

Flood/DOS

Flooding software is illegal, but still produced by malicious hackers. A Flood program floods a target system with data, effectively preventing the system from sending or receiving data of its own via a process known as “denial of service.” Very often, this will completely lock up the targeted system.

A Flood program reduces the CPU rating of its target by 1 for every 5 rolled, and is only effective against systems in which the hacker already has access. If the system’s CPU rating is 0, then the system hangs, becoming utterly unable to process any data unless rebooted. This is especially harmful when used against cybernetic systems.

Cost: N/A

Poison

Poison software weakens the defenses of a target system, and reroutes data to other CPUs to which a hacker might have better access. In effect, a Poison program reduces any defensive rolls on a system (such as Barriers, Firewalls, Watchdogs and counter-Hacking rolls) by 1 for every 5 rolled.

Cost: N/A

Spoof

Spoof programs allow a hacker to cover his trail, appearing to be different users at different locations. A spoof program’s roll is the DIF of tracing a hacker’s location, both on the network and in the real world.

Cost: N/A

Trace

Trace programs automatically backtrack hackers or other unauthorized users of the system. Normally, this is done with a *Hacking* roll. Trace programs automate this process, and very quickly follow the data paths to a hacker’s origin. Of course, savvy hackers throw numerous *Spoof* programs up to cover their trail.

Cost: Rating x\$80

