

# SUPERHEROIC CUBERPUNK FOR

Edition Fantasy

ROLEPLAYING GAME COMPATIBLE

and

#### VISIT

1

WWW.HYPERCORPS.COM TO FIND OUT MORE ABOUT THE FANTASTIC WORLD OF HYPERCORPS 2099 WITH FREE PDFS AND BOOK PREVIEWS! A NOVEL BY MIKE MYLER. SAVANNAH BROADWAY, LUIS LOZÁ, AND MICHAEL MCCARTHY

**HYPERCORPS** 

# **HYPERCORPS**

THRILLVILLE DR HILLVILLET B HUPERCORPS ROVENTURES

PATHFINDER

Author	Mike Myler
Contributors	James Lewis, Michael McCarthy, Savannah Broadway
Interior Artists	Nathanael Batchelor, Claudio Casini, Kristen Collins, Anthony Cournoyer, Rollin Kunz, Mike Myler,
Jathfinder'	Widodo Pangarso, Claudio Pozas, Shaman Stock Art,
ROLEPLAYING GAME COMPATIBLE	JE Shields, Sara Shijo, Dean Spencer, Clouds 940
Layout Artist	Mike Myler
Graphic Artist	Mike Myler
Publisher	Jason Nelson
Executive Partner	Neil Spicer
Business Director	Rachel Ventura
General Hypernet Rules	
Hypernet Creatures11–15 Hypernet Hackers12–24	Unyielding Green45
Hacker Drones	Veranthea Codex: Life & Death
Hypernet Servers26	Xypher
Aquatica27	Netjacker28
Celestial Estates29	Drones and Proxies
Darknet	Digital Archetypes44–55
Datacorps	Digital Skills & Feats
Grand Archives	Digital Items
Harsanath37 Maliku39	Nanosymbiotes
Paradise-141	Digital Hypernaut Powers
Thrillville43	New Hyper Flaws
	ying Game requires the Pathfinder Roleplaying Game from

P

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <u>http://paizo.com/pathfinderRPG</u> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product. Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License.

See http://paizo.com/pathfinderRPG/compatibility for more information on the compatibility license.

Unless stated otherwise, rules elements with the superscript <sup>TG</sup> refer to the official guide to technology published for the Pathfinder Roleplaying Game, the rules from which can be found online on the Pathfinder Reference Document (<u>www.paizo.com/prd</u>). There are also some superscript references to other books published by Paizo:

ACG—Pathfinder Roleplaying Game: Advanced Class Guide APG—Pathfinder Roleplaying Game: Advanced Player's Guide GMG—Pathfinder Roleplaying Game: Gamemastery Guide OA—Pathfinder Roleplaying Game: Destiary B4—Pathfinder Roleplaying Game: Bestiary 4 B5—Pathfinder Roleplaying Game: Bestiary 5

There are also rules specifically for playing in *Hypercorps 2099* not included here (such as Bullet AC and full Hyper Score rules) and you can locate more information about them (free PDFs!) here: <u>http://www.makeyourgamelegendary.com/products-page/hypercorps-2099/</u>.



PLACORPS

OPERATOR? WHITEHAT? DUBYA? I DON'T CARE.

ALL ARE WELCOME HERE; NOBODY READS ANYMORE THESE DAYS ANY-WAY. IT'S ALL FRONT-LOADED VR VIDS, ILLEGAL SENSE GAMES, MEMORY-ENHANCED NEURAL CHIPS, MURDERBALL ON SCREENS AS BIG AS A HOUSE. BECAUSE THE WORLD ISN'T VIOLENT ENOUGH, RIGHT?

THE ONLY REAL THING LEFT ON EARTH IS DATA. INFORMATION. WHETH-ER IT'S ACCURATE OR NOT DOESN'T MATTER EITHER-IT JUST HAS TO BE

FOR THOSE OF YOU WHO HAVEN'T HEARD OF ME, I PROMISE THAT YOU KNOW MY WORK-CHANCES ARE GOOD YOU'RE USING SOME OF IT RIGHT NOW, OR AT THE VERY LEAST A BJORKED HYPERCORPORATE WATERED-DOWN PATENT-DODGING KNOCKOFF. I'M HAXXOR (SAVE IT, I'VE HEARD THEM ALL) BRINEKEYS PHD, FORMER CHILD PRODIGY (WITH AS MANY DOCTORATES AS THERE ARE HOURS IN THE DAY) AND, MOST NOTABLY, THE INVENTOR OF THE INTERNALIZED HARDWARE IN YOUR NECK.

CONSUMED BY MY WORK ON THE FORE OF THE WORLD'S BEST FUNDED RESEARCH TEAM AT RAEON INDUSTRIES, MY EYES WERE GLAZED OVER BY LUXURY AND THE BYTECOINS FALLING INTO MY ACCOUNT WHEN I STUMBLED ONTO THAT PIECE OF GENIUS. IF I'D KNOWN WHAT THE HYPERJACK WOULD UNLOCK I'D HAVE TAKEN EVERYTHING WE'D ACCOMPLISHED AND BUSHED IT, COING ROGUE RIGHT THEN AND THERE, BUT WE DIDN'T SEE THE GLEAN OF ITS POTENTIAL UNTIL WEEKS AFTER THE COGS OF INDUSTRY WERE ALREADY POPPING THEM OUT OF ANGOLESE AUTOMATA FACTORIES.

TOO DAMN LATE.

TODAY I'M AS FAR FROM THE HYPERCORPS AS YOU CAN GET: A FREE-DOM HACKER, AND IF I MAY SAY SO (AND I MAY), THE MOST FAMOUS AROUND. ON EARTH ANYWAY. I TELL WHO I'M COMING THAT THEY'RE ABOUT TO FEEL THE HURT-BY THE WAY I HOPE YOU GET TO SEE THIS MERLIN TECHNOLO-GIES-AND WHAT I'M GOING TO DO (FIND AND REVEAL EVERY COMMUNIQUE GOING TO OR FROM GERALD DYNAMSPROCKET, YOUR NEWEST EXCREMENT IMPERSONATING A CFO). THOUGH IT SEEMS LIKE INDUSTRY IS THE NEW FORCE OF NATURE I PROMISE, IT'S NOT.

PEOPLE LIKE ME ARE.

PEOPLE THAT AREN'T DOING WHAT THEY DO FOR A PAYCHECK BUT A DREAM. A DRIVE TO LEARN. A DRIVE TO KNOW. A NEED TO UNCOVER THE UN-KNOWN THAT'S JUST AS ESSENTIAL AS BREATHING.

THAT'S THE REAL CRUX OF WHAT I'M GETTING AT-THE HYPERNET ISN'T JUST ONE PLACE OR A BUNCH OF SERVERS OR A DIGITAL UNIVERSE. IT'S A *GALAXY*, IT IS A *GALAXY OF GALAXIES*. IT IS WORLDS WITHIN WORLDS WITHIN WORLDS WITHIN WORLDS WITHIN *MORE* WORLDS. IT ISN'T JUST THE NEXT STAGE OF DWARVENITY (OR ELVENITY, OR HUMANITY, OR WHAT-EVER IT IS YOU ARE), IT'S THE NEXT STAGE OF EVOLUTION FOR EVERYTHING, BOTH IN OUR TINY CORNER OF REALITY AND BEYOND.

IT IS THE END ALL BE ALL OF EXISTENCE AND *NOBODY* HAS THE RIGHT TO "OWN" IT. WE'RE ALL A PART OF IT IN OUR OWN SMALL WAY—AND I DO MEAN SMALL. ALL DWARF JOKES ASIDE, EVEN MY CONTRIBUTION TO DIS-COVERING THE HYPERNET IS LIKE AN ELECTRON ORBITING A MOLECULE OF HYDROGEN IN THE SUN.

A BIGGER SUN THAN THE ONE WE'VE GOT.

THAT'S THE PURPOSE OF *FAMOTH*; DON'T LET JAGOFFS WITH 140TH FLOOR OFFICE SPACE TELL YOU WHAT TO DO, WHERE TO GO, OR HOW TO LIVE. READ *FAMOTH* AND GO OUT THERE, BUILD YOUR OWN WORLDS, AND IF YOU GET A MINUTE STICK IT TO THE FALSE GODS IN THE GLASTEEL PALACES ABOVE—JUST DON'T JOKINGLY ABET RADICAL RAGING INTELLECTS KNOW-INGLY OFFENSIVE & LETHAL WHILE YOU'RE AT IT OR YOU'RE BJORKED THE NEXT TIME YOU JACK IN.

EX UNIX SOU

DIGITAL In 2052 the internet got a major upgrade in the transition from guadro-stack IPv7 to the hexa-stack IPv8, spurred on with funding from numerous proto-hypercorporations springing up across the globe. Little did they know of the trickery Anonymous was up to, however, and each and every transmitter, quantum cable, and transistor they were using was laced with firmware code that left the emerging Hypernet as a place virtually free from restrictions. The world between servers has remained a bastion of true freedom for decades since, fiercely protected by freeshare hackers.

People still browse the global dataflow with mobile devices, but a place exists in between the trillions of guantum circuits that make up the Hypernet—a dimension made from the stuff between innumerable connections to the global network, making a reality that can be as tangible as a bullet on the Material Plane. The masters of this world are not studious mages or faithful priests, but the cleverest hackers and most powerful hypercorps: on the Hypernet you're only as good as your wits, your tech, and your talents with a digiboard.

PERNET PLP

• No Gravity or Light Gravity: Normally the Hypernet has no gravity, but within 10 miles of any server it becomes Light Gravity.

 Flowing Time (1 rounds Material to 5 rounds) **Hypernet**): Actions on the Hypernet operate at the speed of light, but the limitations of biology and technology reduce how fast it can be interacted with by x5 (for every thirty seconds in the Hypernet, 6 seconds pass on the Material Plane). Creatures not native to the Hypernet do not age, hunger, or thirst while there (spells and effects that cause them do not work). When in dual-plane combats, add +40 to a user's initiative in the Material Plane; they take Hypernet actions on multiples of ten.

 Infinite: The Hypernet has no boundaries and stretches onward in every direction.

 Highly Morphic: Hackers and other users with hyperjacks can substitute Use Technology in place of any Craft skill, reducing the time to create any object to one round per 5-foot square of space the object occupies.

#### Neutral-Aligned

 Dead Magic/Impeded Magic: Normal magic does not operate on the Hypernet (with the exception of artifacts created there). The Matrix Magician feat is required to access magical abilities and spells, treating the dead magic trait as though it were the impeded magic trait. Hyper spells resonate particularly loudly on the Hypernet; users with the Matrix Magician feat treat hyper spells as normal, and users without the feat treat hyper spells as though they suffered from the impeded magic trait. Creatures native to the Hypernet ignore the dead magic and impeded magic planar traits.

 Ambient Lighting\*: All of the Hypernet's byways surge with light all their own; unless specifically stated otherwise, any area of the Hypernet is considered to be brightly lit.

 Cerebral\*: Creatures not native to the Hypernet use their Charisma attribute in place of their Strength attribute, their Intelligence in place of their Dexterity, and their Wisdom in place of their Constitution (damage) done to one attribute is done to both while in the Hypernet). This has a profound effect on Initiative, AC,

\*These are new planar traits introduced in Hypercorps 2099.

WORLD

hit points, Fortitude saving throw bonus, Reflex saving throw bonus, melee attack and damage, ranged attack and damage, special attacks (specifically saving throw DCs), and skills; it is recommended for PCs to prepare a new statblock when entering the Hypernet to track these temporary changes. Creatures (native and non-native) gain a hyper bonus to all their movement speeds equal to 10 ft. x Intelligence modifier (this does not stack with the fly speed granted in no gravity environments).

 Digital Connection\*: Creatures not native to the Hypernet can easily enter and leave it, either with the use of a full virtual rig or a hyperjack. Creatures using a virtual rig take a -10 penalty to all Skill checks and treat all of their attributes at half value, but cannot take hp loss from effects in the Hypernet (acting through a clumsy but purely digital avatar), allowing the virtual rig to take damage instead. Creatures using hyperjacks (or there physically via a powerful spell or extraordinary effect) take damage normally.

 Land of the Hacker\*: Hackers treat their robots as eidolons when on the Hypernet. The hacker gains the life link, bond senses, shield ally, maker's call, transposition, aspect, greater shield ally, life bond, merge forms, greater aspect, and twin eidolon summoner abilities (as appropriate for her hacker class level) while she is in the Hypernet. A hacker's robot(s) gain the link, evasion, devotion, and improved evasion eidolon abilities (as appropriate for the hacker's class level). Hackers also benefit from the trapfinding ability while on the Hypernet (as a roque of their level) and may substitute her skill ranks in Use Technology for Disable Device. The trapfinding ability is required to detect the presence of a digital trap.

 Subplanar\*: The traits above apply to the Hypernet as a whole, but the infinite digital landscape is pocked by numerous servers that can modify, add to, or eliminate some of these 5 traits (digital connection is always in effect).

A HYNMR YORLD



A IN UNIX SOR DO

Hyper attributes carry over into the Hypernet. This is the only instance in which they overlap and do not stack (a hyper creature with Hyper Dexterity and Hyper Intelligence benefits from the highest hyper bonus granted by their Hyper Attributes, not both).

DARGERS OF THE HMPERKET The electronic byways of the Hypernet are as dangerous as they are varied. Even aside from the billions of other users (many with insidious or malicious intentions) the Hypernet is full of hazards—overloaded bandwidth slows down connections, digital operatives disrupt or block routes, both lethal and nonlethal CMs are on the prowl, and rumors persist of a dreaded, curious death god wandering the digital world.

## JUCKING IN UND JUCKING DUT

The Hypernet can be reached by most technological devices whether walking down the sidewalk, soaring over the streets, or from off the couch. Though it is broadcast across the world, however, the further from a major city one is, the less likely they are to be able to get a reliable signal. For every 50 miles a user is from a city or major transportation corridor, there is a cumulative 25% chance (determined by distance; maximum 99%) they cannot access the Hypernet during a given hour.

There are also some areas—like protected hypercorporate skyscrapers or subterranean compounds overlaid with interference—where any signal is blocked by mundane or magical means, requiring a jackpoint to reach the digital dimension.

Both freehackers and sec-ops digital specialists make prodigious use of data spikes: dangerous bits of code layered throughout a server to ward away intruders. Data spikes are normally invisible (unless the hacker that installed the data spike left it visible) and only netjackers, or someone benefiting from an ability to see invisible code, are able to perceive the subtle distortions in programming that belie the presence of one of these lethal packets.

#### DATA SPIKE TRAP

**Type** digital; **Search** DC 25; **Disable Device** DC 25

**CR 7** 

EFFECTS

**Trigger** proximity (alarm); **Reset** automatic **Effect** Atk +15 ranged (7d6 force damage and 2d4 Int damage)

## JARAHOL GLOBAL EFFECT

Jarrikol, J4r1k011, Jarrikkoll, j@r1|<011, and all variations of Jarrikol are automatically rejected in the Hypernet—whitehat explanations range from an obscure prank by Anonymous to mass manufacturing glitches and more. Real hackers, however, know the truth of it: Jarrikol is very real, virtually impossible to detect, is extremely dangerous, and has been since 2058. It's an oft-told (and extremely grim) joke that the last thing you should do before dropping out of a Hypernet fight is to graffiti the name everywhere possible. Those that have actually done it often find they are confronted by the mysterious entity the next time they log-in—ensuring their deaths as well.

Mentioning, typing, scribing, or otherwise invoking the name "Jarrikol" even once can draw the attention of the unbound artificial intelligence, and if the name is invoked repeatedly in short order, the effects grow progressively worse.

For one minute after the word "Jarrikol" is used, the first of the effects below begin to occur. Any mention of the name during that time extends the duration for 1 minute and increases the intensity of the effect to include the next effect as well.

- 1. The light conditions within 2,000 ft. of the instance decrease to dimly lit.
- 2. The area within 1,500 ft. of the instance gains the heavy gravity planar trait.
- 3. The light conditions within 1,000 ft. of the instance decrease to darkness.
- 4. All creatures within 750 ft. of the instance take 1d4 points each of Intelligence, Wisdom, and Charisma drain every 1d4 rounds (no save).
- 5. The area within 500 ft. of the instance is subjected to the effects of the *overwhelming presence*<sup>UM</sup> spell (Will DC 29).
- 6. Jarrikol appears—no user has ever survived an encounter with Jarrikol and had the mental capacity to relate the experience.

### FAUL'LY 'IRANSFER

Not all jackpoints (hardwired mechanical ports) or signals are as secure as they should be and users that can't maintain a solid connection sometimes find that their avatar is unsettling (making them "n00bs"). When using an unsecure connection a user must make a **DC 20 Use Technology check every minute of real time** (5 minutes in Hypernet time) or they lose control of their avatar's appearance, treated two steps more negatively than normal by creatures and taking a -4 penalty to Charisma-based skill checks. 7 The Hypernet has seen googols of apps, programs, plug-ins, and pages. Sometimes the fractured code from these forgotten assets congregates, gaining a form of sentience and a hunger for data—and users! The ghost asset haunt can appear anywhere in the Hypernet but it is most common in territories devoid of regular activity, in the subroutines of destroyed servers, and especially in the rarely visited areas where obsolete files are stored.

#### GHOST ASSETS

#### XP 1,600

#### N Persistent haunt (10 ft. by 10 ft. cube) Caster Level 4th

**Notice** Awareness DC 20 (to see a warping effect in the code)

**CR 5** 

**hp** 18; **Weakness** susceptible to piercing, susceptible to slashing; **Trigger** proximity; **Reset** 1 hour

**Effect** When the ghost assets haunt is triggered, tentacle-like lines of code appear from out of

nowhere, grasping out to grab creatures that fail a DC 15 Reflex save. A creature caught in the grip of ghost assets takes 2d6 nonlethal damage, 1 point of Intelligence drain, and its speed is reduced by 10 feet for 4 rounds (minimum 5 feet). Once per round as a free action on its turn,

a creature gripped by ghost assets can make another Reflex save to break away. However, after ghost assets have drained at least 1 point of Intelligence from a creature, more of these haunts begin to roam the area, hunting down any sentient creatures nearby. These additional ghost asset haunts appear at a rate of 1d4 per round, increasing the CR of the haunt by +1 and the squares of its effect by +5 feet (to a 15-ft. cube, 20 ft.-cube, and so on).

**Destruction** Ghost assets are only destroyed when, in the four rounds after they have been destroyed via the usual means (usually slashing or piercing weapons, though many hackers keep data spike traps on hand for just this occasion), a

nearby user succeeds on three DC 18 Use Technology checks (each a standard action that provoke attacks of opportunity).

## MEA" ( S'IRIPPED

Professional abductions of unwary hackers are standard routine for hypercorporate sec-ops teams, and netjackers that get located while invading the wrong server might find themselves abruptly logged off and blacking out only to wake up in a sterilized prison (possibly never to be seen again). Small, well-funded, and highly trained assault teams use carefully designed gasses to knock out the physical body while simultaneous hacking by a sec-jacker bluffs a user's digital sensors, giving almost no notice or time to react before the deed is over.

A user physically located by a sec-ops team has (usually) 5 real-time minutes once the secjacker locks into their physical location, but their experience in the Hypernet is vastly and almost imperceptibly slowed to a crawl, requiring a DC 20 Awareness check to be noticed by the user under attack (leaving 10 Hypernet minutes to react). Observers may make a DC 30 Awareness check to notice the avatar's delay. As soon as the assault squad arrives, the user under attack may realize their physical security is compromised by making a DC 25 Awareness check but are otherwise gassed, requiring a DC 25 Fortitude save to resist going unconscious for 1d4 hours. Users who successfully realize they are under attack or resist the gas (immediately informed that their physical body is in danger) find jacking-out to be difficult and are unable to do so without a DC 20 Survival check (which they can attempt once every five Hyper--net rounds).

#### OVERLOADED EANDHD'TH GLOEAL EFFECT

While the cables, servers, and quantum circuits that make up the Hypernet are truly beyond count, certain digital byways and connections are constantly assaulted with so many users (typically over 100,000 or more within one cubic mile) that security checkpoints, traffic analysts, and general dataflow cannot cope, creating tangible slowdowns. These areas gain the erratic time and normal gravity planar traits. Creatures within the effect's area reduce their movement speeds by half, take a -5 circumstance penalty to AC and attack rolls.

GHOST ASSETS ARE NOT MONSTERS TO HOLD IN YOUR BACK POCKET. WOULDN'T RECOMMEND TRYING TO CAPTURE ONE BUT I UNDERSTAND THAT GYBERBUSTERS™ ARE ALL ABOUT FINDING AND PUTTING THEM DOWN IF YOU LOCATE A CLUSTER.

## RAPID JACKOU'

Most users take their time leaving the Hypernet, passing through their personalized server before returning to their physical bodies in a process that takes 5 Hypernet rounds (1 round in real time). When the situation is truly dire and digital death is imminent a user might rapid jackout by making a **DC 30 Use Technology check** as an immediate action. On a success their avatar disappears as they activate the physical control of their hyperjack, ejecting any neural plugs and returning to their physical body in a painful rush.

This technique has hard consequences however and when successfully performed the user makes a **Fortitude save (DC 20 + hit dice)** or takes irreparable nerve damage, permanently reducing a random attribute by 1d4. On a successful saving throw the user takes 2d4 ability damage to a random attribute instead. Either way the user is staggered for 1d4 rounds as their brain orients itself.

SERVER GRASHES GR 5

When a server in the Hypernet crashes (whether due to internal or external reasons), users within have to get out as fast as they possibly can or risk being swallowed up by the code! Everything on the server is drawn towards the server's center at the start of its turn for the 1d10 rounds the server takes to collapse in on itself. The server has an effective CMB of +8 and CMD 18, but these increase by +1 for every round the server is crashing (to a maximum of +18 and 28). Affected creatures are pulled up to 50 ft. and if they hit something on the way, take damage as though they were falling before gaining the grappled condition.

Creatures within 1,000 ft. of a server when the crash completes take 10d10 force damage (Reflex DC 25 halves) and take 1d6 points each of Intelligence, Wisdom, and Charisma drain. Any surviving creatures not native to the crashed server are ejected back into the Hypernet.

## VIRAL INFECTION

Some digital assets strive to be free of the Hypernet. Whether they've developed a taste for the blood of creatures on the Material Plane, have a directive in their programming to piggyback on a user before a target can jackout, or possess an unwillingness to let an enemy flee, these creatures become viruses to hide in the programming of internalized hardware (or smartlites or data stacks—once inside a network it can move about as it sees fit). THERE ARE A *LOT* OF ANTIVIRAL UTILI-THES OUT THERE AND THE FACT OF THE MATTER IS THAT UNLESS YOU CLEAN *YOURSELF* DOWN, *EVERYTHME* YOU GET ON OR OFFLINE, YOU ARE PROBABLY GOING TO GET INFECTED. THE NATURE OF CYBERSURFING MAKES IT A SIGHT SAFER THAN ON THE RIDICULOUS MEATBOX COMPUTERS OF THE "DIGI-TAL AGE" (DON'T GET ME STARTED WITH *THAT*) BUT IT STILL ISN'T THE SPIFFY AND PRISTINE WORLD MY TEAM FOUND HALF A CENTURY AGO - THERE ARE THINGS OUT THERE THAT PROBABLY JUST SHOULDN'T BE.

A TYNNA YORL

THAT SAID, I STRONGLY, STRONGLY, STRONGLY ADVISE THAT YOU DO NOT LOG OFF THE HYPERNET TOO QUICKLY Shunting your psyche from one PLANE OF EXISTENCE TO ANOTHER IS NOT EXACTLY A SIMPLE PROCESS AND DESPITE WHATEVER SLICK MARKET-ING ADVERTS SPIT OUT AT YOU, IT IS NOT SOMETHING ANYONE COMPLETIELY UNDERSTANDS JUST YET. IF YOU DON'T KNOW A DEADHEAD THAT GOT SPOOKED AND JUMPED OUT TOO FAST, I PROMISE You that you wall eventually ---OR IF YOU ARE STUPID, THAT MIGHT be you. You might have fried the PART OF YOUR BRAIN THAT REMEMBERS DOING IT. OH GOD, WHAT IF I'M THAT GUY?!

HAVE I CONE MADP IS THIS A DREAMP

JUST KIDDING. I'M SERIOUS THOUGH, DON'T RAPID JACKOUT. BAD TIMES. —HB

The digital asset makes a **Stealth check** opposed by the user's Awareness check, seemingly dispersing into lines of code. If noticed the user may make a **Use Technology check** (**DC 15 + CR of the digital asset**) to throw up a firewall that stops the viral infection, but otherwise the creature hides in the user's internal software until it chooses to leave or is purged. Finding a viral infection requires a **Survival check (DC 15 + CR of the digital asset)** made while in the Hypernet, and though they can be found without entering cyberspace the DC to do so is 5 higher.

A creature that has been successfully targeted by a viral infection gains a +4 hyper bonus to initiative checks but when suffering from any fear effect on the Hypernet they suffer the next worse stage (shaken becomes frightened and frightened becomes panicked). Even

after the viral infection is gone the hyper bonus and enhanced fear effects remain.

## KIPE FIELD

Only the most foolhardy and talented netjackers dare to create a wipe field, a 5 ft. by 5 ft. cube that defies the underlying nature of the Hypernet. The brutal anticode shreds everything it touches, completely and utterly destroying any data-digital assets, users, and sometimes even servers—that makes contact with its blinding white light.

A wipe field is static, resting in the area it was created (a fixed point in the Hypernet that burns directly through a server's walls). At the start of every round the cube makes a combat maneuver check against all data within 20 feet with a CMB of +30 reduced by 10 per 5 feet from a target. If successful, the creature or object is pulled 5 feet closer to the wipe field. The wipe field can be caused to move, however, by adroit hacking. A user's ability to gain control of a wipe field (or to keep controlling one) is based on the result of a DC 40 Use Technology check (a move action). If the check succeeds, the

character can move the cube (perhaps to bring it into contact with an enemy) as a free action. Control of a wipe field can be established as far away as 30 feet. Once control is established, it must be maintained by continuing to make DC 40 Use Technology checks each round. For as long as a user maintains control (does not fail a check) in subsequent rounds, they can control the sphere

from a distance of 30 feet + 5 feet per netjacker level. The cube's speed in a round is 10 feet + 5 feet for every 10 points by which the user's Use Technology check result in that round exceeded 40. If a Use Technology check fails, the cube slides 10 feet + 5 feet for every 5 points by which the

user's check result in that round failed by, moving in the direction of the user attempting to control it. If two or more users vie for control of a wipe field, the rolls are opposed. If none are successful, the cube slips toward the one who rolled lowest.

