

# 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.

## 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

## CREATE 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

**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.
- 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.



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Based on Lasers & Feelings: The doubleclicks tribute RPG by John Harper. [onesevendesign.com](http://onesevendesign.com)

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## GM: CREATE A TECH ADVENTURE

Great and fear are powerful motivators. Create an Opportunity that the players can strive for or a Threat that they most overcome; when in doubt use both!

Draw on elements from the characters' background or interests to make the story more cohesive and pull them into the plot. If you need inspiration, pick from the tables below or inject any crazy tropes from the tech world, internet culture, or shows like Silicon Valley and Mr. Robot.

An opportunity:		
1. USB of Bitcoin	2. The Algorithm	3. Patent Portfolio
4. An XPRIZE	5. The Database	6. Lost Prototype

A threat...		
1. The NSA	2. China	3. Anonymous
4. Hedge Fund Bro	5. ISIS	6. Investors

...wants to...		
1. Track Everything	2. Steal IP	3. Troll
4. Identity Theft	5. Blackmail	6. Disrupt

...a target:		
1. General Public	2. Government	3. Startup Scene
4. Large MMORPG	5. The Cloud	6. Developing World

Introduce a 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.

Ask questions and build on the answers. Let the players fill in the world.

If the players are more enamored with a new goal or opportunity, run with it! However, show signs of the threat progressing.

Call for a roll when the situation is uncertain. Don't pre-plan outcomes follow, instead let the story evolve with the players' help. Use failures to push the action forward. The situation always changes after a roll, for good or ill.

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