



2081 AD, ace netranners are hacking a military-grade system looking for Arkhetrix's megacorp secrets. Relying on topnotch cyberware, they tap their minds directly to the cyberspace. Offensive security countermeasures are deployed, preventing them from jacking out safely... The only way out lies deep in.

Cyberspace:

The cyberspace is an VR maze of layered cell-grids, each with 1 entry, 3 exits and a **damaged** (unpassable) sector. PCs start at layer 1 and need to find their way to layer 4. The GM can determine the correct exit by rolling 1d3 in secret for each layer. Each time the (whole) group takes the correct exit, rotate the board 90° clockwise and access the next layer. Otherwise, rotate the board counter-clockwise and re-enter the previous layer (or re-enter layer 1 if already at layer 1).

	1	2	3	4	Exit1	5	6	7	8
1									
2									
3									
4									
5									
Entry									Exit2
6									
7									
8									
9									
10									
					Exit3				

Avatars:

In Arkhetrix's cyberspace, PCs are represented by avatars, with:
 10 Connection Points (CP) and
 10 Execution Points (EP).
 Bonuses may apply at GM's discretion.

If dropped to 0 CP, PCs are derezzed. Otherwise, a PC commands 2 different actions each round:

- Move 1 cell
- Move up to 2 cells
- Regain 1 EP (capped at maximum)
- Code (an exploit)
- Execute (an exploit)

Exploits:

Coding an exploit costs 1 permanent EP (effectively reducing the PC's maximum), and allows to execute it unlimitedly. Coding fixes effects and cost in EP, for each EP (required for execution) an exploit gains:

- +2 cell range
 - +1 target (friend or foe)
- And choose between effects(*):
- +1d6 CP damage
 - +2 CP increase
 - +2 cell (forced) movement

(*): Distribute EP between effects and effects between different targets.



Intruder Countermeasure Entities (ICE):

AI software protects the system, spawning ICE to repel intruders. ICE have 1 CP and a damage reduction of 1. At the beginning of each round in layer N, spawn N+1 ICE. Roll 1d10 and 1d8, then place an ICE in the corresponding cell. Ignore an spawn on top of an existing ICE and activate it instead, also ignore spawns in the **damaged** sector.

At the end of each round, every ICE in play activates and moves 3 cells towards the PC closest to it (avoiding collisions with other ICE). When entering a cell occupied by another ICE or PC (including during spawn), ICE are automatically dropped to 0 CP. At 0 CP, ICE explode damaging friend and foes in the central and adjacent cells for 1d6 CP. Every time PCs move between layers reset existing ICE.

Arkhetrix Restricted Knowledgebase (ARK):

At layer 4 place the ARK (occupying a 3x3 area) fixed at the center of the grid. The ARK has 40 CP and a damage reduction of 2. Immediately after each PC's turn, the ARK activates an ICE or spawns a new one if there are none in play. ICE spawned in ARK's cells are ignored, activating the ARK instead. When dropped to 0 CP, the ARK is hacked, the paydata retrieved, and PCs may disconnect safely.