Logistics

* Dice:
  + Use the app -
* Food?/Snacks?:
* DMs:
  + Aaron
  + Sebastian

Character Sheet

* Stats:
  + Strength – Deadliness/Effectiveness
  + Dexterity – Computing Speed/Power
  + Constitution – Time-to-compromise
  + Intelligence – Sophistication
  + Wisdom – Available Resources (money, manpower...)
  + Charisma – Charisma
* Skills:
  + Deadliness: Escalation/Lateral Movement
  + Deadliness: Versatility/High Compromise Capability
  + Computing Speed: Malware development
  + Computing Speed: Stealth
  + Time-to-compromise: Firewall/Endpoint Detection and Response (EDR)
  + Sophistication: Forensics
  + Sophistication: Adaptability
  + Available Resources: Bribery
  + Available Resources: Technological Innovation
  + Charisma: Social Engineering
  + Charisma: Language Proficiency
  + Charisma: Diplomacy
* Attacks/Spellcasting (abilities):

Scenario

* Give the players and ourselves latitiude, and strike a balance there.
* Reward Creativity, give enough guidance to the DMs to accomplish our goals.

1. Decide how to approach and attack Exxon Mobile (Bruteforce Attack, OSINT/Recon -> Social Engineering, Vulnerability Enumeration/Exploitation, Physical Penetration, Malware creation/use, infrastructure exploitation, blackmail, immoral/war crimes, etc.)
2. ???
3. ???
4. ???
5. ???
6. ???
7. ???
8. ???
9. Final fight with whatever (Social Engineering => CEO; Penetration => defending Cybersecurity/Blue Team; infrastructure => Power Grid; war crimes => the UN)