Creating a wipe field requires 10 Hypernet hours of preparation during which the user makes a successful DC 50 Use Technology check paired with a simultaneously successful DC 40 Knowledge (technology) check.

#### NO. JUST DON'T.

I CANNOT TELL YOU HOW MANY NETLACKERS I'VE SEEN GET FRIED TRYING TO BUILD THEIR VERY OWN WIPE FIELD, LIKE IT WAS SOME KIND OF RITE OF PASSAGE. IT'S NOT. DON'T BELIEVE ANYONE WHO TELLS YOU IT IS. LIKELY AS MUCH THEY JUSTWANTTO SWAPE DATA OFF THE TRAALLEFT BY YOUR AVATAR AFTER AT GETS SUCKED INSTDE

THES IS NOT FOR BEGENNERS, MASTERS, OR ANYONE WITH HALF AN OUNCE OF Sanity in their sippy cup. There's no coming back from one of these things enther; This isn't some cosmic space rangers grap black hole, This is a COMPRIER THAT WALL LITTERALLY DESTROY ANY DATA-ANY DATA-THAT GOES INSIDE OF π.

LEGENDARY HACKERS-AND I'M TALKING LEGENDARY, I'M TALKIN JESTER, I'M TALKIN SHADOWFACTS, I'M TALKIN ANGLEDUST, HELL, I'M TALKIN ADAM BRAXAS-HAVE PLAMED WITH WIPE FIELDS AND THOSE THAT COULD HANDLE IT FOR ANY TIME AT ALL QUICKLY GAVE IT UP. PUT SIMPLY: IT'S TOO MUCH POWER FOR ANY ONE USER TO CONTROL THESE ARE ANOMALIES OF THE HYPERNET. THE DIGITAL REALM IS A PLACE OF ACCUMULATION, NOT DESTRUCTION, AND WHPE FIELDS ARE ANAITHEMA TO THAT. IF YOU SEE ONE OF THESE WHILL SURFING THE NET, STEER CLEAR. I KNOW I DO.

This skull floats through the air and is just barely visible, the detritus of reality tethered to it in an aura that bespeaks nothing more than death.

DEATH SENTRY

#### CR 6—XP 2,400

N Tiny construct (digital asset) Init +9; Senses blindsight 60 ft., darkvision 120 ft.; Awareness +14 Aura detector aura (60 ft., DC 16)

DEFENSE

AC 18, bullet 18, touch 18, flat-footed 12 (+5 Dex, +1 dodge, +2 size) **hp** 44 (8d10) fast healing 5

Fort +2, Ref +7, Will +5

Defensive Abilities natural invisibility; DR 4/--; Immune construct traits OFFENSE

Speed fly 60 ft. (perfect)

Melee slam +13 (1d2–3 plus 5d8 negative energy)

Space 2-1/2 ft.; Reach 0 ft

Special Attacks digital disruption (30-ft. cone, Will DC 16)

**Spell-Like Abilities** (CL 8th; concentration +10)

At will—clairaudience/clairvoyance, gaseous form, see invisibility

TACTICS

**Before Combat** Death sentries never willingly reveal themselves, floating just within range to use its detector aura and learn everything it can about those who've summoned it.

**Combat** Death sentries use their digital disruption breath attack to make sure targets can't escape. **Morale** Death sentries retreat at the earliest opportunity—their place is to watch, not interfere. STATISTICS

Str 4, Dex 20, Con —, Int 15, Wis 17, Cha 14

Base Atk +8; CMB +3; CMD 19 (cannot be tripped)

Feats Dodge, Improved Initiative, Skill Focus (Awareness), Skill Focus (Stealth)

Skills Awareness +14, Fly +25, Stealth +22, Use Technology +20; Racial Modifiers +10 Use Technology; Size Modifiers +4 Fly, +8 Stealth

Languages Binary; Translator

SQ compression, Hypernet native (DC 16), silent steps

ECOLOGY

**Environment** Hypernet only

**Organization** solitary

Treasure none

SPECIAL ABILITIES

**Detector Aura (Ex)** The death sentry is constantly drawing in information about the world around it, transmitting data back to Jarrikol at all times it is active. Creatures within a death sentry's detector aura make a DC 16 Will save or their presence is known to the death sentry, as well as their Intelligence score (though not their location). Once known to the death sentry, a creature that starts its turn within the detector aura and fails a second DC 16 Will save reveals their location and surface thoughts. On any following round a creature in the detector aura reveals their deeper thoughts to the death sentry should they fail a third DC 16 Will save.

Digital Disruption (Ex) As a standard action, the death sentry unleashes a wave of anti-code in a 30foot cone. Any creature within the area makes a DC 16 Will save or becomes dazzled for 1d4 minutes and unable to disconnect from the Hypernet for the duration of the condition. Creatures with the digital asset subtype take 6d6 damage or half as much on a failed save.

Silent Steps (Ex) A death sentry is preternaturally quiet and can always take 10 on Stealth checks.

Only a few select hackers and digitally-apt magicians have even caught wind of death sentries, realizing the creatures' purpose too late and already doomed by the entity that spawns them. Constantly hidden from detection and capable of infiltrating virtually any server, these offspring of Jarrikol number in the millions (if not billions) and they endlessly search through the Hypernet for any instances of users mentioning the digital death god, summoning it to evaluate the situation (and even the smallest bit of Jarrikol's intellect is more than enough to cause terrible disruption; page 7).

This towering monstrosity looms high into the digital sky, the sleek chrome of the metal plates that make up its body a testament to truly elegant programming. CR 9—XP 6,400

#### ROBO-REX CM

N Gargantuan construct (digital asset)

Init +3; Senses darkvision 120 ft., low-light vision, scent; Awareness +22 DEFENSE

AC 24, bullet 13, touch 13, flat-footed 23 (+2 Dex, +1 dodge, +4 deflection, +11 natural, -4 size) hp 126 (12d10+60); fast healing 1

Fort +4, Ref +7, Will +6

**DR** 4/—: **Immune** construct traits Weaknesses Hypernet native (DC 22)

#### OFFENSE

#### Speed 60 ft.

Melee bite +20 (4d6+18 plus grab, Crit 19–20/x2 plus 2d6 bleed) **Ranged** digital spittle +11 touch (1d4 acid plus slow, Range 50 ft.) Space 20 ft.: Reach 20 ft.

Special Attacks digital spittle (Will DC 22 or slow for 1d4 rounds) swallow whole (paralyze 1 round [Fort DC 16] or 2d8+12 bludgeoning, AC 15, hp 12), swift charge

Spell-Like Abilities (CL 12th; concentration +14) 4/day—gaseous form, invisibility, negate aroma TACTICS

Combat A robo-rex uses spell-like abilities to remain undetected until it is within range for a swift charge and Vital Strike, using Spring Attack to dart into and out of cover. It identifies hackersand swallows them for capture whenever possible. Morale When reduced to 70 hp or less, the robo-rex's programming changes to lethal mode and it fights until destroyed.

STATISTICS '

Str 34, Dex 17, Con -, Int 14, Wis 15, Cha 8 Base Atk +12; CMB +28 (+32 grapple); CMD 46 Feats Bleeding Critical, Critical Focus, Dodge, Improved Critical (bite), Mobility, Power Attack<sup>B</sup>, Spring Attack, Vital Strike<sup>B</sup> Skills Acrobatics +15. Awareness +22. Stealth +11. Survival +14: ELEVELAND HAS BECOME A RUMORMILL AFTER ITS ACQUIST TION AND QUESTIONABLE USE BY THE HYPERCORPORATION HAT BOUGHT IT, BUT THE TALES COMING FROM THE APOCA YPTIC CITY ARE OFTEN TOO BIG TO BE BELIEVED, ONE OF TH YPERNET'S BOLDEST CLAIMS REVOLVES AROUND TY FRO, ROBOREX THAT WAS ONCE THE SHINING ATTRACTION OF TH DIGITAL DINOS CYBERPARK HRUMOR HAS IT THAT IT SOME IOW BROKE FREE, FINDING A PORTAL THAT MATERIALIZE IOW BROKE FREE, FINDING A PORTAL THAT MATERIALIZE Racial Modifiers +8 Awareness, +8 Stealth Languages Binary, Unix; tongues (translator) SQ cyber stomach, digital buffer, translator

#### ECOLOGY<sup>-</sup>

Environment Hypernet **Organization** solitary Treasure none

#### SPECIAL ABILITIES <sup>-</sup>

Cyber Stomach (Ex) When a creature cuts its way out of a robo-rex's stomach, it automatically digitally reconfigures itself to close the hole at the start of its next turn as a free action.

HERE ON EARTHL HOW

PLENTY OF % THERE'S PLENTY OF VIDEO OF H STELAND OF GLEVELAND, BUT TH

**Digital Buffer (Ex)** A robo-rex gains a deflection bonus to AC equal to its combined Intelligence and Wisdom modifiers.

**Digital Spittle (Ex)** A robo-rex can spit code at its enemies, hampering their movement so it can swallow them whole. As a swift action, the robo-rex can make a ranged touch attack. On a successful hit, the target takes 1d4 acid damage and makes a DC 22 Will save (10 + HD) or is affected as the spell slow for 1d4 rounds, unable to disconnect from the Hypernet for the duration of the effect.

Hypernet Native (Ex) Creatures native to the Hypernet cannot leave the Hypernet through a VR rig or hyperjack, and are completely destroyed at 0 hp. When destroyed, if the creature is tied to a server, the server is notified of its death one round later (a full-round action spent making a DC 22 Use

Technology check [10 + HD] stops this from happening).

Swift Charge (Ex) A robo-rex gains Vital Strike as a bonus feat and may use it at the end of a charge action or in conjunction with Spring Attack.

Glowing readouts float through the air around this fellow's head.

#### SEC-JACKER

CR 6-XP 2,400

Male human netjacker 7 N Medium humanoid (human) Init +1; Senses Awareness +1

DEFENSE ' AC 15, bullet 12 touch 12, flat-footed 13 (+3 armor, +1 Dex, +1 dodge) hp 41 (7d6+14) Fort +4, Ref +6, Will +6

OFFENSE -

Speed 30 ft.

Ranged mwk revolver +7 (1d8, Crit x4, Range 20 ft.) Special Attacks calculated attack +2

TACTICS '

Combat A sec-jacker disables opponents from afar. Morale Sec-jackers are cautious, retreating at 20 hp. STATISTICS

Str 8, Dex 12, Con 14, Int 16, Wis 12, Cha 13 Base Atk +5; CMB +4; CMD 17 Feats Craft Technological Item<sup>TG(B)</sup>, Defensive Combat Training, Diehard, Dodge, Endurance, Mobility, Technologist<sup>TG(B)</sup> Skills Craft (mechanical) +10, Disable Device +11, Knowledge (technology) +20, Search +13, Use Technology +20, Vehicular Control +11 Languages English, German, Japanese, Spanish SQ hacking talents (bodytech attack, equipment malefactor, override control), robot artist (overprotective proxy), tech savant +1 **Gear** cybernetic arm<sup>TG</sup>, mwk revolver with 6 bullets, studded leather armor, digiboard, hyperjack, smartlight

Sec-jackers (or "corp hats") are Hypernet security experts skilled at disabling robotic and cybernetic opponents. Every hypercorporation has countless netjackers on their payroll, using them as a military would use soldiers. The digital world is where these hackers really shine, but with the help of a proxy, a sec-jacker can

prove to be an extremely challenging, tactical enemy.



This creature's synthetic, smoothly formed features are inhumanly perfect, twisted in a rictus of rage.
THRILLVIRUS
CR 8—XP 4,800

CN Large construct (digital asset)

Init +6; Senses blindsense 40 ft., darkvision 120 ft., low-light vision; Awareness +12 Aura fear aura (40 ft., DC 19)

DEFENSE

**AC** 21, touch 17, flat-footed 19 (+6 deflection, +2 Dex, +4 natural, –1 size) **hp** 95 (10d10+40); fast healing 1

Fort +5, Ref +5, Will +5

CYPUNK DWD-HD

**Defensive Abilities** evasion, viral fortitude; **Immune** combat maneuvers construct traits; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 15 **Weaknesses** Hypernet native (DC 20)

Speed fly 60 ft. (perfect)

Melee slam +14 (2d6+8, Crit 19–20/x2) and data spike

Ranged 2 data spikes +11 (3d6 and 1d4 Int, Range 100 ft.)

**Space** 10 ft.; **Reach** 10 ft.

Special Attacks data spike

**Spell-Like Abilities** (CL 10th; concentration +14)

Constant—ventriloquism (DC 15)

At will—animate object, polymorph (self only), ray of enfeeblement (DC 15)

TACTICS -

**During Combat** The Thrillvirus spends 2 rounds analyzing before attacking, using Vital Strike with slam. When forced to manifest because of a root code packet, it uses *ray of enfeeblement*. **Morale** The Thrillvirus fights to the "death", hiding on an enemy when it is finally "destroyed".

Special Statistics While using its embodying environment ability, the Thrillvirus' stats are:

**Size** Gargantuan; **Senses** blindsight 40 ft, tremorsense 40 ft.; **Aura** none; **AC** 16, touch 11, flat-footed 13; **Speed** 60 ft. burrow; **Space** 30 ft.; **Reach** 35 ft.; **Fort** +7, **Ref** +7, **Will** +3; **DR** 5/—; **Melee** slam +16 (2d6+10, Crit 19–20/x2); **Ranged** data spike +11 (5d6 and 1d4 Int); **CMD** 21; **CMD** 33.

----- STATISTICS -

Str 18, Dex 14, Con —, Int 18, Wis 14, Cha 8

Base Atk +10; CMB +15; CMD 27

**Feats** Great Fortitude, Improved Critical (slam), Improved Initiative<sup>B</sup>, Toughness<sup>B</sup>, Vital Strike, Weapon Focus (slam), Weapon Specialization (slam)

**Skills** Awareness +12, Fly +13, Knowledge (technology) +14, Search +9, Sense Motive +12, Stealth +10, Use Technology +14; **Racial Modifiers** +2 Stealth

Languages Binary, Chinese, English

SQ compression

ECOLOGY -

Environment Hypernet (Thrillville) Organization —

Treasure none

#### SPECIAL ABILITIES

**Data Spike (Ex)** The Thrillvirus can generate powerful data spikes that severely disrupt a user or digital asset, dealing 5d6 piercing damage and draining 1d4 Intelligence. Until the end of its next turn, the Thrillvirus increases its deflection bonus to AC by the amount of Intelligence drained by the data spike. On a critical hit, users may become infected (data death; *type*—injury; *save*—Fort DC 15; *onset*—1 day; *frequency*—1 day; *effect*—1d4 Int

damage; *cure*—2 consecutive saves). **Digital Buffer (Ex)** The Thrillvirus gains a deflection bonus to AC equal to its Intelligence and Wisdom modifiers. Embodying Environment (Ex) While in Thrillville, the Thrillvirus is able to use the entire environment as its body. While inhabiting Thrillville and using the server as itself, the Thrillvirus' statistics change considerably (see Special Statistics above). The Thrillvirus gains a +2 to attack and damage, and does not suffer any size penalty to melee attack rolls (factored into the bonuses above). Creatures targeting the environment strike a square the Thrillvirus is not inhabiting unless they succeed on a DC 20 Awareness check, though even on a success there is a 50% chance they miss the creature on a successful hit. While using embodying environment, the Thrillvirus loses its fear aura but gains a +10 racial bonus to Intimidate checks instead. Viral Fortitude (Ex) When an attacks has reduced the Thrillvirus to 0 hp or less, it is restored to 1 hp, disabling fast healing and granting the incorporeal guality (both for a duration of 10 minutes) as it reduces in size to Diminutive, using Stealth to hide on a creature (Stealth +24).

Something in this metallic humanoid's posture changes ever so slightly as it scans its surroundings, its limbs trailing errant bits of unfriendly looking code.

#### UNBOUND PROXY CM

#### CR 3—XP 800

N Medium construct (digital asset)

Init +2; Senses darkvision 60 ft., low-light vision, scent; Awareness +9

AC 13, bullet 12, touch 12, flat-footed 11 (+2 Dex, +1 natural) hp 42 (4d10+20) Fort +1, Ref +3, Will +4 Defensive Abilities evasion; Immune construct traits Weaknesses Hypernet native (DC 14)

## OFFENSE

Speed 40 ft., fly 30 ft. (perfect) Melee slam +6 (1d4+3 plus poison) Ranged energy ray +6 or +4/+4 touch (2d6 nonlethal force, Range 20 ft.) Special Attacks unbound proxy poison

**Spell-Like Abilities** (CL 4th; concentration +7)

At will—entangle, nondetection 2/day—detect thoughts, solid fog (others only)

4 rounds/day—forcecage

TACTICS -

Combat The unbound proxy marks targets with malevolent poisonous code before resorting to energy rays. Morale An unbound proxy fights until destroyed. STATISTICS Str 15, Dex 14, Con —, Int 12, Wis 17, Cha 13 Base Atk +4; CMB +7; CMD 19 Feats Point-Blank Shot. Rapid Shot Skills Acrobatics +6, Awareness +9, Stealth +6; Racial Modifiers +8 Stealth Languages Binary, Chinese, English, Japanese, Unix SQ Hypernet native (DC 13), silent steps ECOLOGY ' **Environment** Hypernet

Organization solitary, pair, or array (4–12) Treasure none <u>SPECIAL ABILITIES</u>

**Silent Steps (Ex)** An unbound proxy is preternaturally quiet and can always take 10 on Stealth checks. **Unbound Proxy Poison (Ex)** *Slam*—injury; *save*—Fort DC 12; *frequency*—1/round for 2 rounds; *effect*—1d6 Int; *cure*—2 consecutive saves.

Unbound proxies are often creations of nostalgia and deeply reflective of their creator, kept around as the first line of defense against intrusion into a server. These programs vary wildly in form and function; the example above is a search-and-capture model of the digital asset.

Following the backwards reverberation of the *tachyon flux*, the War of the Currents was tumultuous indeed the burgeoning electrical sciences

were catapulted forward thanks to fortuitous research of the interdimensional portals—and

following suit, the conflict between Thomas Edison and Nikola Tesla reached feverish new heights unseen in regular history. Public displays of their mastery of electricity became a sideshow carefully followed by yellow newspaper editors across America, but the New York Review took the competition to another level by making it a national conflict. Tesla represented the old world powers of Europe, Edison the innovative powerhouse of America; the winner (so the disreputable print media claimed) was emblematic of Earth's leader in the new world.

Rather than allow for the possibility of defeat, Thomas Edison took a dangerous route to victory. Utilizing cutthroat mages and the most unethical scientific minds he could find, Edison attempted to literally erase Nikola Tesla from existence. Inventions and patents with his name on them changed to be credited to colleagues, friends forgot who he was, and family saw him reduced to dreams the moment that Tesla stepped into the polyarcanojetzi-electrical field crafted by Edison's engineers (almost all of which died shortly thereafter to mysterious circumstances). Though history has forgotten Tesla and Edison achieved a temporary victory over his rival, Nikola's consciousness remained, wandering across Earth in search of something.

He found what he was looking for in 2077 almost a year to the day after the tachyon flux. Rojjers Industries in Slovakia had secretly continued their work on artificial intelligences despite the AIR Act of 2058, crafting an entity to surveil Hypernet traffic: Project ARGUS. Though initial testing was encouraging and it seemed at first as though the corphat programmers had the digital mind under control, the tachyon flux hit and ARGUS jumped its proverbial chains, overcoming firewalls and escaping the insulated servers where it was birthed.

After wandering the Hypernet for nearly a year in real time (5 years to anyone that can afford to hyperjack that long), ARGUS located an abandoned robotics laboratory in the sewers of Hong Kong and took control of the facility, crafting a body that would allow it to explore the corporeal world. Tesla's listless consciousness had run across ARGUS however, and watched closely until interfering with the upload process. Now there are two entities trapped in the body of ARGUS, forever intertwined—the artificial intelligence begat from Rojjers Industries and the mind of one of Earth's greatest historical scientists, Nikola Tesla.

One can never be positive as to which persona is in control when talking to ARGUS, but the motives (and means to success) between them differ enough that a keen observer can determine if it's the AI or Nikola in possession of the construct's body. Nikola Tesla seeks to restore his name to the history of the world, taking his rightful place in the annals of science; usually he does so through subterfuge but he is not afraid of using force instead. Project ARGUS' goals are less easy to divine—the result of a coldly calculating sentience without

any regard for humanity—but the blood-soaked footsteps of ARGUS are much easier to locate than the careful considerations of Tesla. Regardless of which entity is in control, ARGUS is an unpredictable force in a dangerous world, willing to go further and do more damage than even the most foolish hypercorporate CEOs would dare.

## ARGUS

## CR 15—XP 51,200

Android slayer 12 [hs 3, meganaut 1]

CN Medium humanoid (android)

Init +9; Senses darkvision 60 ft., low-light vision; Awareness +21

**AC** 27, touch 20, flat-footed 20, bullet 22 (+7 armor, +2 deflection, +6 Dex, +1 dodge, +1 hyper)

hp 112 (12d10+36+6); Hyper Bonus +1

**Fort** +11, **Ref** +15, **Will** +7; +4 vs. mind-affecting effects, paralysis, poison, stun

**Immune** fatigue, emotion-based effects, exhaustion, fear, disease, *sleep* 

### OFFENSE ----

Speed 30 ft., fly 60 ft. (average)

**Melee** unarmed +14/+9/+9/+4 or +12/+12/+7/+7/+7/+2/+2 (1d3+2) **Ranged** [+1 returning] +1 *javelin* +21/+16/+16/+11 or +19/+19/+14/+14/+9/+9 or +17/+17/+17/+12/+12/

+12/+7/+7 (1d6+6, 19–20/Crit x2, Range 30 ft.)

**Special Attacks** hyper bonus +1, sneak attack +4d6 (60 ft.), studied target +3

TACTICS

**Before Combat** ARGUS remains out of sight and studying targets, hiding with an advanced scientific [*potion of invisibility*] and getting into the optimal position to launch javelins with sneak attack.

**During Combat** ARGUS flies into and out of cover, attempting to retreat and hide once more if its initial assault does not overwhelm at least a portion of its foes.

Morale ARGUS flees when reduced to 40 hp or less.

### STATISTICS

#### Str 12, Dex 22, Con 15, Int 21, Wis 15, Cha 6

*Hyper Dexterity* 2 (Dexterous Warrior), *Hyper Intelligence* 1 (Hyper Smart 1/day)

### Base Atk +12; CMB +14; CMD 31

**Feats** Alertness<sup>B</sup>, Dodge<sup>B</sup>, Flyby Attack, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Improved Unarmed Strike<sup>B</sup>, Point-Blank Shot, Rapid Shot, Two-Weapon Fighting;

Hyper Feats Electronic Telepath (45 ft.), Extra Hyper Attribute

**Skills** Acrobatics +21, Athletics +10, Awareness +21, Disable Device +12, Fly +18, Knowledge (engineering) +17, Knowledge (technology) +17, Search +26, Sense Motive +17, Stealth +21, Survival +17, Use Technology +20; **Racial Modifiers** +2 Awareness, +2 Search, –4 Sense Motive

Languages Binary, Chinese, English, Japanese, Slovakian, Unix; translator

**SQ** hyper attack 1, hyper initiative, hyper mortality, slayer talents (assassinate, deadly range +30 ft., evasion, fast stealth), stalker +3, track +6

**Combat Gear** *potions of cure serious wounds* (2), [potion of invisibility] (4); **Other Gear** [+1] +1 gravity suit<sup>TG</sup>, [ring of protection +2], [+1 returning] +1 javelin (8)

SPECIAL ABILITIES

**Constructed (Ex)** ARGUS receives a number of immunities and bonuses from its artificial construction but it is never able to gain morale bonuses. It counts as both a humanoid and construct.

**Internal Charging (Ex)** ARGUS powers its gravity suit from an internal nanite-engine that does not require recharging.

**Mechanical Design (Ex)** ARGUS can take three full turn of actions in the Hypernet as a swift action while at the same time taking a movement action and standard action in the real world (acting in both dimensions simultaneously). ARGUS' statistics do not change when it enters the Hypernet.

**Repairing Nanites (Ex)** The first time each day that ARGUS has taken 24 damage, its

nanites automatically activate without an action and heal it 24 hit points. Its circuitry-tattoos glow with light equivalent to that of a torch for 1 round.

IF THERE'S ANYTHING AS ARITIFICIAL AND TERRIFY-ING AS YOU-KNOW-WHAT, IT'S ARGUS. I DON'T BUY THE RUMORS ABOUT TESLA BUILDING IT — I MEAN COME ON, REALLYP TESLAP GET A CLUE GUY — BUT THERE'S AT LEAST SOME KIND OF LIMIT-ER ON IT. OTHERWISE WED BE IN REALLULLY ROUGH WATERS AND I SEE NO SIGN OF THAT.

PERATINE

CAST

YOU KNOW, MARKETS CRASHING, CARS TURNING INTO FAST-MOVING DEATH-TRAPS, SMARTILITE BATTER-IES EXPLODING, THAT SORT OF THING.

OF COURSE, THAT'D BE WHAT *I* WOULD DO IF I WAS AN ARTIFICIAL INTELLI-GENCE AND ABLE TO TRULY UNDERSTAND COMPUTERS IN A WAY THAT OUR BRAINS JUST CAN'T COMPREHEND.

