

COMPUTERS

Things have changed a bit since the *James Bond: 007* Roleplaying Game was released. The use of computers in the world has exploded, and the likelihood of the character encountering, or having to use a computer, is much more likely. To recreate computer hacking and use, without losing the playability of the game, required a simplification of computer hacking skills.

HACKING MADE SIMPLE

A hacker faces two types of defenses: automated and human. In the first case, the hacker tries to exploit weaknesses in the operating system or the firewall of a computer, allowing them to access a network or machine, and manipulate the information. The difficulty of breaching the defenses through a network or internet connection, is against a set ease factor using the **cryptography** skill; to effect access through direct hardwiring requires an **electronics** test. A computer field of experience gives a +1EF to the tests. Most automated systems will automatically lock out the hacker on a failure.

The automated systems or human systems administrators may pick up on the intrusion. For a systems administrator or automated system to discover an intrusion, they must make a PER test versus the quality result of the cryptography test. If detected, the hacker may not even realize that the security is onto them. The hacker gets a sixth sense test to realize they have been discovered.

The security may track the hacker through the network or internet with a trace program or ping command. They gain a PER test versus the quality result of the hacking attempt (if detected) to trace the location of the intruder. They may also attempt to turn the tables and hack their attacker. A hacker gains one chance to know they are being tracked; it requires a PER test at EF3.

COMPUTER NETWORKS

SYSTEM TYPE	SECURITY LEVEL	HUMAN SKILL PC	PROGRAM SKILL PC
Open PC/MAC	EF9	PC 6-10	PC 10-15
Firewalled PC/MAC	EF7	PC 8-12	PC 12-17
Commercial Firewall	EF5	PC 13-15	PC 13-18
Secured Gov't Systems	EF3	PC 15-20	PC 18-21
Shady Bad Guy Organization	EF1-3	PC 15-20	PC 18-22

USING COMPUTERS

Using computers can be an easy task for the everyday operations like word processing or database usage. Other programs can be more difficult. To use a computer's programs requires an PER test to find the pertinent files or folders on a EF8 (base time: five minutes), or an EF5 for folders that are not plainly marked (base time: fifteen minutes.)

Encrypted files requires a cryptography test with a base time of one hour. The encryption can be broken by exploiting weaknesses in the encryption, or by finding the passwords to access the files. Most commercial encryption has a base ease factor of 5; good encryption is usually EF2.

Writing programs or manipulating the programming of a computer is an INT or Cryptography test versus the kind of program being created. Base times for creating programs is as follows: for a simple program, database, or website – 2 hours; for a commercial-level database – 8 hours; for a commercial-level program – 1 week; for complex programs like operating systems or word processors, etc. – 1 year. Virus creation base time is 2 days. Guidelines for difficulty are in the following table:

COMPUTER PROGRAMMING GUIDELINES

TYPE OF PROGRAM	INT/Crypto EF	TYPE OF PROGRAM	INT/Crypto EF
Simple database or program	9	Simple Virus or Keystroke Net (PC10 infiltration tests)	7
Commercial-level database or website	7	Complex Virus (PC15 infiltration tests)	5
Commercial-level program	5	Vicious Virus (PC 20 infiltration tests)	3
Complex program	4		

COMPUTER ACCOUNTS & PROGRAMS

Hackers often find ways to disguise their activities. One way is to have illicit accounts or programs to operate from; they gain a number of accounts or programs equal to their Cryptography level. Illicit accounts die every d100 weeks, minus one week for each time they are used. A hero point can reconstitute a closed account during the course of play; more accounts can be bought during play or between sessions using experience points (just like getting equipment.) They may also be used to upgrade accounts.

STARTING ACCOUNTS

D100	ACCOUNT LOCATION	D10	ACCOUNT TYPE
01-40	Public Bulletin Board/Website Server	1-5	Open/Demo
41-50	University/College	6-7	Limited Access/Use
51-55	Small Business Server	8-9	System Administrator
56-60	Large Business Server	10	Back Door
61-65	Transport System Server (SABRE, etc.)		
66-70	City or State Government Server, Non-Law Enforcement		
71-75	Local/State Police Secured Network		
76-80	Federal Government Server, Non-Law Enforcement		
81-85	Federal Law Enforcement		
86-90	Credit Bureau or Bank		
91-94	Secured Military Server		
95-98	Secured Intelligence Server		
99-00	Illicit Bulletin Board or Server		