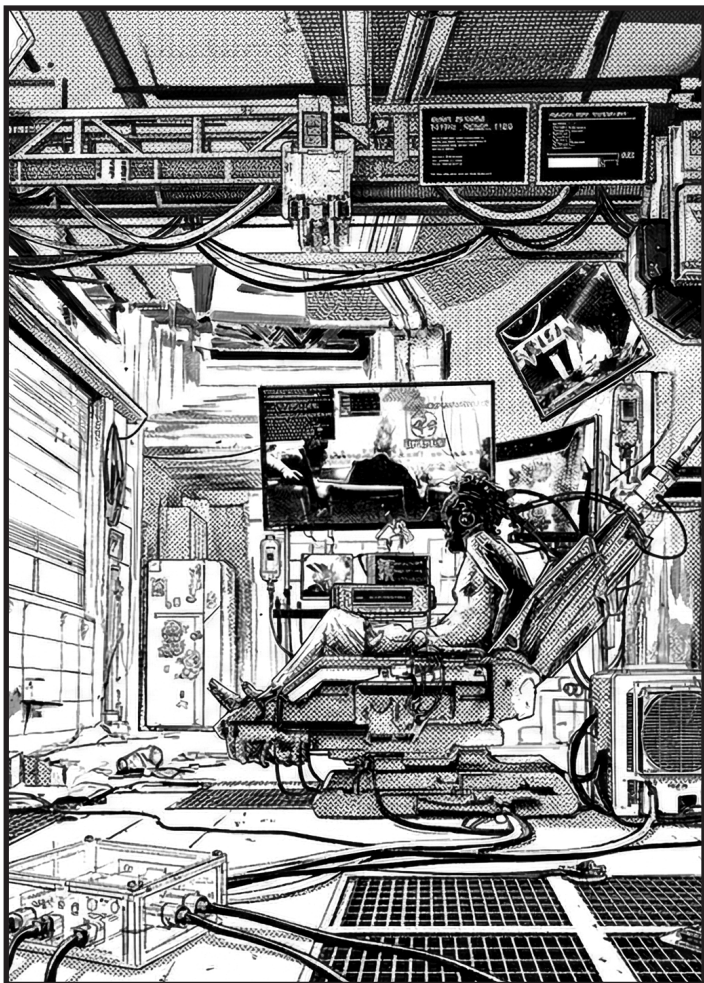


# THE ARMORY



# QUICKHACKING

Adapting the Quickhacking rules (hacking someone's cyberbrain) with the existing Shadow of the Beanstalk rules. The idea is to create a basic underlying system and then expand functionality via talents that work like weapon qualities.



SCAN ME

This way you need to invest into your career to access the fun stuff. Not just pick up a few ranks and start system resetting everyone with a bit of luck.

Author *cyberpunk.clon01.net*  
Illustrations *NanoBanana Pro*



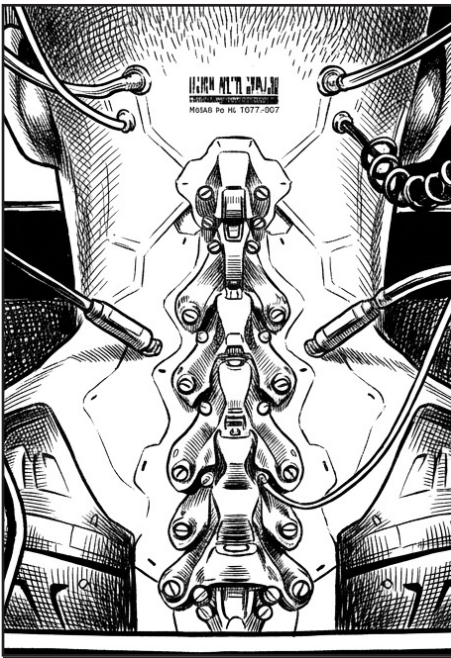
# QUICKHACKING

Quickhacking allows a runner to directly target an individual's Neuroport or connected cyberware during an encounter to manipulate their neural pathways or hardware.

## ESTABLISHING A LINK

To target a system, a runner must first establish a wireless link. Establishing a link is an Incidental that requires direct line of sight (LoS) to the target.

- **Range:** An implanted cyberdeck allows a link to be established up to Short range. A handheld device or PAD limits this link to Engaged range.
- **Maintenance:** Once established, LoS is no longer required to maintain the link (allowing the runner to seek cover), but the runner must remain within the device's maximum range.
- **Termination:** The link immediately breaks if the runner moves out of range, voluntarily disconnects (an Incidental), or is forcefully booted from the network.