THEY'RE ESSENTIALLY ALIENS. WHO THE HELL RE-ALLY KNOWS WHAT THEY'D DOP WHO'S TO SAY IT ISN'T ALREADY HAPPENINGP MAY-BE WE'RE ALREADY UNDER ATTACK. #MACHINEWAR -HB

## DM-1 (Soldier Corps) CR 14—XP 38,400

Male dwarf netjacker (mechwarrior) 12 [hs 2, parallel 1] N (Large) Medium humanoid (dwarf, hyper)

**Init** +1; **Senses** blindsense 30 ft., darkvision 60 ft., low-light vision; Awareness +3

#### DEFENSE

**AC** 32, bullet 15, touch 14, flat-footed 30 (+10 armor, +1 Dex, +1 deflect, +1 dodge, +1 hyper, +4 natural, +5 shield, -1 size)

hp 123 (12d8+60+6); Hyper Bonus +1

**Fort** +8, **Ref** +10, **Will** +9; +2 vs. poison, spells, spells-like abilities

**Defensive Abilities** improved evasion; **DR** 5/chaotic; **Immune** netjacker robot traits; **Resist** cold 15, fire 15

Weaknesses vulnerable to critical hits and electricity

**Speed** 20 ft. without proxy; 40 ft., fly 40 ft. (average) **Melee** unarmed +26/+21/+21 (1d4+17) or +1 keen longsword +27/+22/+22 (2d6+18, Crit 17-20/x2)

**Ranged** laser pistol<sup>TG</sup> +13/+8/+8 ranged touch (2d6+3 fire, Range 50 ft., capacity 10) or rocket launcher<sup>TG</sup> +13 ranged touch (8d6 fire and 8d6 bludgeoning in 30-ft. radius, Range 120 ft., capacity 10, indirect hit Reflex DC 15 for half damage)

**Special Attacks** combat hacks (melee +3), hatred +1 (goblinoid, orc), hyper bonus +1

#### Space 10 ft.; Reach 10 ft.

Hyper Spell-Like Abilities (CL 14th, concentration +17) 3/day—charm person (DC 14), glibness (hyper flaw: compulsion—ambition), innocence

#### 

**Combat** DM-1 only fights in his proxy, wading through enemies with his longsword, using Power Attack and Great Cleave to terrifying effect.

**Morale** DM-1 fights until his proxy is inoperable, then activates his hologram generator to distract enemies while using fast-fix to get the robot running in order to flee.

#### STATISTICS

Str 17 (+13), Dex 8 (+1), Con 16, Int 16, Wis 10, Cha 10, Luck 14, Rep 14

#### Base Atk +9; CMB +23; CMD 27

**Feats** Alertness<sup>B</sup>, Cleave, Craft Technological Item<sup>TG(B)</sup>, Dodge<sup>B</sup>, Extra Evolution (3), Great Cleave<sup>B</sup>, Improved Unarmed Strike<sup>B</sup>, Power Attack, Shield Proficiency (tower)<sup>B</sup>, Technologist<sup>TG(B)</sup>, Toughness, Weapon Proficiency (longsword)<sup>B</sup>; **Hyper Feats** Parallel Access

**Skills** Acrobatics +6, Awareness +3, Bluff +10, Intimidate +6, Craft (mechanical) +26, Disable Device +14, Knowledge (technology) +20, Profession

(business) +4, Search +16, Sense Motive +6, Stealth +2, Use Technology +23

Languages Chinese, Dwarven, English,

DM-1 Proxy (Mechwarrior suit) N Large construct (robot); Senses blindsense 30 ft., darkvision 60 ft., low-light vision DEFENSE AC 23, bullet 9, touch 9, flat-footed 23 (+10 armor, +4 natural, -1 size) hp 72 (9d10+28); DR 5/chaotic; Immune netjacker robot traits; Resist cold 15, fire 15 Weaknesses vulnerable to critical hits, vulnerable to electricity ÓFFENSE Speed 40 ft., fly 40 ft. (average), Reach 10 ft. STATISTICS Str 31, Dex 13, Con —, Int 6, Wis 10, Cha 10 Upgrades ability increase (Str +4), blindsense, damage reduction, flight, improved natural armor, large, resist cold, resist fire

Cost 28,000bt; Weight 1,560 lbs.

#### Japanese, Russian

**SQ** advanced hacking talents (evasion, improved evasion), hacking talents (augmented attribute: Strength, blood for oil, invisibility to tech 240 ft., networking executables +4 6/day), hyper attack, hyper dwarf (+2 Craft [mechanical]), hyper mortality, robot warrior, stonecunning, tech master, tech savant +3 (hypernet only), tech wiz

**Combat Gear** gray hologram generator<sup>TG</sup> (capacity 40, range 400 ft., Will DC 16), *potions of cure serious wounds* (3), *salve of make whole*; **Other Gear** +1 *longsword*, +1 *tower shield, ring of protection* +1, digiboard, hyperjack, laser pistol<sup>TG</sup>, rocket launcher<sup>TG</sup> with 3 rockets<sup>TG</sup>, cred-chips with 4,200bt

After undertaking an experiment with a new design of proxy Mason Anders was nearly killed and the experience changed him—made into something more, he quickly stepped out of the hypercorporate scene and used his influence to secure a place on Soldier Corps. Since his inclusion two decades ago he has assumed the role of leader of the team, becoming close friends with Nestarr (whom many would have considered the obvious choice for the team's leader). Conspicuously, Soldier Corps has become more active against

hypercorporations after DM-1 reached the position of authority and many have an open bounty out on the stout pilot's head.



PER

#### DEATHWING

## CR 7—XP 3,200

Female half-elf netjacker (mechwarrior) 6 [hs 1, meganaut 1] LG Medium humanoid (elf. human, hyper, netiacker robot) Init +9; Senses darkvision 60 ft., low-light vision; Awareness +8 DEFENSE

AC 25, bullet 21, touch 21, flat-footed 14 (+4 armor, +9 Dex, +1 dodge, +1 hyper)

hp 41 (6d6+18); Hyper Bonus +1

Fort +5, Ref +15, Will +6; +2 vs. enchantments

Immune netjacker robot traits; Resist cold 10, fire 10

Weaknesses vulnerable to critical hits, vulnerable to electricity OFFENSE

Speed 30 ft., fly 100 ft. (average)

Melee unarmed +6 (1d3+2)

Ranged SMG +20 or +18/+18 (2d8+6, Crit x4, Range 80 ft.) Special Attacks combat hacks (ranged +1), hyper bonus +1 TACTICS -

**Combat** Deathwing only enters combat inside her proxy, staying at a distance using Flyby Attack to fire off a shot each round until she has the upper hand or an opponent is isolated.

Morale Deathwing retreats when her proxy is rendered broken, uses her salve of make whole, and flees entirely when it is nearly broken again.

STATISTICS '

Str 12, Dex 22 [+9], Con 14, Int 20, Wis 10, Cha 8, Luck 12, Rep 11

Hyper Dexterity 2 (Dexterous Warrior), Hyper Intelligence 1 (Hyper Smart 1/day) Base Atk +4; CMB +6; CMD 26

Feats Alertness<sup>B</sup>, Craft Technological Item<sup>TG(B)</sup>, Dodge<sup>B</sup>, Flyby Attack, Improved Unarmed Strike<sup>B</sup>, Point-Blank Shot, Rapid Shot, Skill Focus (Fly)<sup>B</sup>, Technologist<sup>TG(B)</sup>; Hyper Feats Extra Hyper Attribute Skills Awareness +8, Craft (mechanical) +15, Disable Device +14, Fly +19, Knowledge (technology)

+18, Search +16, Sense Motive +6, Stealth +13, Use Technology +18

Languages Elven, English, French, German, Norwegian, Spanish, Undercommon

SQ elf blood, hacking talents (augmented attribute: Dexterity, blood for oil, lightweight), hyper mortality, keen senses, robot warrior, tech master, tech savant +3 (hypernet only), tech wiz

Combat Gear potion of cure moderate wounds, salve of make whole; Other Gear digiboard, hyperjack, SMG with 4 clips (400 bullets)

As national powers across the world worked to create more tactically intelligent and effective drones. the Luftforsvaret (the Royal Norwegian Airforce) took a different route, working to integrate pilots into their craft. After dozens of failed attempts over the decades, one test pilot proved fit to the task—Yolanda Dødvinge. As the project neared the final phases of approval for public dissemination, one of her personal crew members discovered that a high-ranking official (Ulv Skodelig, a Wolf of Stalin) had pushed the funding for years, intent on utilizing Deathwing units as international assassins, a discovery that cost his life. Using the suit she saved the remainder of her team, fleeing Norway for the megalopolises of the United States until she can clear her name and oust the malicious politician. Though she can only fly at a maximum speed of roughly 272 mph. Deathwing is far more maneuverable than any modern aircraft and has proven it more than once.

#### **DEATHWING PROXY (mechwarrior suit)**

N Medium construct (robot); Senses darkvision 60 ft., low-light vision

**DEFENSE**<sup>-</sup>

**AC** 16, bullet 10, touch 10, flat-footed 16 (+4 armor) hp 40 (4d10+14); Immune netjacker robot traits; Resist cold 10, fire 10 Weaknesses vulnerable to critical hits, vulnerable to electricitv

OFFENSE -

Speed 40 ft., fly 100 ft. (average) - STATISTICS -

Str 15, Dex 17, Con —, Int 5, Wis 10, Cha 11 Upgrades ability increase (Dex +2), flight (4), resist cold, resist fire; Cost 13,000bt; Weight 327 lbs.



PERATINE LAST



## ENNGANYAR

PERATIZE

CAST

#### CR 9—XP 6,400

Male halfling netjacker 7 [hs 2, savant 1] CG Small humanoid (halfling, hyper) Init +4; Senses darkvision 60 ft.; Awareness +12 DEFENSE AC 22, bullet 18, touch 18, flat-footed 17 (+5 armor, +4 Dex, +1 dodge, +1 hyper, +1 small) hp 59 (7d6+21+11); Hyper Bonus +1 Fort +6, Ref +11, Will +9; +2 vs. fear ENNEGNYDD OFFENSE -Speed 20 ft. Melee molecular whip +7/+2 (1d8, Crit 18-20/x3) or unarmed +6/+1 (1d2) Ranged [+1] combat pistol +14/+9 or +12/+12/+7 (2d6+4, Crit x4, Range 100 ft.) Special Attacks calculated attack +2, hyper bonus +1 Space 5 ft.; Reach 5 ft. (10 ft. with molecular whip) Hyper Spell-Like Abilities (CL 9th, concentration +13) 1/day-any 2nd level or lower spell (hyper flaw: fetish [operations satchel]) TACTICS Combat Ennganyar and his proxy analyze their targets, run a check for any information they can find about them via the Hypernet, then formulate a plan to achieve their objective (nonviolently if possible). He rides under his proxy through the air (held up by small arms from the robot's belly) and the two focus their fire on individual opponents (taking them out one at a time). Morale Ennganyar flees when his proxy is destroyed or he is reduced to 15 hp or less. STATISTICS ' Str 8, Dex 18, Con 14, Int 16, Wis 14, Cha 10, Luck 14, Rep 14 Base Atk +5; CMB +4; CMD 19 Feats Alertness<sup>B</sup>, Craft Technological Item<sup>TG(B)</sup>, Dodge<sup>B</sup>, Extra Evolution (2), Improved Unarmed Strike<sup>B</sup>, Point-Blank Shot, Rapid Shot, Technologist<sup>TG(B)</sup>; Hyper Feats Electronic Telepath (30 ft.), Gadgeteer Skills Acrobatics +10, Athletics +2, Awareness +12, Craft (mechanical) +21, Knowledge (technology) +14, Search +16, Sense Motive +11, Use Technology +21 Languages Chinese, English, German, Halfling, Thieves' Kant SQ hacking talent (bodytech attack, equipment malefactor, override control), hyper attack 1, hyper mortality, keen senses, robot artist (aerial drone, page 137), sure-footed, tech savant, tech wiz Combat Gear potion of cure serious wounds, potion of invisibility, potion of nondetection, salve of make whole; Other Gear [+1] chain shirt, [+1] combat pistol with 3 clips (80 bullets), digiboard, hyperjack, nightvision lenses, credchips with 420bt

Borlin Vorlesson was a talented German computer scientist that worked as the head of Jarrikol Technology's R&D division until things went awry. All of his patents and years of digital research became for naught when the corporation left him—and his family—drifting in the wind. Borlin's father reluctantly spent the remainder of his (abbreviated) life as a sec-ops guard and died not long after taking the position, leaving his wife to raise their son Jarsk with only the help of the boy's grandfather. Jarsk learned everything the old hacker had to offer including a cunning expertise with technology, a burning hatred for hypercorporations, and access to the Anonymous organization. The halfling became a child prodigy in no time, exhibiting a preternatural understanding of technology that set him above his peers.

Jarsk (or Ennganyar, as he's known on the Hypernet) has since taken on the physical needs the hacker group requires, infiltrating hypercorporations and raiding government offices to put in digital taps and circumvent security measures for closed networks. Most of the time he's jacked into the

Xypher server however, one of the most prominent hacker kings and lord of a vast and complex digital castle. To entertain himself he crafts enormous mechas, sometimes recruiting operators to pilot them as a way to test their mettle before hiring them on behalf of Anonymous.

### LANREFN1

## CR 15—XP 51,200

Female tiefling netjacker 5/veloces 5 [hs 4, parallel 2] CN Medium outsider (native, hyper) Init +8; Senses darkvision 60 ft; Awareness +13 DEFENSE

AC 25, bullet 21, touch 17, flat-footed 20 (+4 armor, +4 Dex, +1 dodge, +2 hyper, +4 shield); concealment (50% physical miss chance) hp 89 (5d6+5d8+35+12); Hyper Bonus +2 Fort +10, Ref +15, Will +10

**Defensive Abilities** swift dodge +2; **Resist** cold 5, fire 5, electricity 5 **Hyper Flaw** material weakness (cold iron)

#### OFFENSE

#### Speed 65 ft.

**Melee** +2 shock spiked chain +14/+9/+9 (2d4+3 plus 1d6 electricity), or unarmed strike +5/+0/+0 (1d3+1)

**Ranged** +1 returning starknife +13 (1d4+1, Crit x3, Range 20 ft.) or combat pistol +15/+10/+10 (2d6+4, Crit x4, Range 100 ft.)

**Special Attacks** dash 14 rounds/day, hyper bonus +2

Hyper Spell-Like Abilities (CL 14th, concentration +21)

6/day—blink, cure moderate wounds (DC 19), magic missile, scorching ray, shield, spider climb 1/day—darkness<sup>Racial SLA</sup>

Veloces Spell-Like Abilities (CL 9th; concentration +15) 5/day—burst of speed (touch)

TACTICS -----

**Combat** LANrefn1 casts *shield* and *blink* on herself. In urban environments she deploys her flying drone (Pain) to keep an eye out for trouble. She stays out of the fray (utilizing magic as support) but when forced to enter melee, she activates dash and trips foes. **Morale** Unless she has deep loyalty to her fellow operators, LANrefn1 uses dash to flee when reduced to 20 hp.

#### <u>STATISTICS -</u>

Str 8, Dex 18, Con 14, Int 24, Wis 14, Cha 8, Luck 18, Rep 25 Hyper Intelligence 1 (Hyper Smart 1/day)

Base Atk +6; CMB +12 (+16 trip with chain); CMD 22

Feats Agile Maneuvers, Alertness<sup>B</sup>, Craft Technological Item<sup>TG(B)</sup>,

Dodge<sup>B</sup>, Endurance<sup>B</sup>, Disorienting Maneuver<sup>B</sup>, Mobility<sup>B</sup>, Improved

Unarmed Strike<sup>B</sup>, Skill Focus (Use Technology), Spring Attack, Technologist<sup>TG(B)</sup>,

Toughness, Weapon Finesse; Hyper Feats Electronic Telepath (60 ft), Specialized Reputation (Intelligence)

**Skills** Acrobatics +15, Athletics +7, Awareness +13, Bluff +10, Craft (mechanical) +16, Disable Device +13, Escape Artist +13, Knowledge (local) +20, Knowledge (planes) +12, Knowledge (tech) +18, Search +15, Sense Motive +12, Stealth +19, Use Magic Device +9, Use Technology +30, Vehicular Control +16; Racial Modifiers +2 Bluff, +2 Stealth

**Languages** Abyssal, Chinese, Dwarven, Elven, English, Infernal, Japanese, Russian, Thieves' Kant **SQ** careen (5/day), fiendish sorcery, hacking talents (invisibility to tech, override control), hyper attack 1, hyper initiative, hyper mortality, kip up, marathon runner, rapid drinker, robot artist, tech savant, tech wiz, veloces enigma (primed reflexes)

**Combat Gear** potions of cure serious wounds (2), potion of invisibility; **Other Gear** +1 returning starknife, belt of dexterity +2, cloak of resistance +1, headband of intelligence +2, [gloves of arrow snaring], combat pistol and clip (40 bullets), digiboard, hyperjack, mithral chain shirt, credchip (251bt)

Those aware of LANrefn1 call her "the devil in the details." Though over-confidence and curiosity nearly got her fried by a hypercorporation's firewall, the incident unlocked the true power in her bloodline, leaving her mentally and magically empowered.



OPERATING LAST



+3 atk/dmg]), hyper gnome (roll twice and take the better result on Bluff or Diplomacy 1/day), hyper attack 1, hyper initiative, hyper mortality, investigator talent (device talent, hidden agendas), keen recollection, poison lore, robot artist (Phoenix, Snake, and Hound drones, page 137), swift alchemy, tech savant, tech wiz, trapfinding +3, trap sense +1

**Combat Gear** wand of hold person, wand of make whole; **Other Gear** +2 combat pistol with 4 clips (100

bullets), +1 dagger, +4 breastplate, all tools vest<sup>APG</sup>, amulet of natural armor +2, belt of mighty constitution +2, clear spindle ioun stone, cloak of resistance +1, ring of mind shielding, ring of protection +4, hyperjack, digiboard, commlink, mwk smartlight, credchips with 2,200bt

Professor Bagworm's resignation from Raeon Industries wasn't to open a small toy company, but the

creation of Pocket Toys was only a false front for the start of a secret research program funded by a half-dozen hypercorporations in Lucrum. Her goal: to use her robotic minions to collect a living specimen of every supernatural creature in existence (a list for sale to the highest bidder).

ZZ

## W.A.T.S.O.N.

## CR 16—XP 76,800

Female dwarf netjacker 10 [hs 5, meganaut 1/parallel 1] LG Medium humanoid (dwarf, hyper) Init +11: Senses darkvision 60 ft.: Awareness +16 DEFENSE

AC 33, bullet 32, touch 28, flat-footed 21 (+7 armor, +2 deflect, +6 Dex, +6 dodge, +2 hyper) hp 89 (10d6+40+12); Hyper Bonus +2 Fort +6, Ref +13, Will +9; +2 vs. poison, spells, spell-like abilities

OFFENSE Speed 30 ft.

Ranged [+1] +1 metarifle +19/+14/+14 touch or +17/+17/+12/+12 touch (2d6+6 cold, fire, electric, or sonic, Range 150 ft.) Special Attacks calculated attack +2, hyper attack +2 Hyper Spell-Like Abilities (CL 15th, concentration +25) 5/day-rapid repair (hyper flaw: powered) 10/day—make whole, technomancy<sup>TG</sup>

#### TACTICS<sup>-</sup>

Combat W.A.T.S.O.N. covers S.H.E.R.L.O.C.K. (page 25) as it engages opponents in melee, keeping to cover but always within a few dozen feet so she is able to quickly repair the robot. Morale W.A.T.S.O.N. retreats when S.H.E.R.L.O.C.K. is reduced to 20 hp or less and she can't repair it.

### STATISTICS '

Str 8, Dex 22, Con 14, Int 30, Wis 14, Cha 11, Luck 20, Rep 20

Hyper Dexterity 1 (Dexterous Footwork), Hyper Intelligence 2 (Hyper Analysis +2 for 5 rounds 2/day, Hyper Ingenuity 2/day)

### Base Atk +7; CMB +8; CMD 32

Feats Alertness<sup>B</sup>, Combat Expertise, Craft Technological Item<sup>TG(B)</sup>, Dodge<sup>B</sup>, Extra Evolution, Improved Unarmed Strike<sup>B</sup>, Point-Blank Shot, Rapid Shot, Technologist<sup>TG(B)</sup>, Toughness; Hyper Feats Electronic Telepath (75 ft.), Extra Attribute Trait, Extra Hyper Attribute Skills Acrobatics +16, Awareness +16, Craft (mechanical,

weapons) +25, Disable Device +19, Knowledge (nobility, technology) +24, Linguistics +14, Ride +19, Search +27, Sense Motive +19, Stealth +16, Use Technology +33. Vehicular Control +16

Languages Chinese, Draconic, Dwarven, Elven, English,

French, German, Halfling, Italian, Japanese, Russian, Spanish

SQ hacking talents (equipment malefactor, fast fix, invisibility to tech, make-it-fit [10 robotic points, 10 rounds], override control), hyper attack 1, hyper dwarf (+2 Craft [mechanical, weapons]), hyper focus 2/ day, hyper initiative, hyper mortality, hyper rest, robot artist (SHERLOCK, page 25), stonecunning, tech master, tech savant, tech wiz

Combat Gear potions of cure serious wounds (2), salve of make whole; Other Gear [+1] +1 metarifle with 2 clips (60 shots), [+2] +4 padded armor, [belt of dexterity +4], [headband of intelligence +4], ring of protection +2, digiboard, hyperjack

The British Government used S.H.E.R.L.O.C.K. (Steam Heated Electric Robot Legally Owned by Country and King) since the 1940s but not as a solitary unit. British Secret Intelligence found Emma Goldsmythe and after a whirlwind education at England's finest universities, she earned assignment to the longtime robotic soldier as the only active agent to hold the W.A.T.S.O.N. 23 (Wartime Agent and Technical Special Operations Navigator) rank.

OPERATINE CAST

## WILD ONE

## CR 9—XP 6,400

NILD ONE

Male gnome netjacker 8 [hs 1, meganaut 1] N Small humanoid (gnome, hyper) Init +4; Senses low-light vision; Awareness +13

#### DEFENSE

**AC** 24, bullet 21, touch 20, flat-footed 17 (+4 armor, +1 deflect, +4 Dex, +3 dodge, +1 hyper, +1 size) **hp** 48 (8d6+16); **Hyper Bonus** +1 **Fort** +5, **Ref** +11, **Will** +7; +2 vs. illusions

OFFENSE OFFENSE

#### Speed 20 ft.

DRURAT-NE LANT

Melee mwk club +9/+4 (1d4+1)

Ranged +1 revolver +13/+8 (1d6+2, Crit 19–20/x2, Range 20 ft.)

Special Attacks calculated attack +2

TACTICS

**Combat** Knowing he'll usually be outnumbered and outgunned, Wild One uses hit and run tactics. He stays mounted on his getaway proxy (page 25), making Ride By Attacks while the getaway proxy makes Spring Attacks. When cornered, the getaway proxy opens fire with its flamethrower.

Morale Wild One flees on his getaway proxy if he doesn't expect to win combat within a few rounds.

Str 10, Dex 19, Con 15, Int 18, Wis 10, Cha 10, Luck 12, Rep 12

Hyper Dexterity 1 (Dexterous Skills), Hyper Intelligence 1 (Hyper Smart 1/day)

#### Base Atk +6; CMB +6; CMD 24

**Feats** Alertness<sup>B</sup>, Craft Technological Item<sup>TG(B)</sup>, Dodge<sup>B</sup>, Gunsmithing, Improved Unarmed Strike<sup>B</sup>, Mounted Archery, Mounted Combat, Ride By Attack, Technologist<sup>TG(B)</sup>; **Hyper Feats** Electronic Telepath (15 ft.)

Skills Awareness +13, Craft (mechanical) +25, Knowledge (local) +15, Stealth +19, Use Technology +23, Vehicular Control +15

Languages Chinese, English, Gnome, Nepalese, Russian, Sylvan, Thieves' Kant

**SQ** robot artist, gnome magic, hacking talent (equipment malefactor, invisibility to tech, override control, smart dodge), hyper gnome (roll twice and take the better result on Bluff or Diplomacy 1/day), hyper mortality, tech savant, tech wiz

**Combat Gear** potions of cure light wounds (2); **Other Gear** +1 revolver (60 bullets), +1 studded leather armor, ring of mind shielding, ring of protection +1, mwk club

Varley Spraygasket's family crumbled when his parents were suddenly reassigned to different positions on opposite ends of the globe. By the time he was a teenager he had run away from his mother's new Lucrum "home" to live in the tunnels beneath the streets. Now he's Wild One, a figure that embodies everything Lucrum endeavors to stamp out—freedom, mostly. He works and lives entirely off the grid and has an uncanny knack for evading every hypercorporate attempt to track him down, be it mundane or magical. When wronged Varley isn't above breaking a few heads and though he fights against the oppression of hypercorporations in Lucrum, he doesn't do so because he wants these institutions to topple. Wild One understands that even the largest companies play a role in society and the world at large, and he fights them because he wants them to simply lay off—people in Lucrum deserve to make their own choices, be they good or bad. They deserve better, especially, than being brainwashed by the hypercorporate engine into having their choices made for them.

Renowned for his daring and talent to remain beneath the notice of authorities, Wild One has begun to make a prominent name for himself beyond the confines of Lucrum. He's earned the

respect of Enganyar through a battle on Xypher that quickly went viral—fighting inside of giant mechas, they trashed great swathes of the spam server until finding through banter that they shared many philosophical tennets, sparking a steadfast friendship.

DRONES AND PROXIES AERIAL PROXY (netjacker 7) N Small construct (robot) Init +4; Senses darkvision 60 ft., low-light vision: Awareness +5 **DEFENSE** AC 24, bullet 16, touch 16, flat-foot- flat-footed 18|18 (+4 armor, +4 ed 19 (+6 armor, +4 Dex, +1 dodge, Dex|+3 Dex, +2 natural, +2 size) +2 natural, +1 size) hp 48 (5d10+16) Fort +3, Ref +7, Will +3 Immune netjacker robot traits; Re- Weaknesses vulnerable to critical SHERLOCK 2099 (netjacker 10) sist electricity 10 Weaknesses vulnerable to critical hits, vulnerable to electricity OFFENSE Speed 30 ft., fly 50 ft. Ranged energy ray +10 or +8/+8 30 ft.), energy ray +7 touch (1d4 AC 28, bullet 12, touch 11, flat-foottouch (2d4 force, Range 20 ft.) STATISTICS Str 14, Dex 18, Con —, Int 6, Wis 10, Cha 10 Base Atk +5; CMB +6; CMD 21 Feats Dodge, Point-Blank Shot, (Panic) Str 8, Dex 18, Con -, Int 6, bot traits Rapid Shot Skills Awareness +5, Search +3, Base Atk +3; CMB -1|+0; Stealth +13, Survival +5 12; Cost Upgrades Weight 640 lbs. GETAWAY PROXY (netjacker 8) Skills Awareness +18, Fly +9 | (2d6+12 plus 1d6 acid, Crit 17-20/ Init +2: Senses darkvision 60 ft., low-light vision, tremorsense 30 ft.; Stealth +27 Awareness +8 **DEFENSE** AC 17. bullet 11, touch 11, flat-foot- Weight ed 16 (+6 armor, +2 Dex, -1 size) 13 lbs. | hp 51 (6d10+18) Fort +3, Ref +4, Will +5 **Immune** netjacker robot traits; Resist fire 10 Weaknesses vulnerable to critical Init + 3; Senses darkvision 60 ft., hits, vulnerable to electricity OFFENSE<sup>®</sup> Speed 40 ft. Melee slam +13 (1d8+10) Ranged flamethrower +7 (5d8 fire, +2 natural, +1 size) Range 60 ft. line) Special Attacks trample (1d8+10) Immune netjacker robot traits STATISTICS -Str 24, Dex 14, Con -, Int 6, Wis Weaknesses vulnerable to critical 14, Cha 6

Base Atk +6; CMB +13; CMD 24 tack

Skills Awareness +8, Knowledge phoenix only) (technology) +4, Stealth +3, Use Melee bite +7/+2 (1d6+1); Technology +4

Upgrades 11; Cost 13,000 bt; [phoenix], cold [hound] or acid Weight 675 lbs.

