspace.

Actions: Full
Program Slots: 1
Program Type: Operation & Utilities
Effects: Icon
Purchase DC: 15
Restriction: None

error recognition

This program will reveal any and all problems that might be going on with a specific program.

Actions: Free Action
Program Slots: 1
Program Type: Operation & Utilities
Effects: Terminal
Purchase DC: 10
Restriction: None

file management

This program will list the files that are currently on this terminal to the user.

Actions: Free Action

Program Slots: 1

Program Type: Operation & Utilities

Effects: Terminal

Purchase DC: 10

Restriction: None

force crash

This program will send a massive surge of information to be sent to a terminal causing it to freeze up and stop working. This program will causes one random program; PC's choice; to crash, fail and stop working for D4 rounds.

Actions: Action

Program Slots: 2

Program Type: Invasion

Effects: Terminal

Purchase DC: 12

Restriction: None

force field v1.0

This program creates a glowing field around the Icon to protect it from damage. The force field will absorbs up D4 points of damage to the Icon before failing and this program is totally inactive for 2d8+6 rounds.

Actions: Half-Action

Program Slots: 1

Program Type: Defensive

Effects: Icon

Purchase DC: 12

Restriction: None

force field v1.5

Just like the Force Field v1.0, this force field will absorbs up D4+1 points of damage to the Icon before failing and this program is totally inactive for 2d8+1 rounds.

Actions: Half-Action

Program Slots: 2

Program Type: Defensive

Effects: Icon

Purchase DC: 13

Restriction: None

force field v2.0

Just like the Force Field v1.0, this force field will absorbs up D6 points of damage to the Icon before failing and this program is totally inactive for 2d6 rounds.

Actions: Half-Action

Program Slots: 3

Program Type: Defensive

Effects: Icon

Purchase DC: 14

Restriction: Limited (+I)

fragment

This program will damage up to D4 programs slots and stops them from working correctly on a terminal. The program that are in the fragmented slots must be fixed before the can be used again. All programs slots damaged in this way can be fixed with Data Fix v1.0

Actions: Half-Action

Program Slots: 1

Program Type: Invasion

Effects: Terminal

Purchase DC: 11

Restriction: None

glue

This program will slow down terminal operations making it only able to make one half-action per round for D6 rounds.

Actions: Action

Program Slots: 3

Program Type: Defensive

Effects: Terminal

Purchase DC: 15

Restriction: None

invisible v1.0

This program will mask the electronic signal of an Icon making it virtually invisible while on the network system.

Actions: Half-Action

Program Slots: 1

Program Type: Security Countermeasure

Effects: Icon

Purchase DC: 12

Restriction: None

iseeu

With so many Terminal using Invisible v1.0 it was only a matter of time until this type security countermeasure was created to battle against it. In gaming terms, a terminal with this program can negate the effects of the program, Invisible v1.0.

Actions: Half-Action

Program Slots: 2

Program Type: Security Countermeasure

Effects: Icon

Purchase DC: 12

Restriction: None

Log

This program will record the Icon's movements in cyberspace and network system. It will keep them in the terminal's database so a user can find a location in cyberspace easier by reducing the Access DC by 10 points.

Actions: Free Action

Program Slots: 1

Program Type: Operation & Utilities

Effects: Icon

Purchase DC: 10

Restriction: None

network protocols

This program makes it possible for a terminal to work together in a network system. If this program is damaged, the database on the network system can no longer operate with the other databases on the network.

Actions: Free Action

Program Slots: 1

Program Type: Operation & Utilities

Effects: Terminal

Purchase DC: 10

Restriction: None

pig v1.0

This offensive program will takes up D4 random Program slots of space in terminal. This will cause the terminal to not be able to uses those programs as long as the Pig v1.0 is active.

Actions: Half-Action

Program Slots: 1

Program Type: Offensive

Effects: Terminal Only

Purchase DC: 11

Restriction: None

pig v1.5

This offensive program will takes up D4+1 random Program slots of space in terminal. This will cause the terminal to not be able to uses those programs as long as the Pig v1.5 is active.

Actions: Half-Action

Program Slots: 2

Program Type: Offensive

Effects: Terminal

Purchase DC: 12

Restriction: None

pig v2.0

This offensive program will takes up D6 random Program slots of space in terminal. This will cause the

terminal to not be able to uses those programs as long as the Pig v2.0 is active.

Actions: Half-Action

Program Slots: 3

Program Type: Offensive

Effects: Terminal

Purchase DC: 13

Restriction: Limited (+1)

reference

This program makes it possible for a user to get all type of information on various topics from a specific network system.

