

# CYBER CONNECTION

**Link:** Mind  
**Range:** special  
**Type:** dice  
**Base cost:** 25  
**Factor cost:** 4

This power allows the character to project his consciousness into a computer or electronic system. The body of the connected character enters a coma-like state or is paralyzed with vacant looking eyes while his mind is in the cyberspace. He will not be able to perceive anything that is happening around him, but if he is physically hurt (killing combat) the character will feel it in the cyberspace.

The character initially may only enter a system by a computer he is able to see or feel (by the use of some detection power) and only if it is up to a distance no farther than his APs of cyber connection. But once inside he may travel the electronic medium with no limitation (so the special range), his mind is wandering away from his body's location.

While in cyber space a character may 'travel' in the electronic media, as long as there are connections between the systems (internet, cable connections etc).

To enter a computer (has only INT or INT and MIND scores) or an intelligent system (with an INT and WILL score, sometimes with MIND too) the character must make an action check with the APs of power as AV/EV and the INT of the system as OV/RV, positive raps allow entrance and travel.

Firewalls and protections (like anti-virus and need of passwords) will increase the difficulty by 1 to 3 CS depending on it's complexity as judged by the game master.

Once inside the system the character must make action checks (as described above) to access any data inside it. If a character access the information he can change, erase or transfer it at will.

Of course the character may be unable to store too much information, unless he has the recall power or some means of transferring and store the data (like a linked computer to where he sends it, for instance).

The character may also 'close' or 'open' the system (if it is able to connect to some kind of network), which severs or connects its links to other parts of the cyberspace. This is a dice action using the INT of the system as OV/RV and can only be done when you are INSIDE the system. Intelligent systems may open or close themselves as automatic actions.

## Getting back to his body

The character may disconnect at anytime, as long as the way back is possible. If the character's mind is inside a system and his body is within the range of his power he may leave with no danger or problem spending an automatic action.

If the body and mind are separated by a distance farther than his APs of powers the character will be affected by an attack with an AV/EV equal to the APs of distance between his body and the machine he is in. He uses his INT/MIND as the OV/RV and the RAPs are bashing damage.



## Cyberthief™

This industrial spy and mercenary is a valuable member to every strike team trying to invade places protected by high tech security.

If the system is physically disconnected from the network after the character enters it (plugging off from the internet, for instance) this particular way is out of question and he must make a 'forced exit'. A system that has been 'closed' also falls in this case.

A forced exit is an auto action, but doing it is very dangerous as the character suffers an attack with an AV/EV of 5 (the trauma of the exit) plus 1 for each AP of distance between his body and the machine he is in, even if his mind and body are within the range of his power. He uses his INT/MIND as the OV/RV against this attack and the damage is considered bashing combat.

## CYBER COMBAT

Intelligent systems (with the WILL stat) or another cyberconnected character will be able to engage the character in cyber combat. No data may be accessed as long as there is an oponent preventing you from doing so.

It follows the normal hand to hand rules, but uses Int/will/mind as dex/str/body, respectively, and 'scientist' (analysis) as if it was the martial arts skill. An intelligent system without a MIND score is considered to have 0 APs of it for the combat purposes.

The GM must be careful about which powers will and which will not be useful in cyberspace, superspeed will be used as normal, since his mind is also accelerated, giving him

bonus to initiative, replacing his INT score (that is his Dex in cyber combat) etc.

A character may 'run away' from the 'cyberspace' by disconnecting in a hush, taking one full action (move dice and simple actions), but doing so he will receive a mental attack with APs equal to the system's or opponent's INT, whichever is higher and, additionally, take the forced exit damage if such is the case (the system was closed during the fight).

A character who falls unconscious in the net is in coma and his consciousness is trapped there until he can disconnect, if killed in the net his body dies of mental damage.

A system that is knocked out (subdual damage) is out until a good old reboot brings it up again, which may take some time for a main frame for instance.

If it is 'killed' (killing combat) the system was destroyed and it will have to be re-written or re-installed, a computer which is a gadget worth points must be re-written, a normal computer system may be just re-installed.

Re-writing a system takes a very long time, and is needed both to recover its data (if not deleted by the invader) and to bring it up and running again. A gadgetry roll is needed to bring each of its powers, skills and attributes back to full operation, positive APs meaning full success for each one.

A failed roll means the system loosed that particular power or attribute and it must be built again with the gadget rules. of course cyber combat will not directly affect the physical equipment (causing body damage).

### Mistic link

A mistic linked cyber connection means the spirit of the character is transported to the net, and even if he uses his mental skills for cyber combat (as described in the rules concerning the power) all damage is allocated to his spirit score, not his mind.

### Special Bonus/limitations:

#### Controlling electronic equipment (FC +2)

Many types of equipment are basically mechanic, but use electronic dedicated systems, dumber but more reliable means of doing the computational task. Cars, planes, weapons, powered battle armors and many other gadgets have this kind of feature.

A character may try to control them through the Cyberconnection, but it is a very hard task, since their dedicated systems leave very few room to anything but the task it was designed to perform.

If the equipment has electronic components but no Int score the OV/RV of the task is equal to the gadget's body value and each round the character must check the power to be able to control it, if he fails at any time he suffers a forced exit.

This is much harder and dangerous than the interface power, and grants the character no skill or ability to operate the equipment.

### Self link

The body disappears and is transported to the net, if you decide to exit cyberspace your body will reappear in the location of the system where you are. With this bonus there is no 'forced exit', but you take the free attack normally if fleeing an enemy.