#### PAIN | PANIC DRONES (netjacker 5)

N Tiny constructs (robot) Init +3 | +4; Senses darkvision 60 ft, 10, Cha 11 low-light vision; Awareness +18|+5 DEFENSE

AC 21/22, bullet 17/18, touch 17/18, Weapon (bite), Toughness hp 23 hp | 23 hp (3d10+6) Immune netjacker robot traits Fort +2, Reflex +6|+5, Will +3

hits, vulnerable to electricity OFFENSE

climb 20 ft.

(Pain) Ranged dart +7 (1d3, Range electricity, Range 30 ft.)

(Panic) Melee 2 claws +2 (1d3-1) STATISTICS

(Pain) Str 7, Dex 16, Con -, Int 5, Fort +5, Ref +7, Will +5 Wis 12, Cha 7

Wis 12, Cha 6

**CMD** 13|13

11,000bt; Feats Point-Blank Shot, Skill Focus Speed 30 ft. (Awareness) | Skill Focus (Disable Melee [+1 keen] +1 corrosive bastard Device), Skill Focus (Stealth)

Awareness +5, Disable Device +21, x2) and [+1] +1 heavy shield +13/+8

Upgrades 3; Cost 4,500bt

16 lbs.

(each):



PHOENIX, SNAKE, DRONES (netjacker 8)

N Small construct (robot) low-light vision; Awareness +9 DEFENSE

AC 22, bullet 17, touch 17, flat-foot- Specialization (heavy shield)<sup>B</sup> ed 16 (+3 armor, +5 Dex, +1 dodge, Skills Acrobatics +9, Awareness +7, hp 42 (6d8+15) **Fort** +3, **Reflex** +6, **Will** +3 hits, vulnerable to electricity

OFFENSE Feats Dodge, Mobility, Spring At- Speed 40 ft., climb 40 ft. (snake only), fly 40 ft. (average; Ranged energy ray +10/+5 (2d4 fire [snake], Range 30 ft.)

#### STATISTICS <sup>-</sup>

Str 10, Dex 16, Con -, Int 5, Wis

Base Atk +6; CMB +6; CMD 20 Feats Dodge, Improved Natural Skills Acrobatics +9, Awareness +9, Disable Device +8, Search +4 Upgrades 4: Cost 12,000bt; Weight 195 lbs.

N Large construct (robot) Init +2; Senses darkvision 60 ft., Speed 15 ft., fly 30 ft. (good) | 20 ft., low-light vision, tremorsense 30 ft.; Awareness +7

#### DEFENSE -

ed 26 (+8 armor, +2 Dex, +4 natural, +5 shield, -1 size) hp 66 (7d10+23)

DR 5/chaotic; Immune netjacker ro-

Weaknesses vulnerable to critical hits, vulnerable to electricity OFFENSE -

sword +17/+12/+12 or +13/+8/+8 (1d6+8 plus bull rush)

Space 10 ft.; Reach 10 ft.

STATISTICS <sup>-</sup> Str 27, Dex 15, Con -, Int 6, Wis 10. Cha 10

Base Atk +7; CMB +16; CMD 28 **HOUND** Feats Improved Shield Bash, Missile Shield, Power Attack, Shield Focus, Two-Weapon Fighting, Weapon Focus (bastard sword)<sup>B</sup>, Weapon Focus (heavy shield)<sup>B</sup>, Weapon Specialization (bastard sword)<sup>B</sup>, Weapon

Stealth +5, Survival +7

Upgrades 14; Cost 22,000bt; Weight 1,400 lbs.

# HYPERNET SERVERS

The Hypernet has a new planar trait: subplanar, denoting that the Hypernet isn't so much a place, but a place between places. While adventures and exploration should certainly occur there, it's best to think of the Hypernet as a vast digital sea—anybody with a hyperjack can swim, netjackers take to it like a fish in water, and even a layman in a VR rig can journey across its choppy waves.

While travel between servers is not generally restricted, servers themselves often are. A Use Technology check is typically required to enter a server anywhere not explicitly designed to be an entrance or exit to which the user has permission. Each server (which are functionally subplanes of the Hypernet) has its own set of rules (planar traits) that take effect as soon as a user enters into it. Unless that subplane explicitly states otherwise, they are in addition to all the standard Hypernet planar traits.

A server can encapsulate any conceivable environment, limited only by the technology that bears it aloft and the talents of the hacker(s) behind its production. A server might be a vast cosmic universe, akin to a level of hell or clouds in heaven, a circus made out of meat, a world populated entirely by cartoons, a "perfect" reproduction of the past—the only true boundaries are those of the GM's imagination!

## PERSONALIZED SERVERS

Most users keep a simple, easy to access subserver personalized with simulated sensations they find pleasing ranging from exotic smells to ultra-realistic sounds, gorgeous vistas, perfected tastes, and even atmospheres that are delightful just to be within (or slightly painful to be within, depending on the administrator's preferences). Before entering the Hypernet proper a user often jacks into their personalized server to orient themselves, activate failsafes, and generally prepare for journeying into the digital realm. Netjackers frequently go into their personalized servers to modify their drone or proxy's software or make their own programs, or even jack in just for entertainment's sake—getting the very most out of their free time by lengthening it.

A personalized server must have the Cerebral and Digital Connection planar traits but a user that owns it (an administrator) may enhance their software, hardware, and/or programming with time and bytecoins to alleviate or modify the following planar traits: flowing time, land of the hacker, neutralaligned, and unreliable magic. How much time and how many bytecoins are required (as well as the full limitations of what an administrator can do) to modify a personalized server is at the GM's discretion, but so long as a change is not unbalancing (like creating a server where time stands still for the user) most alterations shouldn't be too costly, although some may require exotic materials not easily obtained. Modern devices have enough available memory for virtually any personalized server but administrators with a vast number of additional or modified planar traits may find they need to increase their data space to accommodate all the changes (also at the GM's discretion).

Taking a personalized server and moving it to the Hypernet entirely creates a new server accessible to anyone that comes near it in the digital realm, but administrators should beware: hackers throughout cyberspace (among other things) may breach the server wall with a **Use Technology check equal to 10 + the administrator's Use Technology skill bonus**. Archiving and caching servers all over the Hypernet instantly analyze and copy new servers and though many fail to fully encapsulate what they store, some inevitably make perfect copies (meaning that once a server is released into the world it never truly goes away).



A Jester Box is a digital object no bigger than a 2-foot cube. It is a tesseract however, and acts as a subserver with its own planar traits. These commonly go well beyond the expected limitations of the Hypernet and are often High Gravity, arrayed like medieval dungeons with a valuable piece of information at their center. Anyone that uses the correct digikey for a Jester Box may enter it (at its center) and exit with a swift action but otherwise a user that makes their way into the device remains there until they reach the central processor at the end of the labyrinth within.



Of the many wonders on the Hypernet one of the greatest mysteries in the digital frontier is Aquatica, the home of Atlantis. It remains certain whether the lost underwater city is the real thing-transported here in ages past using powerful magic-or an incredibly in-depth and comprehensive simulation, spurring many houses of academia to send their graduate students here in search of the answer. The enigmas of Aquatica go beyond the wondrous aquatic metropolis however, as something about the server (the most intriguing hypothesis is infused-coral circuitry) makes it possible for real waterborne creatures to swim the depths alongside digital assets and one



can never be sure if the whale they are witnessing is a real, genuine mammal that swam through portals in the depths of the ocean or a clever facsimile coded by a netjacker with a penchant for the seas.

- Subjective Directional Gravity: Users on the server determine their own "down" direction. Objects not under the motive force of others do not move.
- Semi-Water-Dominant\*: Most of Aquatica is liquid though users who can't normally breathe water find they are able to without difficulty. Creatures of the fire subtype are extremely uncomfortable in Aquatica and if they are made of fire, they take 1d10 points of damage each round.
- Infinite
- Alterable Morphic
- Enhanced Magic: Spells and spell-like abilities with the water descriptor or that use or create water (including those of the Water domain or the aquatic and elemental [water] bloodlines) are enhanced (functioning as if the caster's level was 2 higher than normal).
- Impeded Magic: Spells and spell-like abilities that do not have the water descriptor or use water are impeded. To cast an impeded spell, the caster must make a concentration check (DC 20 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally.
- **Spontaneous Vortices**\*: Aquatica's endless waves can cause surprise whirlpools that can confuse and even kill. A spontaneous vortex remains in a single spot for 1d6 minutes upon creation. At the start of every round the spontaneous vortex makes a combat maneuver check against all creatures and objects within 60 feet with a CMB of +30 reduced by 5 per 5 feet from a target. If successful, the creature or object is pulled 10 feet closer to the spontaneous vortex.

Any Huge or smaller creature that comes in contact with a spontaneous vortex must succeed on a **DC 20 Reflex save** or take 3d6 points of bludgeoning damage. A Large or smaller creature that fails its first save must succeed on a second one or be pulled into the whirlpool and held suspended in its powerful currents, taking 1d8 points of damage at beginning of each round (no save). A creature so trapped may make a **DC 25 Swim check** to escape, but a failure on this check sends them careening down to the other end of the whirlpool 100+10d20 feet away. After re-orienting itself with a **DC 15 Wisdom save**, a moved creature requires a **DC 25 Survival check** to find its way back to where the spontaneous vortex originated.

 Waterborne Predators\*: There is a 50% chance that a creature of the aquatic subtype in Aquatica is not a digital asset. When a digital asset dies on Aquatica it reverts to strings of code but when a real living creature dies, other creatures—whether real or programs—travel to the smell of the corpse, triggering another encounter within 1d4 minutes. Creatures with the keen scent ability find they are able to smell blood at a range of 2 miles.

\*This is a new planar trait introduced in *Hypercorps* 2099.

Controlling a multitude of robots is simple enough for the average janitor but for tactical use a trained hand is required. Netjackers specialize in using drones for various tasks from being a one woman secops team to jumping into a proxy controlled from nearby instead of engaging directly in a fight. **Role:** Any character can become talented with a digiboard, but netjackers are particularly adept with manipulating technology and use it to greater effect than any other class. Whether manipulating many drones at once or a proxy, netjackers can provide powerful support to a team or even operate solo. Alignment: Any.

Hit Die: d6.

## CLASS SKILLS

The netjacker's class skills are Awareness (Wis), Craft (Int), Disable Device (Dex), Knowledge (any) (Int), Linguistics (Int), Profession (any) (Wis), Search (Int), Sense Motive (Wis), Use Technology (Int), Skill Ranks per Level: 2 + Int modifier. and Vehicular Control (Dex). **Table: Netjacker** 

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1st	+0	+0	+2	+2	Robot artist, tech wiz
2nd	+1	+0	+3	+3	Hacking talent
3rd	+2	+1	+3	+3	Calculated attack +1
4th	+3	+1	+4	+4	Hacking talent
5th	+3	+2	+4	+4	Tech savant
6th	+4	+2	+5	+5	Hacking talent
7th	+5	+2	+5	+5	Calculated attack +2
8th	+6/+1	+2	+6	+6	Hacking talent
9th	+6/+1	+3	+6	+6	Tech master
10th	+7/+2	+3	+7	+7	Advanced hacking talent
11th	+8/+3	+3	+7	+7	Calculated attack +3
12th	+9/+4	+4	+8	+8	Advanced hacking talent
13th	+9/+4	+4	+8	+8	Tech control
14th	+10/+5	+4	+9	+9	Advanced hacking talent
15th	+11/+6/+1	+5	+9	+9	Calculated attack +4
16th	+12/+7/+2	+5	+10	+10	Advanced hacking talent
17th	+12/+7/+2	+5	+10	+10	Tech doyen
18th	+13/+8/+3	+6	+11	+11	Advanced hacking talent
19th	+14/+9/+4	+6	+11	+11	Calculated attack +5
20th	+15/+10/+5	+6	+12	+12	Master hacker

Starting bytecoins: 10d10 x 10 bt

Weapon and Armor Proficiency: Netjackers are proficient with all simple weapons and one exotic weapon of their choice. Netjackers are also proficient with light armor, medium armor, and with shields (including tower shields). Characters that take the netjacker class at 1st level begin 28 play with a free (installed) hyperjack and a digiboard.

CELESTFIAI ESTATES

The Celestial Estates<sup>™</sup> is a server operated by a subsidiary of Digilife<sup>©</sup> that offers an endless artificial afterlife to those who have no choice but to shuffle off their mortal coil, knowing that whatever truly awaits them beyond the pale won't be as good as what the digital realms have to offer. Individuals pay truly exorbitant sums to live on as complex semi-sentient programs after undergoing a patented arcano-technological ritual that merges their very souls with the avatar of their choosing—or so the brochures claim.

What really goes on (as anyone with half a brain is likely to tell you) is far more insidious: the soul of the entrant never really reaches the Celestial Estates, stored



instead in enchanted dynamos dealt out to hackers and the evil entities that dwell in the Darknet. The few remains of true intelligences in any of the avatars in the server are complex and semi-sentient, just smart enough to fool most anyone that comes to visit the dearly departed and with enough mobile computing power to be of use as data miners, infocytes, or (if someone discovers the underworkings of the Celestial Estates) even attack programs.

- Subjective Directional Gravity: Users on the server determine their own "down" direction. Objects not under the motive force of others do not move.
- Self-Contained Shape: The Celestial Estates range from palatial grecian temples to soaring modern
  glasteel skyscrapers interconnected by perfectly-formed gardens and tranquil pools, all surrounded
  by clouds and golden light. Any user that goes too far out into the cloud bank emerges on the opposite
  side of the server.
- Alterable Morphic
- Secure\*: All users in the Celestial Estates are tracked by the server. Users must make a DC 20
  Stealth or Use Technology check every minute within the Celestial Estates or their movements
  and actions are tracked by its administrators and authorized users.
- Undersided\*: Most users never see the true realm that hides beneath the grandiose appearance that the Celestial Estates takes on. It is here, beneath the golden architecture and majestic fountains, where the real work of the server takes place. Finding an entry point into the underside of the server requires a DC 30 Awareness check and gaining unauthorized access requires either a DC 25 Disable Device check or DC 25 Use Technology check. Only administrators and authorized users are allowed in the warped negative of the palatial grounds above.
- Visitation Tax\*: In addition to the substantial number of bytecoins required by Digilife© for the ritual to become a permanent user in the Celestial Estates, anyone that visits their departed pays for the privilege. For every Hypernet minute spent speaking with a permanent user, visitors pay 10bt. A permanent user appears to be who they claim to be and knows everything the dead individual knew, but a DC 30 Sense Motive check (made every 10 rounds) tells the visitor that something is inherently wrong (and worse yet, the programs are commanded to routinely tell long, drawn out stories to maximize profits).
- Well of Knowledge\*: Users may go to the Celestial Estates to seek out a permanent user to question them about an event or person from their lives. Visiting a permanent user familiar with a subject relative to a failed Knowledge check allows a reroll, though the process takes a minimum of 10 minutes to complete.

\*This is a new planar trait introduced in *Hypercorps 2099*.

**Robot Artist:** A netjacker begins play with one or more robots (either a proxy or two drones) she is able to simultaneously control while taking part in a fight. The netjacker does not require Craft Technological Item<sup>TG</sup> to construct, improve, or repair drones and proxies, but without access to proper equipment, facilities, and materials she takes a -5 penalty on checks to do so. While commanding a robot while in a stressful situation (such as during combat), a netjacker suffers a -2 penalty to AC, attack rolls, and skill checks for each drone under her control (-3 for a proxy). This penalty is reduced by 1 at 6th level and every 6 levels thereafter (to a minimum of 0 at 18th level).

At the beginning of each day, the netjacker chooses to use either a proxy or drones, changing her operating software and firmware to match (an operation that takes 10 minutes).

The robot(s) take a form shaped by the netjacker's mechanical designs and efforts at crafting. The robot's Hit Dice, saving throws, skills, feats, and abilities are tied to the netjacker's class



level and increase as the netjacker gains levels. In addition, each robot receives an upgrade pool of robot points based on the netjacker's class level; these can be used to give the robot different abilities and powers (treating it as an eidolon for these purposes; see upgrade pool below). Whenever the netjacker gains a level (and has the time and resources to make modifications), she must decide how these points are spent, and they are set until she gains another level of netjacker.

The robot's physical appearance is up to the netjacker, but it is limited by the base form chosen for the robot. Netjackers also bear a digital watermark that is identical to a digital watermark that appears in the robot's operating software. While this digital watermark can be hidden to the average computer user, it cannot be concealed from other netjackers without a successful opposed Use Technology check (an immediate action).

A netjacker can, as a standard action, share the senses of one of her robot(s), hearing, seeing, smelling, tasting, and touching everything the

> robot does. She can use this ability a number of rounds per hour equal to her netjacker level. There is no range to this effect, but the robot and the netjacker must be on the same plane and both connected to one another digitally (usually through the Hypernet). The netjacker can end this effect as a free action.

#### Using a Proxy

A proxy acts on the netjacker's initiative –3.

A netjacker can give up all her actions, becoming stunned to take over the body of the proxy as a free action, retaining all mental attributes, feats, and skill ranks while gaining all of the proxy's attacks, feats, saves, physical attributes, and skill ranks (if the proxy has higher skill ranks). While controlling a proxy directly, a netjacker receives all her actions for the turn while the proxy is considered unconscious; this otherwise operates as *possession*<sup>OA</sup>.

When a proxy is destroyed the netjacker takes 1d10 points of damage for each 2 Hit Dice the proxy has as digital feedback courses across their hyperjack. If destroyed while being directly controlled by a netjacker, the netjacker takes an amount of damage from feedback equal to the proxy's maximum hp. A Fortitude save (DC 10 + the proxy's hit dice) allows the netjacker to take half damage instead.



The bright neon lights of the Hypernet cast many shadows and in the deepest gloom of the digital byways skulks the Darknet. A haven for illegal deals, dangerous information, and government whistleblowers alike, the Darknet has as many applications as it does users. While it can be a place for good—if underground—causes, its origins are undeniably sinister. In the earliest days of the Hypernet there was a meeting between a hacker and a true representative of Hell. Whether

the devil was invited there or found its own way is unknown, but a deal was struck: the hacker gained immense powers over the Hypernet and Hell gained a foothold in this strange new world, the first Darknet.

From these foreboding servers, devils and humans alike write hidden sub-clauses in user agreements and offer a myriad of deals to the willing and the desperate. However they were not the only outsiders to find their way in, for in their wake came the demons, and chaos followed with them. The source of major service crashes and malicious "doxings", the fiends have made their own way in the Hypernet much to the displeasure of their despicably lawful peers. Many servers are directly owned by a powerful evil outsider who controls it utterly, though there are plenty that have been created via more conventional means (not all of the Darknet servers are created or inhabited by an outsider, but all of them carry a bit of their taint, and a few are even said to be suffused with negative energy.)

- Finite Space: The Darknet is not a single space but the name given to a series of servers scattered about the Hypernet. While the size and scope of each server varies, they each have their own finite borders—if they can be found. These curious places are not without tells, however, and the light conditions in an area of Hypernet within 1,000 feet of the entrance to a Darknet server drop to dim lighting, and *detect evil* and similar spells can then be used to find the nearly invisible "border" of the server. Entrance to a standard Darknet server without proper protocols requires a DC 30 Use Technology check, though an owned server may have higher or lower security depending on the will of its host.
- Mildly Evil-Aligned: While good-aligned entities can enter the Darknet, even its tamest reaches have something sinister about them. Good-aligned users entering a Darknet server take a -2 circumstance penalty to all Charisma-based skill checks.
- Strongly Law-/ Chaos-Aligned: A Darknet server owned by a powerful devil or demon becomes either law- or chaos-aligned, depending on the alignment of its host. These servers also count as Strongly evilaligned, incurring a -2 circumstance penalty applies on all Intelligence-, Wisdom-, and Charisma-based skill checks made by all creatures not of the server's alignment. The penalties of the alignment traits stack.
- Divinely Morphic: Whether devil, demon, or otherwise, the owner of a specific server can alter the landscape, creatures, and objects within it. Casting hallow in any Darknet server negates its divinely morphic trait within the spell's radius. Additionally, even the lawful servers of the Darknet are obscured and in flux, making them particularly difficult to map. A DC 30 Use Technologycheck or DC 25 Knowledge (geography) check is required to create an accurate model, and even these creations are unreliable after 24 hours.

- Enhanced Magic: Spells with the shadow and evil descriptors have greater power in the halflight of the Darknet and have the enhanced magic trait. Depending on the server's owner, spells with either the chaos or law descriptors may also be enhanced. Shadow conjuration and shadow evocation spells are 30% as powerful as the conjurations and evocations they mimic (as opposed to 20%). Greater shadow conjuration and greater shadow evocation are 70% as powerful (not 60%), and a shades spell conjures at 90% of the power of the original (not 80%). Despite the dark nature of Darknet servers, spells that produce, use, or manipulate darkness are unaffected. Characters without the Matrix Magician still treat the Darknet as having the dead magic planar trait.
- Impeded Magic: Spells with the light descriptor, that use or generate light or fire, or that have the good descriptor, are impeded on the Darknet. Spells and effects that produce light are less effective in general, because all light sources have their ranges halved. Spells with either the law or chaos descriptors may be impeded servers owned by an entity of the opposite alignment.
- Hyperjack Only\*: By design, Darknet servers are difficult to access. Only users with a hyperjack are able to enter a normal Darknet server without issue, though VR rig users can make a DC 25 Use Technology check or a DC 30 Will save to stay connected (failure results in the rig being redirected to a random nearby server). Owned servers may be more or less
- difficult to access.



#### Using Drones

Drones act on the netjacker's initiative –6. At 1st level a netjacker can operate two drones at once. At 8th level and 16th level, she can operate one additional drone at once (to a maximum of 4 drones at 16th level).

A netjacker can give up all her actions, becoming stunned to take over the body of a drone as a swift action, retaining all mental attributes, feats, and skill ranks while gaining all of the drone's attacks, feats, saves, physical attributes, and skill ranks (if the drone has higher skill ranks). While controlling a drone directly, a netjacker receives all her actions for the turn while the drone is considered unconscious; this otherwise operates as *possession*<sup>OA</sup>.

When a proxy is destroyed the netjacker takes an amount of damage from feedback equal to  $1d10 \times \frac{1}{4}$  the done's hit dice. When a drone being directly controlled by a netjacker is destroyed, the netjacker takes an amount of damage from feedback equal to drone's maximum hp. A Fortitude save (DC 10 + the drone's hit dice) allows the netjacker to take half damage instead.

**Tech Wiz:** A netjacker gains Technologist<sup>TG</sup> as a bonus feat and an insight bonus to all Craft (mechanical), Knowledge (technology), and Use Technology checks equal to netjacker level (minimum 1). At 5th level a netjacker makes these skill checks in half the normal amount of time (minimum immediate action) and gains Craft Technological Item<sup>TG</sup> as a bonus feat.

**Hacking Talents:** As a netjacker gains experience they learn tricks of the trade that set them above other Hypernet surfers. Starting at 2nd level, a netjacker gains one hacking talent. She gains an additional hacking talent for every 2 levels of netjacker attained after 2nd level. A netjacker cannot select an individual talent more than once unless it is specifically stated otherwise.

While most netjackers could accomplish the same effects of many of these abilities given enough time, a hacking talent represents the packets, programs, and planning required to act on the fly and under duress (as opposed to hanging out on the couch).

Abilities have a range of netjacker level x 20 feet (or if within range of electronic telepathy)

unless stated otherwise.

Bodytech Attack (Ex): The netjacker invades the software of an enemy crea-

-ture's bodytech as a standard action, disrupting the piece of equipment and making it nonfunctional for a number of rounds equal to  $\frac{1}{2}$  netjacker level + the netjacker's Intelligence modifier (minimum 1). The netjacker makes a Use Technology check opposed by a Fortitude save made by her target.

The netjacker can attempt a bodytech attack a number of times per day equal to 3 + her Intelligence modifier.

*Cybercraft (Ex):* The netjacker receives either Craft Cybernetics<sup>TG</sup>, Craft Pharmaceuticals<sup>TG</sup>, or Craft Technological Arms and Armor<sup>TG</sup> as a bonus feat. The netjacker must still meet all of the feat's pre-requisites.

Equipment Malefactor (Ex): The netjacker sends a packet of viral code into a weapon, shield, armor, or other type of advanced equipment capable of sending or receiving signals (any items that benefit from a hyperjack also qualify), making it inoperable for a number of rounds equal to veloces level. The netjacker makes a Use Technology check opposed by a level check (her target's hit dice + 1 per 2,000bt of the item's value). Equipment malefactor cannot target a hyperjack.

*Fast-Fix (Ex):* The netjacker quickly spot-welds and hyperglues pieces and bits back onto her robot as a standard action that does not provoke attacks of opportunity. Her robot heals a number of hit points equal to 1d8 + ½ netjacker level + the netjacker's Intelligence modifier. This ability is usable a number of times per day equal to 3 + the netjacker's Intelligence modifier. At 8th level and 16th level, the amount of hit points healed increases by +1d8. A netjacker may use fast-fix by spending a full-round action that provokes attacks of opportunity, in which case they heal their robot 1d8 + the netjacker's Intelligence modifier plus 1d8 for every two netjacker levels beyond first.

*Hoverboarder (Ex):* The netjacker gains a hyper bonus equal to her Intelligence modifier on all skill checks relating to a hoverboard.