## THE QUICKHACKING SEQUENCE

Once linked, a runner must bypass defenses and upload their quickhack by completing the following sequence:

### 1.- Bypass Security (Action):

The runner makes an opposed Computers (Hacking) check against the target's Computers (Sysops) skill. If the target has no ranks in Computers (Sysops), the difficulty is based purely on their Intellect characteristic.

### 2.- Bypass ICE (Action):

If the target's Neuroport is protected by active ICE (Barrier, Sentry, or Codegate), the runner must use an active Icebreaker program to bypass it.

### 3.- Execute Quickhack (Maneuver):

The runner spends a Maneuver and makes an Average (♦♦) Computers (Hacking) check. On a success, the target suffers Strain equal to the number of uncanceled successes (☆). Note that this is Strain, not Strain Damage.

If the check succeeds, the runner may also spend ▲ or ⊕ to trigger the effects of any Quickhack Talents they possess.

## DETECTION & SYSOP COUNTERMEASURES

Quickhacking is rarely silent. Once a runner attempts to bypass security or execute a hack, the target or a connected network Sysop may detect the intrusion. On their turn, an aware Sysop can use Computers (Sysops) to initiate the usual countermeasures:

- **Trace:** An opposed check against the runner's Computers (Hacking) to determine the runner's physical location.
- **Lockout:** They can lock any users out of the system with a Formidable (♦♦♦♦) Computers (Sysops) check reduced by the amount of Traces to a minimum of Easy (♦).

# TALENTS



## TIER 1

### Quickhack

When targeting a Neuroport, you may perform the “Bypass ICE” step of the Quickhacking Sequence as a Maneuver instead of an Action.

## TIER 2

### Impaired Movement

When you succeed on an Enact Quickhack check, you may spend  $\Delta\Delta$  to treat all of the target's movement maneuvers as moving through difficult terrain for 1 round. You may spend an additional  $\Delta$  to extend this duration by 1 round.

### Sonic Shock

When you succeed on an Enact Quickhack check, you may spend  $\Delta\Delta$  to inflict the **Disoriented** status (adding  $\blacksquare$  to all checks) on the target for 1 round. You may spend an additional  $\Delta$  to extend this duration by 1 round.

## TIER 3

### Overheat

When you succeed on an Enact Quickhack check, you may spend  $\Delta\Delta$  to replace the check's standard Strain damage with Wound damage equal to 5 plus your uncanceled  $\star$ . This damage is reduced by Soak as normal and gains the **Burn 3** quality.

### Short Circuit

When you succeed on an Enact Quickhack check, you may spend  $\Delta\Delta$  to inflict the **Staggered** status on the target for 1 round and deactivate all active effects from their cybernetic implants (not passive) for 1 round, and you may spend an additional  $\Delta$  to extend this duration by 1 round.

# TALENTS

## TIER 4

### Cyberware Malfunction

When you succeed on an Enact Quickhack check, you may spend  $\Delta\Delta\Delta$  to disable one of the target's cybernetic implants (and its attachments) for 1 round. You may spend an additional  $\Delta$  to extend this duration by 1 round.

### Lure

When you succeed on an Enact Quickhack check against a target unaware of your presence, you may spend  $\Delta\Delta$  to force the target to immediately perform a move maneuver to a nearby location of your choice. This movement does not alert the target.

### Slow

When you succeed on an Enact Quickhack check, you may spend  $\Delta\Delta\Delta$  to inflict the **Immobilized** status on the target for 1 round. You may spend an additional  $\Delta$  to extend this duration by 1 round.

### Synapse Burnout

When you succeed on an Enact Quickhack check, you may spend any number of advantages  $\Delta$  to cause the target to suffer 1 additional Strain per  $\Delta$  spent.



## TIER 5

### Puppet

When you succeed on an Enact Quickhack check, you may spend  $\Delta\Delta\Delta$  to dictate the target's physical actions or maneuvers on their next turn.

### Ejection

When you succeed on an Enact Quickhack check, you may spend  $\Delta\Delta$  to forcefully eject any chipware (such as skill chips) currently slotted into the target's neuroport, or a connected interface plug / wired link.

### System Reset

When you succeed on an Enact Quickhack check, you may spend a  $\Delta\Delta\Delta$  to force the target to make a Hard ( $\blacklozenge\blacklozenge$ ) Discipline or Resilience check. If they fail, they immediately fall unconscious until they suffer physical damage or the encounter ends.