Actions: Free Action

Program Slots: 1

Program Type: Operation & Utilities

Effects: Terminal

Purchase DC: 10

Restriction: None

reflection

After a Terminal has been attacked by a program, this program will reflect the attack back on its source. An attack that has been reflected can not be re-reflected back again.

Actions: Action

Program Slots: 3

Program Type: Defensive

Effects: Terminal

Purchase DC: 17

Restriction: Limited (+1)

regenerate v1.0

Recreating a Icon that has been destroyed can take a large amount of time. Often it is better to heal the Icon on the run. With this program Terminal can heal up to D4 to a Icon per use.

Actions: Half-Action

Program Slots: 2

Program Type: Defensive

Effects: Terminal

Purchase DC: 12

Restriction: None

save

Just as the names says this program makes it possible for one terminal to save information about another terminal to their storage area.

Actions: Free Action

Program Slots: 1

Program Type: Operation & Utilities

Effects: Terminal

Purchase DC: 10
Restriction: None

scan v1.0

This program will scan a terminal for any type of virus that may “infesting” a database, terminal and network system at that time.

Actions: Half-Action
Program Slots: 1
Program Type: Operation & Utilities
Effects: Terminal
Purchase DC: 11
Restriction: None

search

With this program it is possible for a user or terminal to search and locate very specific files and information on a network system.

Actions: Half-Action
Program Slots: 1
Program Type: Operation & Utilities
Effects: Terminal
Purchase DC: 10
Restriction: None

signal v1.0

In gaming term, any Terminal that enters or leaves a network system will sound an alarm informing the terminal network that there is an intruder. If a Terminal Icon is using the program, Invisible v1.0, then the Signal v1.0 program will not go off.

Actions: Half-Action
Program Slots: 1
Program Type: Security Countermeasure
Effects: Terminal
Purchase DC: 11
Restriction: None

skeleton key

This program negates the effects of the program, Door Lock v1.0

Actions: Half-Action
Program Slots: 1
Program Type: Invasion
Effects: Database or Network System
Purchase DC: 13
Restriction: None

static

In cyberspace, there are secret terminal networks that want to remain secret. Often a Terminal will stumble on one of these sites and make of record of this. This was the reason for creating the program, Static. This program sends out a signal that makes impossible for

the Terminal to use the Log program to record its location.

Actions: Half-Action
Program Slots: 1
Program Type: Offensive
Effects: Terminal
Purchase DC: 15
Restriction: Limited (+1)

system status

This program will reveal the current status and problem that might be happening with a terminal, database or network system.

Actions: Free Action
Program Slots: 1
Program Type: Operation & Utilities
Effects: Terminal
Purchase DC: 10
Restriction: None

track v1.0

With this program, it is possible to track an Icon that is in a network system or in cyberspace. The program will attach itself to the Icon and the user of the Terminal will be aware that they are being tracked.

Actions: Half-Action
Program Slots: 1
Program Type: Operation & Utilities
Effects: Icon
Purchase DC: 12
Restriction: None

virus v1.0

This program has only one purpose to disrupt or destroy terminal programs. In gaming terms this program will cause the loss of 1 random program, GM's choice.

Actions: Half-Action
Program Slots: 1
Program Type: Invasion
Effects: Terminal
Purchase DC: 11
Restriction: None

virus v1.5

This program works identical to the program, Virus v1.0 but the program causes the loss of 2 random programs, GM's choice

Actions: Half-Action
Program Slots: 2
Program Type: Invasion
Effects: Terminal
Purchase DC: 13
Restriction: None

BETA EDITIONS AND SHAREWARE PROGRAMS

D10	Result
1	Corrupt Program: The program is corrupt and will spread Virus v1.0 to the terminal every time the program is used.
2	Limited Uses: This program can be used 2D12 times before it completely fragments and become unable to be used.
3	Modifies Terminal: This program will transform the Terminal into to a large advertisement for the software company that made the program. The advertisement will describe the newest and latest features available with the full version. This will negate all security countermeasures programs that the Terminal may have in effect.
4	Program Crash: This will send a massive surge of information to the terminal causing it to freeze up and stop working. This program will cause D4 random programs to crash, fail and stop working for D20 rounds.
5	Programming Code Damaged: The program code is damaged and will cause the terminal to crash every time it is used.
6	Random Use: On a roll of a 1 or 2 on a D6 the program will not function.
7	Remote Trace: The program sends out a trace signals to the program's home creator or company that someone is using the program.
8	Single User: This program will not operate on any other terminal after being loaded on to a terminal.
9	Virus: The program is a fake. Each and every time this program is operated it will infect the terminal with the Invasion program, Virus v2.0.
10	Roll Twice: Roll twice and consult each result as normal, if another 10 is rolled, the program crashes and is destroyed and no longer can be used.