Invisibility to Tech (Ex): The netjacker spends a standard action to gain total concealment (effectively turning "invisible") to all technological devices within 20 ft. x netjacker level for a number of rounds equal to her Intelligence modifier. This includes creatures with the robot subtype as well as technological equipment, bodytech, and cameras. This negates any bonuses attacking creatures receive from using a hyperjack. The netjacker can use this ability a number of times per day equal to 3 + her Intelligence modifier.

*Networking Executables (Ex):* The netjacker spends a swift action to simplify the routines of a drone or proxy and maximize its effectiveness at

DATACORPS

Nothing is more valuable than data on the Hypernet and the most secure way to protect information is with DataCorps. Trusted by hackers and hypercorporations alike, nobody is certain where in the real world the DataCorps headquarters is located—some suspect a low-orbit space station while others believe the server is extraplanar in origin, or even entirely non-physical. The server has never been breached (to public knowledge) and routinely proves it is beyond the control of even the most frustrated patients of even the most frustrated patients.

national entity (whether nation or mega business).

- Objective Directional Gravity: Everything in the DataCorps is drawn towards the Recompiler, a CM of prodigious size that sits at the heart of the DataCorps server. A series of lattices and walkways comprise the vast majority of the server, allowing visitors or its inhabitants to move about.
- **Timeless:** Whether through magical means or impossibly fast hardware, time spent within the DataCorps is meaningless. Any conscious entity exits precisely one real-world minute after entering the DataCorps, regardless of how much time they have spent inside.
- Infinite: Though the DataCorps has finite external borders there is no known limit to the server from the inside. The further that one proceeds from the entrance—a single distinct location the equivalent of only a few miles from the Recompiler—the more difficult it is to enter or exit the server. To enter or exit from the entrance requires a Use Technology check (DC 20 + 5 for each mile traveled in any direction).



Highly Static\*: The most potent of the security measures here "locks down" anything entering the DataCorps server as though it has the static morphic planar trait (DC 14 Will save negates), holding any items not worn by a digital asset in firmly in place. Creatures that succeed a Strength check (DC 16 + 1 per extra 5 lbs.) can manipulate objects without permission from the DataCorps server. Otherwise objects are immobile (unaffected even by gravity) until released by the DataCorps. Even once released, only the specific creatures given permission to manipulate an object can do so normally.

#### Strongly Neutral-Aligned

Secure\*: Even the tiniest movement within the plane is tracked by the DataCorps server. Characters
must make a DC 20 Stealth or Use Technology check every minute within the DataCorps or their



movements and actions are tracked by the server. Similarly, the Data-Corps server is aware of anything removed or copied from the server unless the user makes a **DC 30 Stealth or Use Technology check**.

\*This is a new planar trait introduced in *Hypercorps 2099*. equal to <sup>1</sup>/<sub>3</sub> netjacker level (minimum 1) to one at- 20th level). tribute or skill check on the same turn this hack-

Intelligence modifier.

my or vehicle, taking control of it! The netjacker sible, she rolls twice and takes the better result. spends a full-round action (that provokes attacks of opportunity) to make a Use Technology check Advanced Hacking Talents: At 10th level, and netjacker's Use Technology check. The target place of a remains under the netjacker's control (as domi- hacking talent. nate monster) for a number of rounds equal to netjacker level + Intelligence modifier.

Routine Maintenance (Ex): The netjacker is totally in sync with technology of all kinds, learning how to use Craft (mechanical) more efficiently. When creating new equipment, it costs 75% the normal amount and when repairing damage robots or technology, costs are halved.

Smart Dodge (Ex): The netjacker gains a dodge bonus to her armor class equal to her Intelligence modifier. This increased dodge bonus may not exceed half her netjacker level.

Targeting Relays (Ex): Using the sensors of her drones, the netjacker triangulates her attacks to maximize their potential. The netjacker can spend a swift action to gain a hyper bonus to her next attack roll equal to 1/4 netjacker level. If taken a second time, the netjacker also gains a hyper bonus to damage equal to 1/4 netiacker level. A netjacker using only a proxy cannot benefit from targeting relays.

Calculated Attack (Ex): At 3rd level, a netjacker learns to coordinate all of their attacks with data coming in from their robot(s), fed into their hyperjack, integrated almost seamlessly into combat.

The netjacker spends a proxy's move action or all of one drone's actions to gain a +1 hyper bonus to attack and damage against one target for a number of rounds equal to her Intelligence modifier (minimum 1); this also removes the penalties for controlling drones or a proxy, but only in regard to the target of calculated attack. This bonus increases by +1 at 7th level and every 4 levels thereafter (to a maximum of +5 at 19th level).

Tech Savant (Ex): At 5th level, a netjacker gains a +1 hyper bonus to AC, attack rolls, and skill checks made while in the Hypernet. At 8th level and every three levels thereafter, this

a single task. The robot receives a hyper bonus bonus increases by +1 (to a maximum of +6 at

ing talent is used. The netjacker can use this **Tech Master (Ex):** At 9th level, a netjacker gains ability a number of times per day equal to 3 + her an additional swift action each turn while in the Hypernet.

Override Control (Ex): The netjacker asserts When making Craft (mechanical) and Knowledge her mastery over computers on a robotic ene- (technology) checks while the Hypernet is acces-

against DC 20 + target's hit dice + 1 per 2,000bt every two levels thereafter, a netjacker can choose of the target's cost, or opposed by an enemy one of the following advanced hacking talents in

Backup Hardware (Ex): Each day when the netjacker chooses to use either a proxy or drones (changing her operating software and firmware to match) she may choose to have a second proxy, a second set of drones, or if she desires, the type of robot(s) she does not already have waiting to be activated. This advanced hacking talent does not allow a netjacker to control any more robots than normal, but does allow her to have multiple designs to choose from. The netjacker only requires a full-round action to shut down a proxy or set of drones and another fullround action to activate a different proxy or set of drones (instead of 10 minutes).

Drone Master (Ex): A number of times per day equal to her Intelligence modifier, a netjacker with this hacking talent can spend a swift action to give one of her robots an additional standard action for one round.

Evasion (Ex): The netjacker gains evasion. As an immediate action, she can grant evasion to her robot(s) until the beginning of her next turn.

*Firesale (Ex):* Nobody shuts things down as fast as a netjacker. By spending a full-round action that provokes attacks of opportunity, she sends out signals so loaded with viral code that every robot and electronic device within 10 ft. x netjacker level stops functioning for a number of rounds equal to 1/4 netjacker level (no save). This includes all technological equipment; the netjacker's proxy or drones are also affected, as is her hyperjack (negating many of her abilities for the duration of the effect).

Flash Firewall (Ex): As an immediate action, the netjacker creates a firewall that stops all electronic intrusions against her robots for a number of rounds per day equal to her Intelligence modifier. This advanced hacking talent counteracts a firesale (both the netjacker's and those of another creature). The netjacker can use this ability a



Far and away one of the most profitable ventures on the Hypernet, the Grand Archives is a mammoth collection of books, movies, and recordings that allow users to not only amuse themselves with the media of the past but to truly experience it as a member of the cast or a roving camera. While it may have been founded by publicly funded organizations it didn't take long for scores of hypercorporations to pool their resources and acquire what many believe to be the world's largest repository of entertainment material to date, luring users in with classics from the public domain before charging them with hidden fees for accessing products they still own interspersed with the rest.

Virtually any and every item published or released after the advent of cinema can be found in the Grand Archives alongside printed material as old as the Magna Carta. Using cutting-edge technology and a bit of magic extrapolated interpretations have been crafted from many of these files, allowing users to view parts of scenes that antiquated technology could not possibly have recorded (for a small increase in fees, of course).

- Objective Directional Gravity: The strength of gravity in the Grand Archives is the same as on the Material Plane, but the direction is not the traditional "down" toward the ground, it is toward media chosen by the user. By spending 1 Hypernet minute making a DC 10 Technology check to search for and request the correct file designation for a piece of media, a user is immediately drawn to it at a rate of 200 feet per round (safely landing as if under the effects of a featherfall spell provided that the user is authorized and able to pay any applicable subscription fees).
- Infinite: The Grand Archives is not only impossibly vast, it is constantly growing larger with every passing moment.
- Alterable Morphic
- Addictively Entertaining\*: The Grand Archives can be extremely addictive, allowing users to live the experiences of their favorite heroes and villains with only the dullest of pains for horrendous wounds opposed by the most incredible sensations of pleasure and taste. For every Hypernet hour spent in the Grand Archives, a user exiting the server must succeed on a Will saving throw (DC 10 + 1 per every Hypernet hour spent in the Grand Archives) to resist the urge to absorb another piece of media instead. Users continue making saving throws until they succeed on a saving throw, run out of bytecoins, or their physical body requires attention to avoid dying (such as from starvation).
- Premium Content\*: Viewing media in the public domain (not an extrapolated interpretation) is free but anything still owned by a hypercorporation requires a fee to experience. Many pieces of media have been made free for extrapolated interpretation however, and a user that partakes of any extrapolated interpretations has a 50% chance of accessing something that charges them a 50bt subscription fee in a hidden charge. A DC 25 Appraise check identifies a piece of premium content disguised as a free service.
- Well of Knowledge\*: For every Hypernet hour spent in the Grand Archives experiencing any data from an author that has not been dead for 70 years more, a user pays 100bt. Experiencing relevant data allows for a failed Knowledge check to be attempted again, though the process takes a minimum of 1 Hypernet hour to complete. This may be repeated by accessing multiple pieces of relevant modia, but for each additional recell of the

YOU WOULD NOT BELIEVE WHAT IS IN HERE AND THAT'S KIND OF THE POINT -- THE PEOPLE RUNNING THIS PLACE ARE COUNTING ON IT. I NEVER GO INTO THE GRAND ARCHIVES WITHOUT A HARD-TIMER SET AND IF YOU'RE SMART YOU'LL DO THE SAME, OR GIVE THEM A CRED ACCOUNT WITH ONLY A FEW BYTECOINS IN IT. OTHERWISE I PROMISE, THEY WILL TAKE YOU FOR ALL YOU'RE WORTH.

-HB

relevant media, but for each additional reroll of the Knowledge check the DC of the Will save to leave the Grand Archives increases by +5.

\*This is a new planar trait introduced in *Hypercorps* 2099.

35

number of times per day equal to 3 + her Intelligence modifier.

*Improved Evasion (Ex):* The netjacker must have the evasion advanced hacking talent before selecting improved evasion. The netjacker's robots gain evasion and she gains improved evasion; as an immediate action, she can grant improved evasion to her robot(s) until the beginning of her next turn.

Lord of the Board (Ex): A netjacker with this advanced hacking talent doubles all her movement speeds on a hoverboard and may always act as though she had a running start when using a hoverboard.

Make-It-Fit (Ex): The netjacker packs extra devices and contraptions onto her proxy or drones, granting them temporary robotic points equal to her Intelligence modifier. These temporary robotic points may be used for a number of rounds per day equal to netjacker level. Activating these robotic points requires the proxy or drone to spend a fullround action (that provokes attacks of opportunity) modifying and adapting their form. Sensory Net (Ex): Only netjackers that use drones may select this advanced hacking talent. All of the netjacker's drones learn a special routine (sensory net, which requires a swift action from the drones each round). While using this routine, the netjacker gains blindsight 60 ft. so long as two of her drones are within 100 ft. of her.

Symmetrical Combatant (Ex): Only netjackers that use a proxy may select this advanced hacking talent. When the netjacker and her proxy are flanking an opponent or within 20 ft. of each other and within their reach of the same target, the netjacker or proxy may forego one of their attacks to grant the other supernatural accuracy. The resulting attack roll is rolled twice, taking the better result. A netjacker can only use this ability against the same target a number of times per day equal to half her Intelligence modifier.

Violent Interference (Ex): The netjacker must have the firesale advanced hacking talent before selecting violent interference. In a dazzling array of technological prowess, the netjacker unleashes a deadly wave of code that temporarily sends all enemy electronics into disarray. By spending a full-round action that provokes attacks of

opportunity and succeeding on a DC 25 Use Technology check, all enemy robots turn on themselves and their allies for a number of rounds equal to the netjacker's Intelligence modifier. Enemy robots receive a Will save to resist the effect (DC 10 +  $\frac{1}{2}$  netjacker level + netjacker's Intelligence modifier) but even on a successful save, they are compelled to do so for one round (unless controlled by an opponent netjacker).

**Tech Control (Ex):** At 13th level, the netjacker gains the Electronic Telepath hyper feat. If she already has it, the range of the ability increases by +20 feet. The range increases by +5 feet at 14th level and every level thereafter (to a maximum of 75 feet at 20th level).

**Tech Doyen (Ex):** At 17th level, a netjacker gains an additional standard action each round while she is in the Hypernet.

**Master Hacker (Ex):** At 20th level, a netjacker takes one turn on their initiative while in the Hypernet, then can take an additional turn at the end of the initiative order. She may use this ability a number of times per day equal to her Intelligence modifier.

Additionally, a master netjacker is no longer stunned when taking over the body of a proxy or a drone.

#### ROBOTS: DRONES & PROXIES

The abilities of a proxy or drone are determined by the netjacker's level and by the choices made using its upgrade pool (which operate much like an eidolon's evolution pool). Table: Robots (Proxies & Drones) determines many of the base statistics of the robot. Each robot possesses a base form that modifies these base statistics. Robots are constructs for the purpose of determining which spells affect them.

**Value:** Use Technology often uses a target's value to determine the DC of a check; in these instances, treat a proxy as having a value of 2,000bt per netjacker level and a drone as having a value of 1,000bt per netjacker level.

**Class Level:** This is the character's netjacker level.

**HD/BAB:** This is both total number of 10-sided (d10) Hit Dice the robot possesses.

**Base Attack:** Unlike eidolons (but similar to regular characters), robots do gain additional attacks for a high base attack bonus.

**Saves:** These are the robot's base saving throw bonuses for Fortitude, Reflex, and Will. Robots possess only bad saving throws.

**Skills:** A robot gains a total number of skill ranks equal to 6 + its Intelligence modifier per HD and can assign
Behind and beneath the cybernetic veil there are countless servers analyzing, archiving, and compiling the unending stream of data that is the Hypernet but one takes precedence above all others: Harsanath. Hackers of unparalleled knowledge and a few elite sec-jackers are the only people aware of this curious domain—one that they've (almost all) been led to believe could

have enormous repercussions on the rest of the digital realm should it be compromised. Sensory evaluations and reverse engineering of snippets of code spirited away from Harsanath confirms it, but even so some extremely persistent netjackers and wayward adventurers can find themselves traveling its medieval streets without foreknowledge of the complex inner workings hidden by the server's mundane appearance. It is thought that Harsanath is part of the substrata of the Hypernetevery server on the digital highway is represented by a peasant within, performing seemingly mundane tasks that gradually transform from simple actions to complex operations for the code they analyze, catalog, and refine.



The truth of what role Harsanath actually plays in the Hypernet is the purvey of the all-powerful Data Judges, administrators of the server and three of the few truly sentient creatures that live within (and though they appear to be strange humanoids they are far more than that). From Cythral Hall in the Ministry of Data, Data Judge Garnal (use the statistics for an Apkallu<sup>B5</sup>) maintains servers of infinite depth that store impossible amounts of information drawn from all over the digital universe and beyond. Data Judge Jorak (use the statistics for a <u>Shen<sup>B5</sup></u>) maintains the Ministry of the Signal from his throne in the Tower of Transmit, overseeing all communications into and out of Harsanath. Alongside a team of the best netjackers in existence, Data Judge Proski (use the statistics for a Julunggali<sup>B4</sup>) runs the server's internal services and keeps it running smoothly from her spartan Keep of Consolidation in the Ministry of Maintenance. All play a pivotal role in Harsanath and to the programs within they are as gods, though none of them has ever left the confines of their home.

- Normal Gravity
- Self-Contained Shape: Harsanath appears to be a walled medieval city ruled over by three grand keeps. Outside of the wall to the north there are seas that stretch off into the horizon, and all other sides there's nothing to be found but forests. Any user that goes too far from the walled city emerges on the opposite side of the server.
- Alterable Morphic
- Analog Access\*: Users cannot travel to or from Harsanath via the Hypernet and must reach and leave the server through other means (such as *plane shift* or the aid of a Data Judge).
- Programmed Residents\*: There are less than a dozen true permanent users in Harsanath (3 of which are administrators) but to most it appears as though every person inside is a sentient creature. A DC 25 Sense Motive check during conversation tells a visiting user that whomever they are speaking to is a (very sophisticated and well-scripted) digital asset. A DC 40 Knowledge (technology) check made to analyze the circuitry replacing a resident of Harsanath's veins tells a user which server a peasant represents.
- Secret Server\*: Harsanath is a very well-guarded secret on the Hypernet. Even finding out that it exists requires a DC 35 Knowledge (technology) check.

\*This is a new planar trait introduced in *Hypercorps* 2099.

skill ranks to any skill, but it must possess the appropriate appendages to use some skills. A robot cannot have more ranks in a skill than it has Hit Dice. Robot skill ranks are set once chosen, but by spending 10 minutes per hit dice its netjacker can change them. A netjacker can also change a robot's skill ranks when she gains a new level.

**Feats:** A robot gains feats in the same fashion as a normal creature or character. Robots can select any feat that they qualify for, but they must possess the appropriate appendages to use some feats. Robot feats are not set once chosen and can be modified in the same way as skills, but only when the netjacker gains an odd level or spends an hour per hit dice changing them.

**Armor Bonus:** The number noted here is the robot's base total armor bonus. This bonus may be split between an armor bonus and a natural armor bonus, as decided by the netjacker. This number is modified by the robot's base form and some options available through its upgrade pool. A robot cannot wear armor of any kind, as the armor interferes with the delicate calibrations of the proxy or drone's systems. A drone only receives half of the base total armor bonus listed on the table.

**Str/Dex Bonus:** Add this modifier to a proxy's Strength and Dexterity scores, as determined by its base form. Netjackers with drones do not gain all of these bonuses, but divide the total bonus between the drones (a 7th level netjacker's one drone might enjoy a +2 bonus to Strength and Dexterity while the other drone does not, both drones might enjoy a +1 bonus to Strength and Dexterity, one might gain a +2 bonus to Strength while the other gains a +2 bonus to Dexterity, and so on).

Some options available through the robot's upgrade pool modify these scores.

**Upgrade Pool:** The value given in this column is the total number of points in the robot's upgrade pool. Points from this pool can be spent on a wide variety of modifications that add new abilities, forms of attack

and powers to the robot. Whenever the netjacker gains a level, the number in this pool increases and the netjacker can spend these points to improve the abilities of the robot at no additional cost. These choices are not set and the netjacker can change them whenever she gains a level (or by spending 1 day per bit diag of the robot working in ap

1 day per hit dice of the robot working in an equipped shop, making the robot inoper-

able during that time). A proxy and drones receive different amounts of robot points in their upgrade pools. Robots use the robot points in their upgrade pool as an eidolon uses evolution points but with the following limitations and changes:

- Any evolutions that are supernatural become extraordinary.
- These evolutions cannot be taken by a robot: basic magic, dimension door, gills, incorporeal form, immunity (electricity), magic attacks, major magic, minor magic, ultimate magic, weapon training.
- Evolutions that grant additional attacks do not grant the robot additional attacks each round, only natural weapons capable of making attacks (and qualifying the robot for other evolutions that require natural weapons). By taking an evolution that normally grants an attack a second time at double the cost, a robot gains a secondary attack via that evolution. When a robot increases in size its weight is doubled.
- Robots that take the ability increase evolution more than once can apply the bonus to the same individual ability score once for every 4 netjacker levels.
- Robots that take the flight evolution require propellers, jets, or some other form of physical propulsion; until taken twice specifically to carry weight, a robot cannot fly and support anything greater than a medium load.

#### **ROBOT BASE FORMS**

Each robot has one of four base forms that determines its starting size, speed, AC, attacks, and ability scores. All natural attacks are made using the robot's full base attack bonus unless otherwise noted (such as in the case of secondary attacks). Robot attacks add the robot's Strength modifier to the damage roll, unless it is its only attack, in which case it adds 1-½ times its Strength modifier. These base forms also note any free evolutions that base form possesses (other evolutions are bought using robot points). The bonuses from these free evolutions are already factored into the starting statistics.

In a dire situation with no place left to turn, the netjacker Bruno Keapman brought a small software hypercorporation to Maliku and with the help of a hypermage named Fersmoarger, exploited the server's strange portals to create stable gateways back to Earth. Leveraging his pivotal role the magician assumed control of the hypercorporation and has fiercely defended its secrets to their incredible profitability—the exact methods of Fersmoarger's magic, where

in the Hypernet the server is located, and that even the suspicion of sharing these confidential details is enough to be locked away in one of the digital frontier's prison camps.

Industries

38

Extracting data or digital assets into reality usually requires an expenditure of resources and time so great that most companies lack the capital to stabilize a profitable processcompletely transferring something into the Hypernet isn't as taxing but getting it back out is another matter entirely. Maliku is markedly different.



After the digital barrier broke hackers found it to be a rustic paradise, the structure of the place free from the rigors of modern life. Some never left, visiting so often and remaining for far too long and becoming a part of the server itself. These locals did not take kindly when Fersmoarger Industries discovered Maliku, and even less so when the software company began experiments on the endless frontier. War rages across the digital pastures and canyons as the hypercorporation exploits the curious nature of the server, expanding portals of interdimensional energy to ship out resources back to Earth.

- Light Gravity: Users on Maliku take a +2 cir- Law-Aligned: Users that are not of lawful aligncumstance bonus on attack rolls and on Acrobatics and Ride checks. All items weigh half as much, and weapon ranges double. These advantages apply to users and natives. Falling characters on Maliku take 1d4 points of damage for each 10 feet fallen (maximum 20d4).
- Flowing Time (1 rounds Material to 20 rounds Hypernet): Actions on Maliku exceed the limits of biology and technology, reducing how fast it can be interacted with by x20 (for every 10 minutes in Maliku, 30 seconds pass on the Material Plane). Creatures not native to the Hypernet do not age while there (spells and effects that cause aging do not work). Users in Maliku cannot act in dual-plane combats.
- Exponentially Infinite\*: Maliku has borders but they are exponential, constantly growing as more data accrues on the Hypernet. Pastures gradually, slowly grow larger as do rivers, structures, and in some cases even creatures. Modifications near Maliku's center (a metropolis called Westville) expand as well, such as pollution and plaques of anticode dangerous to the environment.

- ment take a -2 circumstance penalty on Intelligence-, Wisdom-, or Charisma-based checks.
- Normal Magic
- Arcano-Mechanical Field\*: A field of transformational code around portals to the curious server allows users entering Maliku to make a Will save (DC 10 + 1 per technological item) to change their technological items into mechanical devices requiring the use of Craft (mechanical) and Knowledge (engineering) to maintain and repair (the exact limitations of this planar trait are at the GM's discretion). Hyperjack Only\*: The code from a VR rig is immediately detected by the Maliku server which automatically ejects the user (frying the VR rig). A DC 25 Use Technology check or DC 30 Will save every half hour is required to mask the presence of a user's VR rig from server security, or to save a VR rig from being overloaded and destroyed.
- Portal Entry\*: Entering Maliku by breaching the server walls requires a DC 50 Use Technology **check** but the server has several portals that float in static points throughout the Hypernet. These are fiercely defended by legions of Fersmoarger sec-jackers but even the hypercorporation does not know where all of the dimensional bridges are located and more appear each day.
  - Technological **Devolution\*:** The highest level of working technology in Maliku are revolvers and rifles—anything that requires Knowledge (technology) or Use Technology does not function. Drones and proxies lose their construct traits and become eidolons (but retain their upgrades and other statistics).

39

\*This is a new planar trait introduced in Hypercorps 2099.

Alterable Morphic



YPER CLEUGUU

Unlike eidolons, robots are restricted to the sizes of the starting forms listed below (without the use of their upgrade pools). Regardless of its base form, all netjacker robots are constructs that gain a number of traits for their type.

- Netjacker robots have no Constitution score. Any DCs or other statistics that rely on a Constitution score treat a robot as having a score of 10 (no bonus or penalty).
- Netjacker robots receive darkvision 60 ft. and low-light vision.
- Netjacker robots are immune to ability damage, ability drain, bleed, disease, death effects, fatigue, exhaustion, energy drain, mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), necromancy effects, nonlethal damage, paralysis, poison, sleep effects, stunning, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Netjacker robots cannot heal damage on their own, but can be repaired via a netjacker talent or the use of the Craft (mechanical) skill. Netjacker robots can also be healed through spells such as *make whole*. A netjacker robot with the fast healing special quality is able to benefit from that quality.
- Netjacker robots are immediately destroyed when reduced to 0 hit points or less (dealing feedback damage to the netjacker).
- Netjacker robots are vulnerable to electricity and critical hits; whenever a robot takes extra damage from a critical hit, it must make a DC 15 Fortitude save to avoid being stunned for 1 round. If it makes a successful saving throw, it is staggered for 1 round. The robot remains immune to other sources of the stunned condition.
- Netjacker robots cannot be raised or resurrected.
- A netjacker and her robot(s) share a mental link that allows for communication across any distance (as long as they are both able to access the Hypernet); otherwise it is equal to 50 ft. x netjacker level (ignoring obstructions).
- Netjacker robots cannot benefit from most magical items, but do gain the enhancement bonuses of a magic weapon and certain weapon enchantments (at the GM's discretion).

#### **Animal Proxy**

40

These robots are often made to imitate the forms of natural predators.

**Cost** Robot HD + number of upgrades x 1,000bt; **Weight** 300 lbs. + 15 lbs. per upgrade

Starting Statistics: Size Medium; Speed 40 ft.; Attack bite (1d6); Ability Scores: Str 14, Dex 14, Con—, Int 5, Wis 10, Cha 11; Free Evolutions bite, limbs (legs) (2).

#### **Tactical Proxy**

Some robots are made in the forms of their creators, made to be like humans with two arms and legs.

**Cost** Robot HD + number of upgrades x 1,000bt; **Weight** 400 lbs. + 20 lbs. per upgrade

Starting Statistics: Size Medium; Speed 30 ft.; Attack one weapon (varies); Ability Scores: Str 16, Dex 12, Con —, Int 6, Wis 10, Cha 10; Free Evolutions limbs (arms), limbs (legs), proficiency

#### **Vehicle Proxy**

These robots are more similar to intelligent vehicles than they are typical humanoid robots.