Characters who only exist as computer data or in the cyberspace should take the 'always on' limitation to this power.

### Data and transmission speed

Computers are able to store huge amounts of data, we all know that, and it is very usual for cyberpunk adventures to have as its main objectives steal this data. But how long does it take to transmit the information to somewhere the character can store it?

First you have to find out the AP value for this information (see the table) and then find out what is the method you'll use to transmit it. Remember that if the data must run in a chain of communication devices (modems to satellite transmission etc) it will use the slower speed of all the methods involved. Another important thing to point out is that the speed values given are the maximums, usually they are one or even more APs lower than those given here.

Transmission method	Speed
110 baud (teletype machines):	-3 APs
56k Modem:	6 APs
Cable Modem (128kps):	7 APs
Satellite Hookup (400kps):	9 APs
T1 (1.5mps):	11 APs
T3/OC-1 (~50mps):	16 APs
OC-3 (155mps):	17 APs
OC-12 (622mps):	20 APs
OC-192 (10gps):	24 APs

### Higher data storage (*special computer characteristic*)

Computers are built, among other functions, to store huge amounts of information, and even today's home computers are able to store more than 24 APs of info.

Every computer a character buys with wealth and not hero point will have a data storage capacity equal to the 'up to date home' computer, an average of 24 APs today.

For special gadgets he has to buy higher data storage, with BC 10 and FC 2, each AP is added to that average. When the average consistently raises, so does the bonus.

*Example: cyberthief has a helmet that stores the information he steals, he buys 10 APs of higher data storage, which means his gadget is able to store 34 APs of info (the 10 APs plus today's 24 APs average). If the average raises to 25 APs in a year or so, his helmet will be 'upgraded', raising the value to 35 APs.*

## Cyberthief

Name: Mark Dekker

Marital Status: Single

Known Relatives: brother (Warren Dekker/Strifsmith II)

Group Affiliations: none

Height: 5'6" Weight: 150 lbs

Eyes: Black Hair: Black

Motivation: mercenary

DEX	5	STR	3	BODY	4
INT	9	WILL	8	MIND	10
INF	4	AURA	5	SPIRIT	4
INIT	27	HP	45	WEALTH	6

### POWERS

Cyberconnection 14, interface 8, superspeed 9, Limitation: superspeed is mental only.

### SKILLS

Scientist (analysis) 12, gadgetry 7, vehicles 3, weaponry (firearms, melee) 5, thief (security systems) 10.

### ADVANTAGES

Rich family (strifsmith II), connection (high): industrial spies hirers, connection (low): strifsmith II, iron nerves.

### DRAWBACKS

Serious Irrational attraction (spending money), debt, minor irrational attraction (keeping his word).

GADGET: CYBERHELMET (R#0)

Invulnerability (mental only) 10, Higher data storage 10

### HISTORY/PERSONALITY

Second son of cold war criminal and evil scientist Artur Dekker (AKA strifsmith I), Mark Dekker was raised in a globetrotting fashion, always following his father close escapes from capture and watching him build a small fortune and an underground criminal organization.

His too frequent exposure to strange energies and rare chemical compounds led to his developing of amazing mental powers linked to technology. His training in technology and combat from the youth also resulted in a very fit body and useful science and weapon skills.

But even with his father indocrination to turn them into a 'would be world conquerors', Mark and his brother Warren had their own plans. Where his brother noticed the futility of his father's domination plans but kept on the path of building up a huge underground organization, Mark was the rebellious child and loved all the pleasures his father's money could buy, enraging his too strict family.

When Strifsmith I died in his last battle, Mark found out he had been neglected in his father's will, barely receiving a million dollars, which he spent as fast as humanly possible.

His brother still helps him from time to time, but is an unreliable source of money, even if he turned his father's organization into the most lucrative high tech weaponry provider for criminals and governmental secret agencies all over the world.

Using his powers and skills he quickly became a very successful industrial spy, even more because his personal sense of honor never let him cheat his contratants. But all his success barely kept his increasingly expensive lifestyle and in no time he had debts all over the world, which forced him to even more dangerous missions as a mercenary and spy.

Mark Dekker has little respect for laws and governments, but is not a typical murderous evil villain, his

brother is. He is an easy going and 'too liberal with his money' person that is delving into increasingly darker 'jobs' to pay his loans and keep his earthly pleasures.

In his missions, on the other hand, he is completely cold and efficient, preferring to enter cyberspace from afar and break in the systems to do his work, protecting his team mates if in a sabotage or mercenary mission, disabling security systems, providing information or turning the place's defenses against his oponents.

APs	Information (kB)
0	1 KB
1	2 KB
2	4 KB
3	8 KB
4	16 KB
5	32 KB
6	64 KB
7	128 KB
8	256 KB
9	512 KB
10	1 MB
11	2 MB
12	4 MB
13	8 MB
14	16 MB
15	32 MB
16	64 MB
17	128 MB
18	256 MB
19	512 MB
20	1 GB
21	2 GB
22	4 GB
23	8 GB
24	16 GB
25	32 GB
26	65 GB
27	131 GB
28	262 GB
29	524 GB
30	1 TB
31	2 TB
32	4 TB
33	8 TB
34	16 TB
35	32 TB

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If I missed someone (I went through all the messages I could find) please let me know and I'll correct my mistake.

P.S.: Cyberthief is NOT trade marked, it is a joke!