Hackers + Hustlers

It is the very near future. You are coworkers and roommates: running a startup out of an old Victorian in San Francisco, where you also live. Your founders went to Burning Man and refused to return. Malicious forces are at work.

Players: Create Your Characters

1 Choose a style for your character: **Bro**, **MBA**, **Freelancer**, **Socially Awkward**, **Internet Famous**, or **Academic**

2 Choose a role for your character: **Engineer**, **Marketer**, **Designer**, **Activist**, **Manager**, **Investor**

3 Choose a hobby for your character: **Games**, **Drones**, **Rock Climbing**, **Meditation**, **Blogging**, **Craft Brewing**

4 Choose your **number**, from 2 to 5. A high number means you're better at **HACKING** (technology; science; cold rationality; calm, precise action). A low number means you're better at **HUSTLING** (intuition; diplomacy; wild, passionate action).

5 Give your character a name and cool Twitter handle. Like @1337HAX0R or something.

You Have: a pricy laptop, smartphone, and VR Goggles; many free startup t-shirts; a few cases of drinkable meals; equity in several startups (likely worthless)

Player Goal: Get your character involved in a crazy tech adventure and have them make a dent in the universe.

Character Goal: Get Rich, Save the World, Achieve Internet Fame, Discover Something New, Make Something People Love, or Prove Yourself

Players: Create Your Startup / Apartment

As a group, pick two buzzwords that describe how you're going to save the world through disruption: **Cloud**, **Blockchain**, **VR**, **Peer-to-peer**, **AI**, **Wearable**

As a group, pick two assets you have: **Real Users, Machine Shop, Tons of AWS Credits, Great Press, Online Following, Rent Control**

Also pick one problem: **Negative Press**, **Threat of Eviction**, **Almost Broke**, **Under Surveillance**, **Meddling Investors**, **Fierce Competition**

Rolling the Dice

When you do something risky, roll **1d6** (one six sided die) to find out how it goes. Roll **+1d** (die) if you're **prepared** and **+1d** if you're an **expert**. *(The GM tells you how many dice to roll, based on your character and the situation.)* Roll your dice and compare each die result to your number.

If you're using **Hacking** (science, reason), you want to roll **under** your number. If you're using **Hustling**, (rapport, passion) you want to roll **over** your number.

0 **If none of your dice succeed**, it goes wrong. The GM says how things get worse somehow.

1 **If one die succeeds**, you barely manage it. The GM inflicts a complication, harm, or cost, though it might not be immediately obvious.

2 **If two dice succeed**, you do it well. Good job!

3 **If three dice succeed**, you get a critical success! The GM tells you some extra effect you get.

! **If you roll your number exactly on at least one die**, you're in flow state of **Hacking / Hustling**. You can either ask the GM a question and they'll answer you honestly or you can also propose a fact about the world which the GM can accept or modify to fit the story. If you don't want to do either, you can count it as a normal success.

HELPING: If you want to help someone else, who's rolling, say how you try to help and make a roll. If you succeed, give them **+1d**. If you fail, they roll one less die.

GM: Create a Tech Adventure

Roll or choose on the Tables below:

An Opportunity		
1. USB of Bitcoin	2. The Algorithm	3. Patent Portfolio
4. An XPRIZE	5. Dataset	6. Missing Prototype
Threat...		
1. The NSA	2. China	3. Anonymous
4. Hedge Fund Bro	5. ISIS	6. Investors
Wants to...		
1. Track Everything	2. Gain Root Access	3. Steal IP
4. Identity Theft	5. Blackmail	6. Disrupt
A Target...		
1. The General Public	2. The Government	3. The Startup Scene
4. A Large MMORPG	5. The Cloud	6. Developing World

GM: Run the Game

Play to find out how they defeat the threat. Introduce the threat by showing evidence of its recent badness. Before a threat does something to the characters, show signs that it's about to happen, then ask them what they do. *"Martin Shkreli threatens to sue you. What do you do?"* *"Anonymous runs a DDOS attack on your site. What do you do?"*

If the players are more enamored with a new goal or opportunity, run with it! However, show signs of the threat progressing. *"Your drone fleet successfully airlifts the food truck, but media attention is suddenly diverted to masked men forcing the homeless into paneled vans."*

Call for a roll when the situation is uncertain. Don't pre-plan outcomes—let the chips fall where they may. Use failures to push the action forward. The situation always changes after a roll, for good or ill.

Ask questions and build on the answers. *"Any of you talked with the NSA before? Why? What happened?"*

Routinely ask the characters *"What have you recently tweeted?"*