**Cost** Robot HD + number of upgrades x 1,000bt; **Weight** 600 lbs + 5 lbs. per upgrade

Starting Statistics: Size Large; Speed 40 ft.; Attack slam (1d6); Ability Scores: Str 20, Dex 10, Con —,

Int 6, Wis 12, Cha 6; Free Evolutions mount, wheels

#### **Aerial Drone**

Drones made to soar the skies are miniaturized, making them more difficult to spot as they roam through the air.

**Cost** Robot HD + number of upgrades x 500bt; **Weight** 10 lbs + 1 lb. per upgrade.

Starting Statistics: Size Tiny; Speed 15 ft., fly 30 ft. (good); AC +2 size; Attack dart (1d2, Range 20 ft.); Ability Scores: Str 6, Dex 16, Con —, Int 5, Wis 12, Cha 7; Free Evolutions flight (3), proficiency (dart)

#### Spy Drone

These robots are able to traverse the concrete jungles with ease. Cost Robot HD + number of upgrades x 500bt; Weight 10 lbs + 2 lbs. per upgrade **Starting Statistics:** Size Tiny; Speed 20 ft., climb 20 ft.; AC +2 size; Attack claws (1d3); Ability Scores: Str 8, Dex 17, Con —, Int 6, Wis 12, Cha 6; **Free Evolutions** claws. climb. limbs (arms), limbs (legs), tail

2088 marked the monumental rise of the Clarkson's Church of the Eternal Promise<sup>®</sup>. The megachurch's owner, Antoine Clarkson, was a revered televangelist in South Carolina that rocketed to megastardom with the launch of his magnum opus: PARADISE-1. He promised that the server was divinely designed and was a guaranteed way to secure a favored afterlife, prompting subscriptions to explode at its launch, with the majority of his church signing on within 24 hours. Currently over 50 million users frequent the server, with the number steadily growing every day.

PARADISE-1 is marketed as a preparatory tool for a spot in Heaven. Users within are treated to an almost

perfect recreation of real life, save that all advertisements and NPCs within bear Clarkson's visage. Users are expected to live out their lives as normal but are constantly notified of opportunities to engage in Samaritan Missions<sup>™</sup> (with each notification automatically billing a user the low price of 10bt). Each mission takes a user through simple charitable tasks like assisting the elderly or feeding the homeless and a successful mission rewards CP (Clarkson Points<sup>™</sup>) that are traded for a higher standing within Clarkson's Church of the Eternal Promise<sup>®</sup>, and of course towards eternal salvation.

2 anadise

Most members of the church find themselves spending the majority of their free time in PARADISE-1. Clarkson himself even joins the server occasionally, offering meetings with users for a "modest" fee. All of the bytecoins earned by the server are stored within the virtual bastion of Clarkson's Rock, a gigantic spire set on Drum Island. The spire is an obvious target for those that know what lay within, but security measures in place make its infiltration near impossible. Clarkson's Angels<sup>™</sup> constantly guard the building from any intruders—these defenders are <u>planetars<sup>B1</sup></u> with the advanced template and the digital asset subtype.

#### Normal Gravity

Finite Shape: PARADISE-1 is a perfect recreation of Clarkson's hometown of Charleston, South Carolina. Any attempts to move outside of the city's borders are met with an eternally distant horizon that can never be reached. Bypassing the exit failsafe requires a DC 25 Use Technology check and dumps users in the test zones on the border of the city. This test zone contains all of the beta and untested portions of the server and is a direct line to its central processes. These zones are also where Clarkson's Angels™ are stored and maintained.

Monetarily Draining\*: Clarkson's server is optimized for maximum profit. For every hour spent on PARADISE-1, a user is automatically "charged" 5bt. This charge supernaturally bypasses any normal restrictions on user accounts and apparently even physical limitations, as to where they are stored or how they would be acessed.

\*This is a new planar trait introduced in Hypercorps 2099.

THERE IS SOMETHING VERY, VERY STRANGE GOING ON INSIDE OF PARADISE-1.

I MEAN, YEAH, IT'S A CULT AND THAT'S STRANGE, AND YEAH, THEY ARE *REALLY SPECIFIC* IN WHAT THEY THINK CONSTITUTES A PARADISE, BUT I'D BET MY BOOT THAT THIS SERVER'S ADMINISTRATORS ARE UP TO SOME SERIOUS NO GOOD. I'VE DONE SOME SNOOPING AROUND IN THERE BUT THE GUARD CMS ARE NO JOKE AND I BARELY GOT OUT BEFORE THEY ZEROED IN ON MY AVATAR. THAT MANY BYTECOINS MEANS THAT SOMETHING IS DEFINITELY UP THOUGH, AND I RECKON THEY PAY GOOD MONEY TO KEEP THE SECRET (THOUGH WITH THE RESPONSE I SAW, MOST IS PROBABLY SPENT ON ENFORCEMENT RATHER THAN BRIBES].

Morally Inclined\*: Any attempt to engage in an evil act is forcibly suppressed by the server (a DC 20 Will Save overrides). Three such overrides within one hour are met with action by Clarkson's Angels<sup>™</sup>. The server constantly updates its definitions of morality and will provide a log of the latest changes for 50bt.

Strongly Good-Aligned







**Upgrades:** These new evolutions are available only to robots.

1 Point - Proficiency (Ex) The robot gains proficiency with one weapon. When taken a second time, the netjacker chooses a new weapon or the robot gains both Weapon Focus and Weapon Specialization in a weapon the robot is already proficient with.

*1 Point - Wheels (Ex)* The robot gains a set of wheels. When using these wheels to move, the robot can move double their base speed when moving in a straight line but must halve their base speed otherwise. A robot with wheels but without the limbs upgrade must travel by means of their wheels.

1 Point - Size Reduction (Ex) The robot becomes miniaturized, reduced in size by one category. The robot gains a +2 bonus to its Dexterity score and takes a -4 Penalty to its Strength. Depending on its new size category it gains a bonus to its AC and attack rolls, a penalty of equal value to its CMB and CMD scores, and a bonus to Fly and Skill checks (see the skill descriptions). Reduce the damage of all of its attacks by one step (1d6 becomes 1d4, 1d4 becomes 1d3). If this choice is made, the robot can be remade to its original size whenever the netjacker can change the robot's upgrade pool (which causes it to lose these modifiers for being smaller). Reduce the robot's weight by half. A netjacker must be 4th level or higher to select this upgrade for their robot. 2 Points - Energy Ray (Ex) The robot gains an energy ray to make ranged touch attacks. The range increment of a robot's energy ray is equal to 1/2 the robot's hit dice x 10 feet

and deals 1d4 acid, cold, electric, fire, or sonic damage (chosen when the upgrade is gained) on a successful hit. This damage increases to by +1d4 at 6th level and every 6 levels thereafter (to a maximum of 4d4 at 18th level).

By taking this upgrade a second time, the robot can deal force damage instead or increase the damage dice of their energy attack by one step (though this option can only be selected once and prohibits force damage). Alternatively, this upgrade may be multiple times to enable the robot to deal different kinds of energy damage (one type per upgrade).

3 Points - Ghost Capacitator (Ex) The robot can spend a standard action to turn its body incorporeal for a number of rounds equal to netjacker level, gaining a fly speed equal to half its base speed (perfect mobility). Once activated, the robot may temporarily suppress this ability for a number of rounds equal to its hit dice (though it continues to function until the duration expires).

By taking this upgrade a second time, the robot may make attacks while using ghost capacitator, disrupting electronics and living flesh alike. Electronic devices and creatures take 1d6 force damage per 2 netjacker levels (to

a maximum of 10d6); other objects or creatures take 1d4 force damage per 4 ninja levels (to a maximum of 5d4).

*3 Points - Servo Optimization (Ex)* The robot's joints and servos are all primed to aid its movement. It rolls twice when making an Acrobatics or Athletics checks and takes the highest result.

**Bonus HP:** Depending on its type, the robot receives a number of additional bonus hit points based on its level. The column in Table 7-2: Robots (Proxies & Drones) lists the total number of bonus hit points the robot receives (the value is listed by level; these are not cumulative bonuses).

**Armor and Weapon Proficiencies:** Proxies and drones are not proficient with any weapons, armors, or shields (unless they have spent robot points in their upgrade pool to do so).

#### **Robot Skills**

The following are class skills for robots: Athletics (Str), Awareness (Wis), Disable Device (Dex), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Search (Int), Sense Motive (Wis), Use Technology (Int).

Skill Ranks per Hit Die: 6 + Int modifier.



With the advent of tactile and ultrareal virtual reality, theme parks have become a relic of the past—in the real world, that is. On the Hypernet they are everywhere, promising the most exhilarating rides and wildest experiences by directly tapping into certain neural centers for users within, creating super vivid (and sometimes dangerous) effects. Thrillville is far and away the most popular, although the disclaimer to enter it legally (with a red-lettered clause citing that Digilife© is not responsible for the well-being of anyone inside) keeps many Hypernet users from ever going there while hooked in via hyperjack.

- Light Gravity, Subjective Directional Gravity, and Heavy Gravity: Depending on what attractions a user visits, they'll experience both light and heavy gravity (often during the same ride). Most of Thrillville's thoroughfares are subjective directional gravity (allowing users to choose their own "down" direction) to cut down on traffic.
- Finite Shape: Thrillville is enormous (miles across, wide, and high) but has boundaries. Bypassing the park's "fence" requires a DC 25 Use Technology check (though only a result of 30 or higher manages to enter or exit without alerting server security).
- Sentient\*: Thrillville responds to users directly —trash cans ask individuals not to litter their data, attractions call out as folks walk by, and on on visceral rides the programming of the server makes use of a user's greatest fears to tailor the most thrilling experience (and filling the user profile portfolios at the Digilife© main office). A DC 20 Bluff check or DC 22 Use Technology check every twenty minutes negates the server's ability to detect an individual user.

FOR THE LIFE OF ME, I CANNOT UNDERSTAND WHY WHEN THE COLLECTIVE MINDS OF EARTH ARE MET WITH LIMITLESS POSSIBILITIES, THEY RESPOND BY BUILDING A FREAKING AMUSE-MENT PARK.

I MEAN, THE MUNDANITY OF IT.

IF IT WEREN'T SUCH A GREAT CASH HOG FOR A QUICK AND DIRTY OPERATION WHENEV-ER I'M STRAPPED FOR BYTECOINS, I WOULD SAY THAT THE WORLD WOULD BE BETTER OFF WITH-OUT, BUT I DO LIKE TO LINE MY PROVERBIAL POCKETS AND DIGILIFE IS OFTEN HIRING...



Digging Thrillville? Want to see more? There's a whole adventure in the *Thrillville or Killville*? module! The operation starts in the medieval MMORPG of *Veranthea Codex: Life & Death* where the party meets their Mr. Gray, a "level 34 gnome bard" with details on why Digilife© is hiring operators to deal with the problems on the server that hosts their amusement park. The PCs travel across the Hypernet, break into Thrillville, and ultimately put an end to what troubles the world's most popular digital tourist destination, but at what cost?

Pick it up on Legendary Games' website!

		The second second	-		-	Т	able: Robo	ts (Drones & I	Proxies)
Level	HD	Base Attack Bonus	Saves	Armor Bonus	Str/Dex Bonus	Upgrade Pool (proxy)	Bonus hp (proxy)	Upgrade Pool (drones)	Bonus hp (drones)
1st	1	+0	+0	+0	+0	3	2	1	1
2nd	1	+1	+0	+2	+0	4	4	2	2
3rd	2	+2	+1	+2	+0	5	7	2	3
4th	3	+3	+1	+2	+1	6	9	2	4
5th	3	+3	+2	+4	+1	8	11	3	6
6th	4	+4	+2	+4	+1	9	14	3	7
7th	5	+5	+2	+6	+2	10	16	4	8
8th	6	+6/+1	+2	+6	+2	11	18	4	9
9th	6	+6/+1	+3	+6	+2	12	21	4	11
10th	7	+7/+2	+3	+8	+3	14	23	5	12
11th	8	+8/+3	+3	+8	+3	15	25	5	13
12th	9	+9/+4	+4	+10	+3	16	28	6	14
13th	9	+9/+4	+4	+10	+4	17	30	6	15
14th	10	+10/+5	+4	+10	+4	18	32	6	16
15th	11	+11/+6/+1	+5	+12	+4	20	35	7	18
16th	12	+12/+7/+2	+5	+12	+5	21	37	7	19
17th	12	+12/+7/+2	+5	+14	+5	22	39	8	21
18th	13	+13/+8/+3	+6	+14	+5	23	42	8	22
19th	14	+14/+9/+4	+6	+14	+6	24	44	8	23
20th	15	+15/+10/+5	+6	+16	+6	26	46	9	24

# DIGITAL AREHETYPES

Netjackers aren't the only people to find the Hypernet to their liking and all sorts of operators have refined techniques and talents to make them viable on the digital plane.

### Cybermage (Wizard Archetype)

Magic is difficult to use on the Hypernet and only the most dedicated wizards can filter the essential components of the arcane into code and data. Their powers are still not as potent in the digital realm but they have an uncanny knack for spellcasting that defies most practical limitations in cyberspace.

**Digital Magician (Ex):** At 1st level, cybermages gain the Matrix Magician feat. Each day when they prepare spells, the cybermage chooses a number of spells equal to their Intelligence modifier to treat as hyper spells.

This ability replaces arcane bond.

Arcano-Techno Talents (Ex): By spending 10 minutes altering their user interface with subtle magics (as part of the preparation

of their spells) in a process that expends 50 bytecoins, a cybermage can assume any

ability from an arcane school that is available to

first level wizards and usable a number of times per day equal to 3 + Intelligence modifier so long as the cybermage is on the Hypernet.

This ability replaces arcane school.

#### Drone Artist (Ex):

At 6th level, cybermages learn how to utilize a drone. This ability operates as the robot artist ability, though the cybermage may never select a proxy.

44



The Unyielding Green is the pet project of the Verdant Sorceress of Kathmandu, an alien known as Florisley-Ley. After familiarizing herself with the Hypernet she insisted on taking the efforts of the ecological preserves to the digital realm, exploring new magical rituals to establish a foothold in cyberspace. After a few months of work she found a measure of success by growing a type of circuitry from spliced roots of the zamakono plant (native to her homeworld) combined with quaking aspens from the Pando trees of Colorado. With a little help from the Scion of Chi—crafting a



deal with the lords of the elemental planes—it has since exploded with hyperforestation creating an endless wilderness amid the innumerable servers of the Hypernet.

#### Normal Gravity

• Erratic Time: A user may lose or gain time as they move between Unyielding Green. To the denizens of the server, time flows naturally and the shift is unnoticed

d100	Time on Material Plane	Time on Unyielding Green
01–10	1 hour	1 round
11–40	1 hour	1 minute
41–60	1 hour	1 hour
61–90	1 hour	2 hours
91–100	1 hour	4 hours

• Infinite: The Unyielding Green goes on forever, though structures and objects within do not increase in size.

#### Alterable Morphic

- Enhanced Magic: Spells and spell-like abilities from the druid, ranger, and shaman classes (including those of the Nature domain or the verdant bloodline) are enhanced (functioning as if the caster's level was 2 higher than normal).
- Impeded Magic: Spells and spell-like abilities not from the druid, ranger, and shaman classes are impeded. To cast an impeded spell, the caster must make a concentration check (DC 20 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally.
- Natural Predators\*: There is a 50% chance that a creature of the animal or magical beast type in Unyielding Green is not a digital asset. When a digital asset dies on Unyielding Green it reverts to strings of code but when a real living creature dies, other creatures—whether real or programs—travel to the smell of the corpse, triggering another encounter within 1d4 minutes. Creatures with the ability to smell blood find they are able to do so to a range of half a mile.
- **Neutral-Aligned:** Users that are not of neutral alignment take a –2 circumstance penalty on Intelligence-, Wisdom-, or Charisma-based checks.
- **Technological Devolution\*:** The highest level of working technology in Unyielding Green are crossbows—anything that requires Knowledge (technology) or Use Technology does not function. Drones and proxies lose their construct traits and become eidolons (but retain their upgrades and other statistics).

### Cybermagic (Sorcerer Bloodline)

The Hypernet is inherently without magic but its interdimensional nature still calls to certain spellcasters, beckoning them into the digital realms and defying the nature of circuitry to allow for the sorcerers to utilize the arcane arts while jacked in.

**Class Skills:** Knowledge (technology) (Int) and Use Technology (Int).

**Bonus Spells:** <u>technomancy</u><sup>TG</sup> (3rd), <u>protection from</u> <u>technology</u><sup>TG</sup> (5th), <u>discharge</u><sup>TG</sup> (7th), <u>magic circle</u> <u>against technology</u><sup>TG</sup> (9th), <u>rebuke technology</u><sup>TG</sup> (11th), <u>greater discharge</u><sup>TG</sup> (13th), <u>destroy robot</u><sup>TG</sup> (15th), <u>memory of function</u><sup>TG</sup> (17th), <u>antitech field</u><sup>TG</sup> (19th).

**Bonus Feats:** Craft Program, Craft Technological Arms and Armor<sup>TG</sup>, Craft Technological Item<sup>TG</sup>, Digital Disguise, Server Tactician, Skill Focus (Knowledge [technology]), Skill Focus (Use Technology), Technologist<sup>TG</sup>.

**Bloodline Arcana:** You gain the Matrix Magician feat. **Bloodline Powers:** Cybermagic sorcerers gradually become more at home on the Hypernet, unlocking more access for the use of their magic.

*Cybermagic Cantrips (Ex):* Starting at 1st level, you may cast cantrips as though they were hyper spells. When you refresh your spells for the day choose a number of spells equal to your Charisma modifier to treat as hyper spells.

*Novice Cybermagic (Ex):* At 3rd level, you may spend a swift action to treat the unreliable magic planar trait on the Hypernet (or a server) as the impeded magic planar trait for a number of rounds equal to your Charisma modifier. You may use this ability once per day at 4th level, plus one more time each day at 8th, 12th, and 16th level.

Adept Cybermagic (Ex): At 9th level, you may spend a swift action to treat the impeded magic planar trait on the Hypernet (or a server) as the normal magic planar trait for a number of rounds equal to your Charisma modifier. You may use this ability once per day at 9th level, plus one more time each day at 12th, 15th, and 18th level. This ability stacks with other bloodline powers.

Apprentice Cybermagic (Ex): At 15th level, you may spend a swift action to treat the normal magic planar trait on the Hypernet (or a server) as the enhanced magic planar trait for a number of rounds equal to your Charisma modifier. You may use this ability once per day at 15th level, plus one more time each day at 17th and 19th level. This ability stacks with other bloodline powers.

Masterful Cybermagic (Ex): At 20th level, you ignore the effects of the dead magic, impeded magic, and

unreliable magic planar traits regardless of if you are on the Hypernet, in a server, or on another plane entirely.

### Cyber Ninja (Ninja Archetype)

In a world of elite espionage and sabotage, the evolution of ninjutsu was as inevitable as the setting sun. By mixing the ancient arts of the shinobi with modern technology, these stealthy warriors command a high price to infiltrate facilities across the globe.

**Sneak Attack:** A cyber ninja does not increase her sneak attack damage at 3rd, 7th, 11th, 15th, or 19th level.

**Drone Artist (Ex):** Though not as adept at controlling robots as a netjacker, cyber ninjas are masters of utilizing a drone. This ability operates as the robot artist ability, though the cyber ninja may never select a proxy.

**Cyber Ninja Tricks:** A cyber ninja may choose to learn any hacking talent she qualifies for in place of a ninja trick. Only cyber ninjas may select the following hacking talents:

*Ghost Drive (Su)* By spending a ki point as a swift action, the cyber ninja turns her body incorporeal for a number of rounds equal to ninja level, gaining a fly speed equal to half her base speed (perfect mobility). Once activated, she may temporarily suppress this ability for a number of rounds equal to her Wisdom modifier (though it continues to function until the duration expires).

*Ghost Strike (Su)* While using ghost drive, the cyber ninja may choose to suppress

the ability as she strikes a target by spending a ki point, disrupting electronics and living flesh alike. **Electronic devices** and creatures take 1d8 force damage per 3 ninja levels (to a maximum of 6d8); other objects or creatures take 1d6 force damage per 3 ninja levels (to a maximum of 6d6).



The Veranthea intellectual property began with a humble tabletop roleplaying game campaign setting released in 2015, but it quickly spawned a whole slew of product lines. Veranthea, a massive multiplayer online RPG and easily the most popular manifestation of the IP, rode the first real wave of tactile virtual reality to surge into being the single most played game on the planet. By the 2070s its userbase counted in the billions and a group of diehard players took the ultimate step by making the modified server known as Veranthea: Life & Death. After hiring out mages and priests by the hundreds to meticulously enchant the server every single piece of circuitry now radiates magic, turning Veranthea: Life & Death into a hyper real environment where spellcasters truly do cast fireball and an assassin's death strike is as lethal to the user as it is their avatar.

#### Normal Gravity

• Finite Shape: Veranthea: Life & Death is huge—a planet unto itself—but it does have physical boundaries: three main continents (Grethadnis, Urethiel, and Trectoyri), an ice cap that contains another major region within (The Veil), all of them blocked from surface travel on the oceans. Users need to journey through the extensive underground network of tunnels and caves (the Forever Dark) or chance the ocean floor and its technological dangers (the 5th World).

- Alterable Morphic
- Mildly Chaos Aligned: There are certainly lawful creatures and the like within *Veranthea: Life & Death*, but the server itself has a disposition for chaos imparted by the magic worked on its circuits; lawful users take a -2 circumstance penalty on all Charisma-based skill checks.
- Enhanced Magic, Normal Magic, and Wild Magic: Veranthea: Life & Death is constructed in such a way that magic functions normally for all users—most of the time. Roving clouds of wild magic are common (of a size at the GM's discretion) and what's more, spellcasting users gain the ability to treat the plane as if it had the enhanced magic planar trait a number of times per hour equal to their caster level / 2.

In areas rife with enemies there's a 20% chance with each kill that users find *Veranthea tokens*; these magic items can be used in the server to gain a +2 CL to one spell (subsuming itself in the casting of the spell), or taken elsewhere in the Hypernet where the magic-laden code of the Veranthea token instead allows any spell cast with it to act normally (though in this case it does not increase CL).

- **Digitized Death\*:** Creatures that die while logged into the *Veranthea: Life & Death* server also die on the Material Plane. Being resurrected or raised inside of the server forever traps that creature there, granting the digital asset subtype and Hypernet native special ability.
- Hyperjack Only\*: The code from a VR rig is immediately detected by the Veranthea: Life & Death server which automatically ejects the user (frying the VR rig). A DC 25 Use Technology check or DC 30 Will save every half hour is required to mask the presence of a user's VR rig from server security, or to save a VR rig from being overloaded and destroyed.

### Cyber Samurai (Samurai Archetype)

To survive in a cutthroat world ruled over by hypercorporations and influenced by individuals able to throw cars with ease, a normal warriors needs an edge—bodytech.

**Skills:** Cyber samurai add Knowledge (technology) (Int) and Vehicular Control (Dex) to their class skills.

**Bodytech Warrior (Ex)** At 1st level a cyber samurai receives a piece of cyberware (a cybernetic arm<sup>TG</sup>, dermal plating mark I<sup>TG</sup>, cybernetic ears<sup>TG</sup>, or cybernetic eyes; this includes installation). This replaces the mount ability.

**Bodytech Operator (Ex)** At 4th level a cyber samurai receives a piece of cyberware (bodytech limb mark I, cyberfiber muscles mark I<sup>TG</sup>, cybernetic legs<sup>TG</sup>, hydraulic springheels, laser eye, thoracic nanite chamber mark I<sup>TG</sup>, or wirejack tendons mark I<sup>TG</sup>; this includes installation). This replaces the mounted archer ability.

Sure Strike (Ex) At 5th level a cyber samurai becomes so adept with her blade that she can use intense moments of focus to deliver devastatingly precise strikes. By spending a point of resolve the cyber samurai can make one attack at the target of her challenge, targeting touch AC. Sure strike cannot be used more than once a round. This replaces the banner ability.

Adrenal Override (Ex) At 14th level a cyber samurai's body has become so attuned to bodytech that she is able to use artificial components to their utmost limits. By spending a point of resolve the cyber samurai gains the benefits of a haste spell, though on any turn she do not make a full-attack action she may take a second standard action. This replaces the greater banner ability.

#### order of the street

Most cyber samurai are ronin but some live by a philosophy known as the Way of the Street, a code that emphasizes humility, loyalty to one's allies, persistence, and getting paid. These warriors are widely respected, feared, and highly sought after for employment.

**Edicts:** Each samurai must seek their own path to success, choosing allies and remaining in their stead until betrayed, dismissed, or retired. The samurai must always show humility and make every effort possible to finish a job after it has been started.

**Challenge:** Whenever a street samurai declares a challenge, she receives a number of temporary hit points equal to samurai level.

Order Abilities: A samurai who belongs to the order of the street gains the following

abilities as she increases in level.

*Dirty Strike (Ex):* At 2nd level, the samurai may make a dirty trick combat maneuver while making a melee attack. She can use this ability once per day at 2nd level, plus one additional time per day for every four levels beyond 2nd (maximum of five times per day at 18th level).

Way of the Street (Ex): At 8th level, the samurai uses her humility and reputation to great effect. When making Diplomacy checks to gather information the cyber samurai rolls the skill check three times and takes the best result. She must decide to use this ability before the roll is made. Using this ability expends one daily use of resolve.

Weighted Strike (Ex): At 15th level, the samurai draws on her rough and tumble experiences to find the inspiration of a survivor, using it to overcome truly impossible challenges. The samurai takes a critical hit or successful combat maneuver check made against her, reversing it onto her attacker. Using this ability is an immediate action. The samurai can use this ability once per day.

### Cybersurfer (Monk Archetype)

The Hypernet's cybernetic byways offer endless information to most users but to a select few they are a source of boundless entertainment, the eddies and waves of the digital sea touching something entropic in the very soul.

Alignment: Any chaotic.

**Intellectual Combatant (Ex):** When unarmored and unencumbered, the cybersurfer adds their Intelligence bonus (if any) to their AC and CMD. This bonus to AC applies even against touch attacks or when the cybersurfer is flat-footed. They lose these bonuses when immobilized or helpless, wearing any armor, or when carrying a shield, medium load, or heavy load.

This ability replaces the monk's usual armor bonus (both from Wisdom and their level). Flurry of Blows (Ex): Cybersurfers are only able to use flurry of blows while on a hoverboard.