Virus v2.0

This program works identical to the program, Virus v1.0 but the program causes the loss of D4 random programs, GM's choice.

Actions: Action

Program Slots: 3

Program Type: Invasion

Effects: Terminal

Purchase DC: 15

Restriction: None

Beta-Edition and Shareware Programs

Often people can find or create low cost Beta-Edition and Shareware versions of expensive programs. These terminal programs will normally be quite inexpensive, but at the same time they do have some type of drawback to them. Normally Beta-Edition and Shareware versions of a program cost one-quarter of the normal cost of the program. The user must roll on the following chart the first time the program is used to discover its drawback.

NEW FEATS BACK DOOR

You know how to create a permanent systems access point that you can entry any time you wish.

Prerequisite: Computer Programming, Lockdown

Benefit: The character may select one database or network system on which they have previously hacked into has managed to install a "back door" on this network system. This "back door" allows the character unlimited access to the network system without requiring further rolls to bypass the firewall to enter the database or network system. For every points of Intelligence modifier (*minimum of 1*) the character possesses, they will have one back door on a database or network system. A character doesn't have to assign all their back doors at one time and may leave then unassigned until needed for any limited of time. Also the character may move any of their back door slots to a different database or network system at any time, as long as they have hacked the new system. However, once they have removed a back door from a system, the character must hack that system again before they can re-install a back door in it.

Computer Programming

You are skilled in the area of computer programming.

Prerequisite: 4 ranks computer

Benefit: You gain a +2 bonus to all computer related rolls or checks.

Co-Op Hack

You work better in a team of computer programmers and hackers attempting to access systems.

Prerequisite: Computer Programming,

Benefit: Anyone with Co-Op Hack can team up with another individuals on a terminal, database or network system. Each addition person after the first, that joins to hack the same terminal, database or network system gains a +2 bonus to all computer related rolls or checks.

Creative Thinker

You know how to think what people consider “outside the box”.

Benefit: Pick two of the following skills: Craft (*visual art*), Craft (*writing*), Perform (*act*), Perform (*dance*), Perform (*keyboards*), Perform (*percussion instruments*), Perform (*sing*), Perform (*stand-up*), Perform (*string instruments*), and Perform (*wind instruments*). The character gets a +2 bonus on all checks with those two skills.

Special: A character can select this feat as many as five times. Each time, the character selects two new skills from the choices given above

Faux Hack

You can create multiple fake hacking attempts to hide your access to a system.

Prerequisite: Computer Programming

Benefit: You are able to create 1d4 + Intelligence modifier (*minimum of 1*) phantom or false hacking attempts on a database or network system. These false hacking attempts will originate from the same general area as the person hacking the database or network system but not from the same terminal they are using to access from. For instance, if you are attempting to hack into a system, the fakes hack will be attempting also but the fake hacks will be from a different location, determined by the individual doing the hacking. The fake hacks don't actual hack into anything, but the database or network system's security systems can't tell the difference from the real hack and the fake hacks. To determine where the system is actually being hacked in to and where from, a DC roll of

10 + number of Faux Hacks + of Intelligence modifier (*minimum of 1*) the individual hacking in.

Improved Firewall

You know how to make stronger firewalls than normal.

Prerequisite: Computer Programming

Benefit: You know how to build firewalls that are very complex to break through. All firewalls built by you have their Difficulty and Sensitivity DC raised by 2 points.

Lockdown

You know how to create an isolated computer system wall that only you can gain access to.

Prerequisite: Computer Programming

Benefit: When you have hacked into a database, terminal or network system, you may isolate that database, terminal or network system from all other attempting to gain access by building your own interior firewall around the database, terminal or network system to everyone, but you. Make a computer use check with any and all modifiers, the result of the roll is the DC to access this database, terminal or network system again.

Multiple Hacks

You are so skilled that you can perform several of hacks at the same time.

Prerequisite: Computer Programming

Benefit: You can hack more then one database, terminal or network system at one time. For every points of Intelligence modifier (*minimum of 1*) the character possesses, they can hack into one additional database, terminal or network system at the same. Additionally, for each added database, terminal or network system after the first one the PC hacks, the database, terminal or network system will gain a +2 modifier to its Difficulty and Sensitivity DC.

Written by Louis Porter Jr.

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