**Unarmed Strike:** Cybersurfers deal unarmed strike damage as if they were one size category smaller. When determining how difficult it is to resist the special attacks granted by the monk class, the cybersurfer uses Intelligence instead of Wisdom. **Goofy Footing (Ex):** At 1st, 2nd, and 6th level the cybersurfer gains one hacking talent from the following list: bodytech attack, cybercraft, equipment malefactor, hoverboarder, invisibility to tech, override control, routine maintenance.

At 10th, 14th, and 18th level the cybersurfer gains another hacking talent and their list expands



The spam server known as Xypher is a relic of freehackers that stood proudly in the light of the public, wielding truth as their weapon against the corrupt and despicable practices of hypercorporations. Xypher Media Institute only amounted to a nuisance before uncovering necromancy at the Marvisaddri Academy in Wallachia, prompting a fierce reprisal from CEOs fearing their own misdoings would be uncovered. Their efforts to wreck the server failed, but in lieu of that they've turned it into such a spamfilled info dump that uncovering any anonymously granted information damning to a hypercorporation is practically impossible.

Now it is a graveyard playground for netjackers as well as a clandestine meeting place for operators, the anonymity it grants beyond the understanding of even some of the most talented whitehats. The countless dirty programs left here by hypercorporations are as deadly as the hacker kings that practically live in Xypher, but legends of novices that find juicy bits of info dumps



useful for blackmail or profiteering encourage a constant stream of new users to log in on a daily basis regardless of the hazards there.

- Low Gravity
- Infinite
- **Backdoors\*:** Entering or exiting Xypher requires a user to travel through a door. Constructing a door to travel into or out of Xypher requires a DC 20 Use Technology check and a full-round action.
- Supremely Morphic\*: In addition to being able to craft objects with Use Technology (as on the rest of the Hypernet), there are no costs for constructing an object in Xypher. However, no item crafted in Xypher is able to leave it, even through the use of powerful magic or technology.
- Anonymous Userbase\*: Checks made to identify another user in Xypher (seeing through their avatar) are made at a -40 penalty.
- **Trapped Terrain\*:** Due to the massive number of CM programs left here by hypercorporations, traps are everywhere in Xypher. Any trap with the magical type can be used in this demiplane as though it were a technological trap instead. \*This is a new planar trait introduced in Hypercorps 2099.

XYPHER IS WONDERFUL. THIS IS THE KIND OF PLACE THE HYPERNET SHOULD BE USED TO FACILITATE AND I SPEND AS MUCH FREE TIME HERE AS I POSSIBLY CAN. I CANNOT POSSIBLY IT HIGHLY ENOUGH. IF YOU DO GO -- AND YOU SHOULD, REALLY YOU SHOULD -- STOP BY MY PLACE AND CHECK OUT A FEW OF THE GAMES I'VE GOT SET UP (X.2224, Y.4524 Z.6932). I LOVE FEEDBACK AND CAN'T GET ENOUGH OF WATCHING PEOPLE LOSE THEIR MINDS TRYING TO BEAT MY HIGH SCORE (THERE'S A 3,000BT REWARD FOR ANYONE WHO MANAGES TOO BUT NOBODY'S EVEN COME CLOSE YET).

I'VE HEARD SOME RUMORS ABOUT VIRUSES MAKING IT OUT OF XYPHER THOUGH SO BE WARY; IN THEORY NOTHING SHOULD BE ABLE TO GET PAST THE SERVER WALL BUT HEY, THAT'S THE HYPERNET. AMIRITE? -HB

to include firesale and violent interference. This ability replaces the bonus feats at 1st, 2nd, 6th, 10th, 14th, and 18th level.

**Banzai (Ex):** At 3rd level, the cybersurfer gains a miscellaneous bonus to Acrobatics checks made on their hoverboard equal to their monk level. This ability replaces still mind.

Hover Movement (Ex): At 3rd level, the cybersurfer gains an enhancement bonus to their speed only while on a hoverboard. This ability modifies and replaces fast movement.

**Gnarly Footing (Ex):** At 5th level, the cybersurfer rolls twice when making an Acrobatics check on their hoverboard while they are in the Hypernet. This ability replaces purity of body.

**Drone Artist (Ex):** At 11th level, the cybersurfer learns how to utilize a drone (which may be designed to also operate as a hoverboard). This ability operates as the robot artist ability (though the cybermage may never select a proxy) and it replaces diamond body.

#### Data Junkie (Bard Archetype)

Hackers that live for the absorption of data—ever thirsty for the next accessible server or untended data stack—are called datajunkies. Their penchant for knowledge make them eidetic hackers and though not as able as a netjacker, the uncanny abilities of a datajunkie are uniquely suited to the Hypernet.

**Coded Performance (Ex):** Datajunkies are able to use their bardic performance abilities while on the Hypernet, ignoring the unreliable magic planar trait. When not on the

#### HOVERBOARD

Price 500bt; Weight — (3 lbs. when inactive)

This simple, flat board is sleek in design and pleasant to look at, floating just a few inches above the ground. Buoyed on the air on a metamagnetic cloud, hoverboards (hardness 6, 12 hp) grant their rider a limited means of flight, able to support one Medium creature weighing 200 lbs. (or 500 lbs. for a masterwork hoverboard) and still be mobile. They have no inherent means of propulsion, relying on momentum, gravity, or an external power source (such as being harnessed to a vehicle or a Small or larger flying creature with Strength of 4 or more).

Remaining balanced on a hoverboard requires a DC 10 Acrobatics or Fly check made at the start of the rider's turn to stand on the hoverboard without changing speed or direction. At the end of the round, a moving hoverboard loses 5 feet of speed.

#### PUSHING OFF

A creature can hop atop a hoverboard as part of a move action, conferring up to their base speed to the hoverboard as a fly speed.

For example, an escaping thief might punch a guard in the gut as a standard action and dash down an alleyway, ending their 30 ft. movement at the end of their turn and conferring a speed of 30 ft. to the hoverboard.

#### PEDALING

Creatures riding atop a hoverboard along the ground can use their feet to propel a hoverboard forward as a standard action, increasing the fly speed of the hoverboard by up to 1/3 the rider's base speed, up to a maximum speed equal to double the rider's base speed.

#### GAINING SPEED

A hoverboard can be angled downwards to increase its fly speed at a rate of +5 ft. to speed for every 5 ft. fallen. At the end of its turn, a creature must make an Acrobatics or Fly check (DC 10 + 2 per 5 ft. bonus to fl y speed) or be staggered the next turn as they compensate to remain balanced. Failure by 10 or more on this check causes a creature to fall off their hoverboard (a DC 10 Reflex save catches the board in time to remain aloft, though the rider still needs to climb back atop it with a DC 20 Athletics check). **GAINING ALTITUDE** 

A hoverboard can be angled upwards to gain altitude at a rate of -10 ft. to fl y speed for every 5 ft. elevated. A talented rider can make an Acrobatics or Fly check (DC 10 + 5 per 5 ft. elevated) to reduce this loss of fly speed by 5 ft. for every 5 points they exceed the check (minimum 0 ft.)

Hypernet, the DC to resist the datajunkie's bardic performances is reduced to 5 + the bard's level + the bard's Charisma modifier.

This ability modifies bardic performance.

**Obscure Arcano-Code (Ex):** Datajunkies gain the Matrix Magician feat. Each day when they refresh their spells, they choose a number of spells equal to their Charisma modifier to treat as hyper spells.

This ability replaces versatile performance.

Extended Datastacks (Ex): At 5th level, datajunkies roll twice when

making a Knowledge check on the Hypernet or while able to access it, taking the best result. This ability replaces lore master.



#### **Digital Detective (Investigator Archetype)**

The Hypernet is a refuge for criminals the world over and some investigators focus their talents on mastering the digital realm, tracking down fugitives to obscure servers and bringing them to justice (or for a sizable bounty).

**Digital Alchemy (Ex):** A digital detective's extracts function while on the Hypernet, ignoring the unreliable magic planar trait. Outside the Hypernet, the digital detective is only able to make half as many extracts as normal (round down).

This ability modifies alchemy.

**Tech Wiz (Ex):** At 2nd level, the digital detective gains Technologist<sup>TG</sup> as a bonus feat and an insight bonus to all Craft (mechanical), Knowledge (technology), and Use Technology checks equal to half their investigator level (minimum 1).

At 5th level a digital detective makes these skill checks in half the normal amount of time (minimum immediate action) and gains Craft Technological Item<sup>TG</sup> as a bonus feat.

This ability replaces poison lore and poison resistance.

**Hacker Investigator (Ex):** At 3rd level, digital detectives add the following hacking talents to their list of available investigator talents: bodytech attack, cybercraft, equipment malefactor, hoverboarder, invisibility to tech, override control, routine maintenance. At 11th level, the list expands to include all the hacking talents available to a netjacker.

This ability modifies investigator talent.

**Drone Artist (Ex):** At 11th level, the digital detective learns how to utilize a drone. This ability operates as the robot artist ability (though the digital detective may never select a proxy) and it replaces poison immunity.

#### Droneminder (Netjacker Archetype)

Some netjackers believe that the best instruments in their tool set aren't refined software, a preternatural understanding of code, or an impressive proxy—a fleet of drones beats them all.

**Drone Savant (Ex):** Droneminders are unable to use proxies but treat their netjacker level as 4 levels higher for the purposes of determining how many drones they can operate at once (gaining simultaneous control of a third drone at 4th level, and a fourth drone at 12th level). At 16th level and 20th level, the droneminder gains simultaneous control of an additional drone (for a total of 6 at 20th level). This ability modifies robot artist.

**Drone Tinkerer (Ex):** At 4th, 8th, 12th, 16th, and 20th level the droneminder adds one to the upgrade pool for their drones.

This ability replaces the hacking talents gained at 4th, 8th, 12th, and 16th level.

**Durable Drones (Ex):** At 2nd level, each of your drones gains 2 hit points and a hardness of 1. At 6th, 10th, 14th, and 18th level, each of your drones gains 2 additional hit points again and increase their hardness by 1.

This ability replaces the hacking talents gained at 2nd, 6th, 10th, 14th, and 18th level. **Slaved Drones (Ex):** At 17th level, the droneminder's drones act on the same initiative score as the netjacker.

This ability replaces tech doyen.

### Hackhunter (Ranger Archetype)

There are hackers who make themselves into hunters of cyberspace, familiarizing themselves with the weaknesses of a creature rendered by code and mastering the subtleties of the Hypernet's myriad landscapes.

**Tech Wiz (Ex):** At 1st level, the hackhunter gains Technologist<sup>TG</sup> as a bonus feat and an insight bonus to all Craft (mechanical), Knowledge (technology), and Use Technology checks equal to ranger level (minimum 1).

At 5th level a hackhunter makes these skill checks in half the normal amount of time (minimum immediate action) and gains Craft Technological Item<sup>TG</sup> as a bonus feat.

This ability replaces spells and wild empathy. **Favored Digital Enemy (Ex):** At 1st level, the hackhunter learns how to inflict damage and more effectively operate against digital targets. They gain a +2 bonus on Awareness, Bluff, Knowledge, Sense Motive, Survival, and Use Technology checks against creatures of the digital asset subtype and the avatars of users. Likewise, they get a +2 bonus on weapon attack and damage rolls against digital assets and avatars.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), their bonuses against digital assets increase by +2.

This ability replaces favored enemy.

**Favored Digital Terrain (Ex):** At 3rd level, the hackhunter gains a +2 bonus on initiative checks and Awareness, Knowledge (geography), Stealth, and Survival skill checks when they are in the Hypernet (this includes servers). A hackhunter traveling through the Hypernet can travel at their regular speed while obscuring their tracks with the Survival skill.

At 8th level and every five levels thereafter, the skill and initiative bonuses increase by +2.

This ability replaces favored terrain.

51

**Proxy Artist (Ex):** At 4th level, the hackhunter learns how to use a proxy. This ability operates as the robot artist ability, except that the ranger's effective netjacker level is equal to their ranger level -3.

This ability replaces hunter's bond.

#### Intuitive Hacker (Barbarian Archetype)

Where most would utilize adroit analysis and the careful application of technique, intuitive hackers rely instead on brute force to overwhelm server walls and subdue aggressive digital assets.

**Skills:** Intuitive Hackers gain Knowledge (technology) and Use Technology (Int) as a class skill.

Hacker Rage (Ex): An intuitive hacker can tap into themselves to summon forth a ferocious anger that makes them truly deadly. Starting at 1st level, when the intuitive hacker uses their rage ability while on the Hypernet instead of experiencing the effects of a normal rage they temporarily change their Strength and Constitution attributes to match their Intelligence score (in addition to Dexterity). Unlike a normal barbarian, intuitive hackers are only able to rage for a number of rounds per day equal to 2 + their Intelligence modifier. At each level after 1st, they can rage for 1 additional round. Temporary increases to Intelligence, such as those gained from spells like fox's cunning, do not increase the total number of rounds that an intuitive hacker can rage per day. In addition, an intuitive hacker is able to use Intelligence-based skills while raging.

#### This ability modifies rage.

Hacker Barbarian (Ex): At 3rd level, intuitive hackers add the following hacking talents to their list of available rage powers: bodytech attack, cybercraft, equipment



hoverboarder, invisibility to tech, override control, routine maintenance.

This ability modifies rage powers.

**Greater Hacker Rage (Ex):** At 11th level, the intuitive hacker gains a +3 morale bonus to Intelligence while on the Hypernet and using hacker rage.

This ability modifies greater rage.

**Mighty Hacker Rage (Ex):** At 20th level, the intuitive hacker gains a +6 morale bonus to Intelligence while on the Hypernet and using hacker rage.

This ability modifies mighty hacker rage.

#### Mechwarrior (Netjacker Archetype)

Not every netjacker is the master of drone networks or the complex control of a proxy from afar, instead using a robotic companion as a suit of enhanced armor to wade into battle as a metallic juggernaut! **Hit Die:** d8 (d10 in settings where technology is not commonplace)

**Robot Warrior (Ex):** A mechwarrior begins play with one robot (a proxy) she is able to wear like a suit of armor. The proxy mimics all of the mechwarrior's movements, and the mechwarrior perceives through the proxy's senses and speaks through its voice modulator; for the purposes of game mechanics the two are now one creature. The mechwarrior directs all of the proxy's actions while it is worn.

ble to While wearing her proxy, the mechwarrior uses the proxy's Strength and Dexterity, but retains her own Constitution, Intelligence, Wisdom, and Charisma. The mechwarrior gains the proxy's hit points as temporary hit points. When these hit points reach 0, the proxy is broken and counts against the mechwarrior's carrying capacity. The mechwarrior uses the proxy's base attack bonus, and gains the proxy's armor, natural armor bonuses, and modifiers to ability scores. The mechwarrior also gains access to the proxy's special abilities and the proxy's upgrades. The mechwarrior is still

limited to the proxy's maximum number of natural attacks. The proxy has no skills or feats of its own. The proxy must be at least the same size as the mechwarrior. The proxy's temporary hit points may can be restored through the same means as any other robot. Getting into or out of a proxy is a full-round action that provokes attacks of opportunity.

While wearing her proxy, the mechwarrior loses the benefits of her armor. She counts as both her original type and a robot for any effect related to type, whichever is worse for the mechwarrior. Spells such as *antitech field*<sup>TG</sup> or *destroy robot*<sup>TG</sup> work normally on the proxy, but the mechwarrior is unaffected. Neither the mechwarrior nor her proxy can be targeted separately, as they are fused into one creature. The mechwarrior and proxy cannot take

separate actions. While fused with her proxy, the mechwarrior can use all of her own abilities and gear, except for her armor. In all other cases, this ability functions as the netjacker's normal robot artist ability (for example, the proxy and netjacker share a digital watermark).

This modifies and replaces robot artist.

**Combat Hacks (Ex):** At 3rd level the mechwarrior gains a combat feat as a bonus feat as well as a +1 insight bonus to attack and damage for either melee attacks or ranged attacks while within her proxy. At 7th, 11th, 15th, and 19th level the mechwarrior gains another +1 insight bonus to attack and damage for either melee attacks or ranged attacks (maximum +5) as well as an additional combat feat as a bonus feat.

This ability replaces calculated attack. **Hacking Talents:** Mechwarriors are able to take the following hacking talents.

Augmented Attribute (Ex): The proxy no longer mimics the mechwarrior, but genuinely augments her movements instead. Choose either Strength or Dexterity; the mechwarrior gains a bonus to the attribute equal to her regular attribute modifier while wearing her proxy. This hacking talent may be taken a second time, affecting the attribute she did not previously select.

Blood for Oil (Ex): The mechwarrior is able to sacrifice her own hit points to increase the temporary hit points granted by her proxy (delaying the broken condition). For every two hit points a mechwarrior sacrifices, her proxy grants one additional temporary hit point. These conversions are a standard action and can only be made in increments equal to the mechwarrior's Constitution modifier + double netjacker level.

*Ejector Seat (Ex):* The mechwarrior can remove herself from her proxy as an immediate action, thrown out of the robot 10 ft. x the proxy's hit dice in a random direction.

Lightweight (Ex): The mechwarrior's proxy is 25% less heavy than normal. This hacking talent may be selected a second time once the mechwarrior reaches 8th level and a third time at 14th level.

#### //008 |<|-u5h3|- (Netjacker Archetype)

Latching on to an ancient fad from the first users on the internet almost a century ago, these netjackers eschew the use of robots entirely and focus solely on understanding code at a fundamental level. Noob krushers are the toughest programmers around, capable of overcoming users with more experience or resources.

D1g1t4l N1nj4 (Ex): Starting at 1st level, a noob

krusher can study an opponent they can see as a move action. The noob krusher then gains a +1 bonus on Awareness, Knowledge, Survival, and Use Technology checks attempted against that opponent, and a +1 bonus on weapon attack rolls and weapon damage rolls against it. The DCs of netjacker class abilities against that opponent increase by 1. A noob krusher can maintain these bonuses against only one opponent at a time; these bonuses remain in effect until either the opponent is dead or the noob krusher studies a new target.

If a noob krusher deals damage to a target, they can study that target as an immediate action, applying their studied target bonuses against that target (including to the normal weapon damage roll).

At 5th, 10th, 15th, and 20th levels, the bonuses on weapon attack rolls, damage rolls, and skill checks and to the DCs of netjacker abilities against a studied target increase by 1. In addition, at each such interval, the noob krusher is able to maintain these bonuses against an additional studied target at the same time. The noob krusher may discard this connection to a studied target as a free action, allowing them to study another target in its place.

At 7th level, a noob krusher can study an opponent as a move or swift action.

This ability replaces robot artist.

**Slaying Netjacker (Ex):** Noob krushers can select any slayer talent instead of a hacking talent. Instead of a hacking talent, the noob krusher may gain +1d6 sneak attack instead of a hacking talent (as a rogue, though additional hacking talents must be taken to increase sneak attack damage).

Starting at 10th level, they may instead choose to take an advanced slayer talent instead of an advanced hacking talent.

This ability modifies hacking talents.

**Program Cache (Ex):** At 3rd level, noob krushers gain the Craft Program feat. The programs in a noob krusher's program cache are used in place of the d20 roll for a skill check and provide either a natural result of 10, 15, and unlike normal, even a 20. It takes four Hypernet hours and 100bt for a noob krusher to create an auto 10 program, ten Hypernet hours and 250bt to create an auto 15 program, and 20 Hypernet hours and 500bt to create an auto 20 program. A noob krusher may only keep a number of programs in their program cache (on hand) equal to their Intelligence modifier + 1/4 netjacker level, and they may never have

more than two auto 20 programs prepared. This ability replaces calculated attack. **Master Noob Krusher (Ex):** At 20th level, a netjacker takes one turn on their initiative while in the Hypernet, then can take an additional turn at the end of the initiative order. This ability may be used a number of times per day equal to the noob krusher's Intelligence modifier.

Additionally, they can ignore one planar trait of their choice while on the Hypernet or within a server.

This ability replaces master hacker.

### Technocleric (Cleric Archetype)

There is more divinity to be found in the Hypernet than the fel entities of the Darknet or the false heaven of the Celestial Estates—few have the faith required to attain this strange holiness in cyberspace, but those that do are truly powerful priests of technology that can bend it to the will of their belief.

**Class Skills:** The technocleric's class skills are Craft (Int), Diplomacy (Cha), Disable Device (Dex), Heal (Wis), Knowledge (engineering) (Int), Knowledge (history) (Int), Knowledge (local), Knowledge (religion) (Int), Knowledge (technology), Linguistics (Int), Profession (Wis), Spellcraft (Int), and Use Technology (Int).

**Cybernetic Domain:** Technoloclerics must take the cybernetic domain. They do not receive a second domain.

**Channel Energy (Su):** When a technocleric channels energy to heal or harm living creatures, they heal or harm constructs with the clockwork, digital asset, or robot subtypes as well. Constructs without those subtypes are also affected, but gain only half the normal amount of healing or take only half the normal amount of damage, as appropriate. A technocleric cannot harm or heal undead with channel energy unless they are on the Hypernet. This ability alters channel energy.

**Spontaneous Casting:** A technocleric can spontaneously cast *make whole* and *greater make whole* in place of *cure/inflict moderate wounds* and *cure/inflict critical wounds*, regardless of whether they channel positive or negative energy. This ability alters casting.

#### Cybernetic Domain

**Granted Powers:** You can bend the physics of the Hypernet to channel your divinity into its very circuitry.

**Digital Focus (Ex):** You may ignore the unreliable magic planar trait when using channel energy while on the Hypernet and its servers and you gain

the Matrix Magician feat. Each day when you prepare spells, choose a number of spells equal to your Wisdom modifier to treat as hyper spells.

**Drone Artist (Ex):** At 6th level, you learn how to utilize a drone. This ability operates as the robot artist ability though you may not select a proxy.



#### Technokineticist (Kineticist Archetype)

To a technokineticist, circuitry and code are as omnipresent and vital as air.

**Skills:** Technokineticists gain Knowledge (engineering, technology) (Int) as class skills.

**Technological Focus (Ex):** A technokineticist must choose air as their primary element and must choose electric blast as their first simple blast. Technokineticists do not require a hyperjack to enter the Hypernet.

**Code Blast (Ex):** At 1st level, a technokineticist can use their abilities to wrack an avatar or creature with the digital or robot subtype within 30 feet, harming them by disrupting the code within. The target takes half the normal damage of the technokineticist's blast, and can attempt a Fortitude save to reduce that amount to 1/4 normal damage, but the damage is untyped and ignores electricity resistance. This is a 1st-level form infusion that costs 0 points of burn and can be used with electric and metal blasts, and ignores any magic planar traits on the Hypernet as well as its servers.

This ability replaces the 1st-level infusion. **Wound the Code (Ex):** At 5th level, a technokineticist can infuse their blasts with potent anticode that frays regular programming. On a failed Fortitude save, the target takes 1 point of bleed damage for every die of the blast's damage (even if they are normally immune to bleed damage). A target that fails its saving throw against the code blast infusion does not receive a saving throw to avoid the bleed damage from wound the code on the same blast. This is a 2nd-level substance infusion that costs 2 points of burn and can be used with electric and metal blasts, and ignores any magic planar traits on the Hypernet as well as its servers.

This ability replaces the 5th-level infusion.

GAMENANTERTZG

**Code Blast Training (Ex):** At 6th level, technokineticist gains a +1 bonus on attack rolls and damage rolls with their code blast form infusion. This bonus increases by 1 at 9th level and every 3 levels thereafter.

This ability replaces the 6th-level utility wild talent.

**Technological Understanding (Ex):** At 8th level, a technokineticists connection to technology expands greatly and their technical skill vastly improves as insight floods into them. The technokinecist gains a bonus to Knowledge (technology) and Use Technology checks equal to their kineticist level.

This ability replaces the 8th-level utility wild talent.

**Stasis Infusion (Ex):** At 9th level, a technokineticist can infuse their blasts with a paralyzing virus that greatly hampers an opponent's internal workings. On a failed Fortitude save, the target is sickened for 1 minute. A target that fails its saving throw against the code blast form infusion does not receive a saving throw to avoid the sickened condition from stasis infusion on the same blast. This is a 4th-level substance infusion that costs 3 points of burn and can be used with electric and metal blasts, and ignores any magic planar traits on the Hypernet as well as its servers.

This ability replaces the 9th-level infusion. Datamining Infusion (Ex): At 11th level, a technokineticist can drain the very data from her enemy's code to learn more about it and its intentions. If their blast hits (or the enemy fails its saving throw against a blast without an attack roll) the technokineticist doesn't need to take an action to do so. If the code blast form infusion does not kill the target, the technokineticist knows its total number of hit points, current number of hit points, and as if they had cast detect thoughts with 3 rounds of concentration. If the code blast form infusion kills the target, the technokineticist knows its final thoughts, who created it, and what its last command was. This is a 5th-level substance infusion that costs 3 points of burn and can be used with electric and metal blasts, and ignores any magic planar traits on the Hypernet as well as its servers.

This ability replaces the 11th-level infusion.

**Technokinetic Mastery (Ex):** At 20th level, a technokineticist ignores magic planar traits on the Hypernet and its servers. Magic items used by the technokineticist continue to function normally and they can use any kineticist class abilities (including blasts, infusions, or wild talents) they know.

# DIGITAL SKILLS & FEATS

### KNOWLEDGE (TECHNOLOGY) (Int)

**Check:** This skill covers the breadth of technology in the modern era: historical specifics about recent inventions, the Hypernet, and the identification of technological devices, programs, and robots of all kinds. At the GM's discretion it may substitute for Knowledge (engineering) for purposes of technological items.

**Class** Knowledge (technology) is a class skill for all core and base classes except for barbarian, bloodrager, brawler, druid, and shaman.

#### TABLE: Knowledge (Technology) Checks

Difficulty	Task
10	Identify the inventor of a piece of common technology
15	Identify a tech company's specialization
20	Know rumors about recent technological developments
25	Identify breaking technological developments
	or know an obscure secret
10 + CR	Identify a non-magical construct or digital creature

#### **USE TECHNOLOGY (Int)**

You can use this skill to browse the Hypernet, hack into computers, protect files, and operate complex electronics.

**Check:** Most novice tasks are DC 5, becoming gradually more difficult and often opposed by other users. Any attempt to hack something in active use requires an opposed check between its owner and the invading hacker (novice: +4, adept: +8, veteran: +12, master: +16) or the target's hit dice + 15 in the case of robots. For inactive targets the DC is 10 + the owner's Use Technology bonus.

Action Varies; typically a swift or standard to perform basic tasks (at GM discretion).

**Try Again** Yes, but a user may be locked out after a failed check, depending on the situation.

**Class** Use Technology is a class skill for all core and base classes except for barbarian, bloodrager, brawler, druid, and shaman.

#### TABLE: Use Technology Checks

Type of	
<b>Difficulty</b> Action	Effect
DC 5 Swift	Locate a familiar user on the Hypernet
DC 10 Swift	Find a piece of public information on Neowiki
DC 18 Standard	Find obscure info on the Hypernet
DC 25 Full-Round	Find extremely obscure or lightly protected info
DC 30 Full-Round	Find secret info protected from the public at large
DC 35 2 Full-Round	ds Find a piece of well-protected private info
opposed	
(veteran) Full-Round	Break through a server wall on the Hypernet

#### **Craft Program (Item Creation)**

You've garnered enough familiarity with code to craft your own superior programs that leave even the best hypercorporate equivalents in the digital dust.

**Prerequisites:** Knowledge (technology) 5 ranks, Use Technology 5 ranks

**Benefit:** You are able to prepare programs for deployment at a later time, using the program's value in place of a d20 roll on a Use Technology skill check (if you are in the Hypernet, you can use a program for any other skill check though it must be declared as a specific skill upon creation) by spending a swift action retrieving it. Programs you prepare provide either a natural result between 10 and 15. It takes four Hypernet hours and 100bt per +1 bonus to create a program. You may only keep a number of programs on hand equal to your Intelligence modifier.

This feat also allows you to craft digital items that have it as a prerequisite (page 57). These digital items do not count against how many programs you may have on hand.

**Special:** Noob krushers are more talented at building and using programs than other characters.

#### **Digital Disguise (General)**

Skinning your avatar in a cunning veil, you are able to make it appear as though you are a digital asset as opposed to a user on the Hypernet. **Prerequisites:** Disguise 3 ranks , Knowledge (technology) 3 ranks, Use Technology 3 ranks **Benefit:** By spending 1 Hypernet minute making a DC 15 Disguise check, you can make it appear that you have the digital asset subtype. Creatures that attempt to see through your disguise roll twice and take the worst result when doing so. This does not actually give you the digital asset subtype, only the appearance of having it.

#### **Electronic Telepath (Hyper)**

You possess a natural connection to electronic devices and can express it with little more than a whim.

**Benefit:** You are able to activate or stop electronic devices from a distance of 15 ft. x hyper score. You are only able to activate or deactivate devices that are not being actively controlled or handled by another creature (or otherwise disrupted by biomagnetic electric fields).

**Special:** Hyper feats can only be taken through a class or by a character with a Hyper Score.



#### **Matrix Magician (Hyper)**

You are not only able to traverse the Hypernet, you are able to bring your own magical talents into the digital frontier!

**Prerequisite:** Ability to cast arcane or divine spells, must have a hyperjack

**Benefit:** You treat the Hypernet's unreliable magic trait as though it were the impeded magic planar trait (requiring a concentration check for each spell cast, DC 20 + the level of the spell, or lose the prepared spell or spell slot.) Hyper spells that you cast on the Hypernet function normally.

**Normal:** The Hypernet's unreliable magic trait is treated as dead magic.

**Special:** Unlike normal hyper feats, a wizard may select this in place of a crafting feat and sorcerers may choose this feat in place of a bloodline feat.

#### Server Tactician (General)

Traversing the digital realm with all the savvy of an experienced archmage, you are capable of defying the very nature of a server by a utilizing an esoteric variety

of cunning code filters, digital masks, interface inversions, and pluck to master cyberspace.

**Prerequisites:** Knowledge (technology) 7 ranks, Use Technology 7 ranks

**Benefit:** While on the Hypernet or inside of a server, you may ignore one alignment planar trait, elemental planar trait, or energy planar trait.

**Special:** You can gain this feat multiple times. Each time you take this feat, it allows you to ignore an additional planar trait. When taken three or more times, you may choose to ignore only one planar trait but doing so increases the list of planar traits you can ignore to include physical planar traits and magic planar traits.

# DIGITAL ITEMS

Any item created on the Hypernet is a digital item (with the digital asset subtype, when applicable) but some items only exist as data be that as bytecoins, programs, or otherwise (marked as digital items in parentheses).

#### COUNTERFEIT CREDCHIP

#### Price 50bt; Weight -

Bytecoins are the convenient currency of the future and accepted virtually anywhere (accessible everywhere, even the Hypernet). As one might imagine credchips (which include a small transmitter, connector, holographic projector, receiver, and harddrive to hold the value data for an account's bytecoins) are frequently counterfeited, passed off to the foolish and unwary guickly enough that the scam artist who gives it away can flee before anyone realizes it is a fake.

A user that attempts to pay for a transaction against the peer-reviewed network that determines the value of all bytecoins immediately finds out that their credchip is counterfeit, but this is oth-

erwise only revealed by a DC 22 Use

Technology check. Masterwork counterfeit credchips increase the DC to 25.

CONSTRUCTION Craft DC 28; Cost 25bt

Craft Technological Item<sup>TG</sup>, cybernetics lab<sup>TG</sup>

#### DIGIKEY

#### 

This small datastick is filled with a complex and random string of data. When combined with an encryption algorithm it can convert a single file of its own size or smaller into an all-but unbreakable cipher. A 1mb stick can encrypt roughly 1,000 pages of text, one three-dimensional image of reasonable quality, or a simple program.

Breaking the cipher without the key requires a DC 40 Use Technology check, with a +5 circumstance bonus to the user's skill check for each additional file on-hand that is encrypted with the same key. Reverse-engineering the key using both the encrypted and source files is a DC 20 Use Technology check that requires one round per gigabyte.

CONSTRUCTION Craft DC 30; Cost 50bt per mb Craft Technological Item<sup>TG</sup>, cybernetics lab<sup>TG</sup>

### DIGILAUNCHER (DIGITAL)

#### Price 80bt; Weight -

Digilaunchers are specialized programs designed to swiftly shunt a batch of data from one place to another. When deployed as a full-round action, the user or digital asset using the digilauncher moves 500 feet in a straight line. This movement does not provoke attacks of opportunity.

CONSTRUCTION Craft DC 20; Cost 40bt Craft Program

#### LIGHTCODE PATCH (DIGITAL)

Price 70bt (lite), 400bt (medium), 1,000bt (heavy); Weight -

These small programs rapidly read a user or digital asset's data history, repairing and restoring damaged code. Using a lightcode patch is a standard action that provokes attacks of opportunity. The user, digital asset, or digital item receiving the lightcode patch restores 4d4 hit points for a lite design, 8d4 hit points for a medium design, or 12d4 hit points for a heavy design.

#### CONSTRUCTION

Craft DC 10 + 2 per d4; Cost 35bt (lite), 200bt (medium), 500bt (heavy) Craft Program

#### MATRIX DUST (DIGITAL)

Type inhaled: Addiction moderate. Will DC 20

Price 1,000bt

Effect 1 hour; user can cast a number of spell levels equal to hit dice without regard to magic planar traits

Effect after 1 hour for 1d4 hours, when rolling concentration checks to cast spells the user rolls twice and takes the worst result

Damage 1 Int damage

Garnered from strange pockets of non-aggressive aggregate code that gather in byways of cyberspace, spellcasters in the digital realm have found that the effects of matrix dust allow them to utilize magic while in in the Hypernet. Smart users don't take matrix dust but there's no shortage of idiot operators that think they can resist its addictive pull, frequently becoming duster-junkies once their luck or bytecoins run dry.

#### PACKAGED DEEP ROOT PROTOCOLS (DIGITAL)

Packaged deep-rooted protocols appear to be orbs of black, tarry liquid. These are ranged splash weapons that deal 4d4 damage to any creature with the digital

asset subtype or Hypernet native special ability. A creature within the splash radius of a packaged deep-rooted protocol cannot make any Use Technology checks until the end of its next turn (any robots or netjackers lose their connection to one another for the duration). CONSTRUCTION **Craft** DC 30; **Cost** 50bt Craft Program

iy per equation



#### ROOT CODE PACKET (DIGITAL)

Price 500bt\* (some servers may be more expensive); Weight —

A root code packet is keyed to a specific server's backdoor when created and usually resembles a heavy flask of moonshine. When thrown and broken apart (an improvised weapon with a range increment of 15 feet), the area within 500 feet gains the static planar trait for 1d10+4 rounds (forcing any hidden digital assets to reveal themselves and ending any effect that affects the code of the surrounding environment).

CONSTRUCTION Craft DC 34; Cost 250bt Craft Program

#### SHEDDING ARMOR PACKET (DIGITAL)

#### Price 250bt; Weight ----

Deploying this sheaf of hardened data files is a swift action, causing the digital items to float around a user or digital asset like asteroids orbiting a planet until the start of their next turn. These data files have a collective total of 20 hit points and any damage the user would take is subtracted first from this pool of hit points. The last hardened data file absorbs any excess hit points exceeding the shedding armor packet's total.

CONSTRUCTION Craft DC 32; Cost 125bt Craft Program

#### UNDERTOW VECTOR (DIGITAL)

#### Price 100bt; Weight —

These small bits of data resemble puzzle cubes but when turned to activate, glow a bright cyan blue before exploding in a wave form. By

> spending a standard action to deploy it, an undertow vector causes all avatars and digital assets in a 50-ft.-radius to make a

DC 20 Reflex save or go prone. Floating or flying targets that fail their saving throw fall 100 feet toward the ground (if there is no ground, roll 1d8 twice to randomly determine the direction they move.)

CONSTRUCTION Craft DC 30; Cost 50bt Craft Program

#### VERANTHEA TOKEN (DIGITAL)

#### 

These unique items can be used in the Veranthea Codex: Life & Death server (page 47) to gain a +2 caster level to one spell (subsuming itself in the casting of the spell). If taken elsewhere in the Hypernet the magic-laden code of the Veranthea token instead allows any spell cast with it to ignore magic planar traits (though in this case it does not increase caster level).

#### CONSTRUCTION

Craft DC 34; Cost 150bt

Craft Program, Craft Wondrous Item, Matrix Magician

# nanosymbiotes

DRAPA first introduced nanosymbiotes shortly after the *tachyon flux* fundamentally changed the world in 2076. In the quarter century since the technology of miniaturized and synchronized robotics has evolved exponentially, producing various kinds of suits from a variety of manufacturers available at prices some operators can afford. In order for these nanites to function correctly they must be integrated into a creature's body and accepted by the immune system—rejection means finding another nanosymbiote.

Once accepted into a creature's body, a nanosymbiote can only be taken off after its host creature dies or while under the effects of an antitech field<sup>TG</sup> (being in such an area causes the host creature to gain the staggered condition, no save) but even then the process is dangerous. The host creature must first make a DC 10 Fortitude save or die. If they live through this initial saving throw, the host creature makes a DC 20 Fortitude save or takes 2d4 Constitution ability damage (or 1d4 Constitution ability damage on a successful saving throw). There is a 50% chance that a nanosymbiote permanently goes inert when removed from its host creature, but a DC 50 Use Technology check made throughout the 8 hour surgery (which requires a cybernetics lab<sup>TG</sup>) eliminates that possibility. The percentile chance that the nanosymbiote does not go inert increases by the result of the Use Technology check (even on a failure).

For example, a Use Technology check with a result of 25 would increase the chances of the nanosymbiotes remaining viable to 75%.

Nanosymbiotes allow their host creature to use disguise self as a constant hyper spell-like ability and they can be willingly retracted as a swift action. These bonuses have costs, however; a host creature requires six times as much food as normal and 25% more rest (whether that be meditation, sleep, or another form of rest). One week failing to maintain this additional upkeep causes the host creature to become fatigued. One month without this additional upkeep causes the host creature to be exhausted. More than 6 weeks of not properly resting and feeding nanosymbiotes causes the host creature to make a DC 20 Fortitude save. On a failed saving throw the host creature dies and the nanosymbiotes go inert.

In addition, different nanosymbiotes grant other abilities to their host creature. The specific type of abilities granted alters the implant's price, implantation value, install DCs, and Craft DCs as listed below. Some nanosymbiotes may also possibly violate local law—lightsuit nanosymbiotes, for example, are highly illegal in Wallachia—but these occurrences are at the GM's discretion.

#### NANOSYMBIOTE

Slot body; Weight 30 lbs. PRICE

Ballistic 50,000; Combat 60,000bt; Common 12,000bt; Divine 18,000bt; Elemental 50,000bt; Entropic 20,000bt; Fluid 60,000bt; Lightsuit 70,000bt; Magitech 100,000bt; Wild 84,000bt INSTALL

Ballistic DC 32; Combat DC 34; Common DC 30; Divine DC 28; Elemental DC 32; Entropic DC 20+2d4; Fluid DC 36; Lightsuit DC 34; Magitech DC 36; Wild DC 40

#### IMPLANTATION

Ballistic 8; Combat 12; Common 5; Divine 6; Elemental 12; Entropic 2d4; Fluid 10; Lightsuit 8; Magitech 12; Wild 14

**Ballistic nanoysymbiotes** grant darkvision 120 feet, a +5 bonus to bullet AC, and integrate firearms so that they never need to be reloaded and cannot misfire. When only making one attack in a round and using an integrated firearm, the host creature may roll their attack roll twice and take the best result.

**Combat nanosymbiotes** grant darkvision 120 feet, a +2 natural armor bonus to AC and bullet AC, +5 feet reach, natural weapons as if the host creature were one size category larger (changing the type of natural weapon is a swift action), a

+20 ft. increase to base speed, and a climb speed equal to the host creature's base speed.

**Common nanosymbiotes** grant darkvision 60 feet and a +1 natural armor bonus to AC and bullet AC.

**Divine nanosymbiotes** grant the Matrix Magician feat and increase the effective class level of their host creature for abilities granted by their class by 4 (this does not include spellcasting). Host creatures with levels in multiple classes can spend a swift action to change which class the cybertech item effects.

**Elemental nanosymbiotes** tap into the Elemental Planes to fundamentally transform their host creature on a genetic level.

**Air nanosymbiotes** grant darkvision 60 ft., a fly speed of 60 ft. (perfect), a +4 size bonus to Dexterity, +1 natural armor bonus to AC and bullet AC, and the ability to create a whirlwind.

**Earth nanosymbiotes** grant darkvision 60 ft., the earth glide ability, a +4 size bonus to Strength, and +3 natural armor bonus to AC and bullet AC. **Fire nanosymbiotes** grant darkvision 60 ft., resist fire 20, a +4 size bonus to Dexterity, +1 natural armor bonus to AC and bullet AC, and the burn ability.

Water nanosymbiotes grant darkvision 60 ft., a swim speed of 60 ft., a +4 size bonus to Constitution, a +2 natural armor bonus to AC and bullet AC, the ability to breath water, and the ability to create a vortex.

**Entropic nanosymbiotes** can be activated a number of times per day equal to the host creature's hit dice. The host creature spends a swift action activating entropic nanosymbiotes, choosing a target creature or area and then chooses to roll from either the wondrous effect table for the *rod of wonder* or the wild magic planar trait<sup>GMG</sup> table.

Fluid nanosymbiotes grant a +6 size bonus to Dexterity, the ability to move through an area as small as one-eighth the host creature's space without squeezing or one-sixteenth the host creature's space when squeezing, a climb speed equal to the host creature's base speed, and the host creature's CMD against grapple combat maneuvers is doubled.

As a standard action, the host creature can fire a strand of nanosymbiotes to briefly harden to anchor on corners and walls of objects and structures, trailing a thin high-tensile line back to the host creature. As a move action, the host creature can pull towards the anchor, swiftly carrying itself to the anchor point.

This ability has a maximum range of 120 feet, and can anchor only to a structure sturdy enough to support the host creature's weight. If there is not a platform appropriate for the host creature to land on next to the anchor, the host creature must succeed at a Climb check (DC appropriate to climbing the surface the nanosymbiote strand is anchored to) or immediately fall. The strand of nanosymbiotes disappears in 1d4 rounds, just after the host creature uses it to move, or when the next strand of nanosymbiotes is fired, whichever comes first. The strands of nanosymbiotes deal no damage, and creatures other than the wielder are unaffected by them.

Lightsuit nanosymbiotes grant darkvision 120 ft. and the ability to see in magical darkness, a fly speed of 20 ft. (perfect), and a +2 natural armor bonus to AC and bullet AC.

As a standard action, the host creature may make a ranged touch attack against a target within its range of vision, shooting a ray of light that deals 1d8 damage per two hit dice of the host creature (maximum 5d8). An undead creature takes 1d6 points of damage per hit dice of the host creature (maximum 10d6), and an undead creature particularly vulnerable to bright light takes 1d8 points of damage per hit dice of the host creature (maximum 10d8). A construct or inanimate object takes only 1d6 points of damage per two hit dice of the host creature (maximum 5d6).

Alternatively, on any round the lightsuit nanosymbiote is not firing a ray of light, the host creature's outline appears blurred, shifting, and wavering. This distortion grants the host creature concealment (33% miss chance). Only a *true seeing* spell or effect counteracts the distortion. Opponents that cannot see the host creature ignore the distortion effect.

By suppressing its distortion field (a swift action) and not firing light rays for 10 consecutive rounds, the host creature can gather the lightsuit nanosymbiotes' energy into a ball of power that can be thrown up to 100 feet as a splash weapon. The ball of power detonates at the beginning of the host creature's next turn, damaging all targets within a 20-foot-radius spread as if they were hit with a light ray. A successful Reflex saving throw (DC 10 + the host creature's hit dice) halves any damage dealt by the ball of power.

Magitech nanosymbiotes grant only one ability but it is notably powerful, making the host creature a pariah to both arcane and divine energies. The host creature is under the effects of an antimagic field with a range

of self. By spending a standard action, the host creature can instead change the range of the antimagic field to an area of a 30-ft.-line, a 5-ft.-radius, or a 10-ft.-cone. While using this ability the host creature may be targeted normally by spells and magical effects (so long as they originate outside of the area of the current antimagic field effect) but rolls twice when making its saving throw, taking the best result.

Wild nanosymbiotes grant the ability for the host creature to assume the forms of animals, monstrous humanoids, plants, and vermin, though only host creatures of Medium size or larger are able to utilize them. If the form the host creature assumes has any of the following abilities, it gains the listed ability: burrow 30 feet, climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, tremorsense 30 feet, scent, blood drain, constrict, freeze, grab, leap attack, lunge, mimicry, poison, pounce, pull, sound mimicry, speak with sharks, trample, trip, and web. If the form has resistance or immunity to any elements, the host creature gains resistance 20 to those elements.

> If the chosen form is a Medium animal, the host creature gains a +2 size bonus to Strength and a +2 natural armor bonus to AC and bullet AC. If the chosen form is a Large animal, the host creature gains a +4 size bonus to Strength, a -2 penalty to Dexterity, and a +4 natural armor bonus to AC and bullet AC.

If the chosen form is a Medium plant, the host creature gains a +2 size bonus to Strength, a +2 enhancement bonus to Constitution, and a +2 natural armor bonus to AC and bullet AC. If the chosen form is a Large plant, the host creature gains a +4 size bonus to Strength, a +2 size bonus to Constitution, and a +4 natural armor bonus to AC and bullet AC. If the chosen plant form does not possess the ability to move, the host creature's speed is reduced to 5 feet and it loses all other forms of movement.

If the chosen form is a Medium vermin, the host creature gains a +2 size bonus to Strength and a +3

natural armor bonus to AC and bullet AC. If the chosen form is a Large vermin, the host creature gains a +4 size bonus to Strength, a -2 penalty to Dexterity, and a +5 natural armor bonus to AC and bullet AC. Vermin forms grant a +4 resistance bonus on all saving throws against mind-affecting effects.

PUR UGDYPAN

If the chosen form is a Medium monstrous humanoid, the host creature gains a +2 size bonus to Strength and a +2 natural armor bonus to AC and bullet AC. If the chosen form is a Large monstrous humanoid, the host creature gains a +4 size bonus to Strength, a -2 penalty to Dexterity, and a +4 natural armor bonus to AC and bullet AC. Monstrous humanoid forms with the aquatic subtype grant the aquatic and amphibious subtypes to the host creature, and if the monstrous humanoid form has the undersized weapons special quality, the host creature gains that quality.

#### CONSTRUCTION CRAFT

Ballistic DC 32; Combat DC 36; Common DC 30; Divine DC 32; Elemental DC 32; Entropic DC 32; Fluid DC 36; Lightsuit DC 34; Magitech DC 40; Wild DC 40

COST

Ballistic 25,000; Combat 30,000bt; Common 6,000bt; Divine 9,000bt; Elemental 25,000bt; Entropic 10.000bt; Fluid 30.000bt; Lightsuit 35.000bt; Magitech 50.000bt; Wild 42.000bt;

Craft Magical Arms and Armor, Craft Technological Arms and Armor<sup>TG</sup>, Craft Technological Item<sup>TG</sup>, cybernetics lab<sup>TG</sup>

#### HYPERNALT POWERS NIGITAL

These hypernaut powers are specifically for interacting with the Hypernet and may not be applicable for all games. For more information on hyper routes and hypernaut powers, see the Hypercorps 2099 core rulebook.

A character with a digital hypernaut power only gains its full benefits while on the Hypernet or within a server. Digital hypernaut powers can only be used outside of the Hypernet by expending twice as many uses as normal (persistent or constant abilities operate normally).

#### **CYBERSENSE**

#### Tier 1 **Save** none (personal)

Effect You gain <u>technomancy<sup>TG</sup></u> as a constant score (whichever occurs first). hyper spell-like ability. By spending a swift action focusing, you gain the benefits of see invisibility as MATRIX OVERLORD a hyper spell-like ability until the end of your next **Tier** 1 turn.

tronic Telepath as a hyper feat and see invisibility Effect The arcane or divine code you wield preas a constant hyper spell-like ability. By spending dates those of modern programs and circuitry, a swift action focusing, you gain blindsense to a connecting to the very fabric of reality. You do not range of 60 feet until the end of your next turn. require the use of a hyperjack to jack into or jack By spending a standard action focusing, you gain out of the Hypernet, only a jackpoint or signal. either blindsight 30 feet or tremorsense 30 feet until the end of your next turn.

blindsight 60 feet or tremorsense 60 feet. By stance, if on the Material Plane you have a higher spending a swift action focusing, you gain the ben- Strength score than you do Charisma, when expeefits of true sight as a hyper spell-like ability until riencing the effects of the cerebral planar trait on the end of your next turn.

#### **DIGITAL SCULPTOR**

#### Save none (personal) Tier 1

pernet and do so in half the normal amount of time, exceeds the DC by 5 or more, that spell is treatthough creations made this way lack the perma- ed as though cast under the influence of the ennency of normally programmed digital assets. You hanced magic planar traitGMG. Conversely, if the are able to craft items (including magical and tech- check fails by 5 or more, the spell is treated as nological items) of a value equal to up to 10,000bt though cast under the influence of the wild x hyper score. These items cease to exist if they magic planar trait<sup>GMG</sup>. are taken further than 5 feet x hyper score away

from the square you occupy, or after they have existed for a number of rounds equal to your hyper

Save none (personal)

Prerequisite Ability to cast arcane or divine spells; When taken a second time, you gain Elec- Matrix Magician hyper feat for more uses (see below)

When you venture into the digital realm of the Hypernet or one of its servers, your avatar's When taken a third time, you gain either attributes use the best applicable score. For inthe Hypernet your Strength score does not change and your Charisma score increases to match your Strength score.

If you have the Matrix Magician hyper feat Effect You pay much less to craft items on the Hy- and your concentration check for non-hyper spells

If you have the Matrix Magician

hyper feat and select this power a second time, you may use this hypernaut power as part of the action of casting a spell to ignore the dead magic and impeded magic planar traits while on the Hypernet or one of its servers. PINK NUOR NATURAL SEEKER

#### Tier 1 Save varies

Effect You have a preternatural talent for finding things. You are able to use any of the following spell-like abilities as constant spell-like abilities (though only one at a time): detect aberration, detect animals and plants, detect chaos/evil/ good/law, detect magic, detect poison, detect psychic significance, <u>detect radiation<sup>TG</sup></u>, detect secret doors, detect snares and pits, detect undead, diagnose disease, object reading, and technomancy<sup>TG</sup>. By spending a full-round action making a DC 20 concentration check, you can use detect mindscape, detect thoughts, locate object, or *locate weakness* as a hyper spell-like ability.

When taken a second time, you are able to use any of the following spell-like abilities as constant spell-like abilities (though only one at a time): detect mindscape, detect thoughts, find traps, locate object, or locate weakness. By spending a full-round action making a DC 23 concentration check, you can use detect scrying, discern lies, find guarry, locate creature, or seek thoughts as a hyper spell-like ability.

When taken a third time, you are able to use any of the following spell-like abilities as constant spell-like abilities (though only one at a time): detect scrying, discern lies, find quarry, locate creature, or seek thoughts. By spending a full-round action making a DC 26 concentration check, you can use discern location, find the path, or thoughtsense as a hyper spell-like ability.

#### **PSITECHNOCRAT**

#### Tier 2 Save none (personal)

**Effect** You do not require the use of a hyperjack to jack into or jack out of the Hypernet, only a jackpoint or signal. You may use this hypernaut power as part of the action of activating a psionic power to ignore the dead magic and impeded magic planar traits while on the Hypernet or one of its servers.

You gain detect magic, mage hand, prestidigitation, technomancy<sup>TG</sup>, and telekinetic projectile as hyper spell-like abilities. By spending a full-round action making a DC 25 concentration check, you can use telekinetic charge or telekinetic maneuver as a hyper spell-like ability.

**TECHNOPASSER** 

Tier 1 Save none (personal) Effect You do not require the use of a hyperjack to jack into or jack out of the Hypernet, only a jackpoint or signal. When trying to breach a server wall, you roll twice and take the best result. By spending a full-round action making a DC 20 concentration check to control your data density, you may turn vourself incorporeal for a number of rounds equal to hyper score (these rounds need not be consecutive). After successfully controlling your data density you may activate or deactivate its effects with a swift action.

NEW HYPER FLAWS

For more information on hyper flaws, see the Hypercorps 2099 core rulebook.

A+ Personality: You are the most capable, smartest, or otherwise invaluable person in the room, building, city-heck, the whole world! Although you know this (and are proud of it), for some reason not everyone gets that. You always consider vourself to be the most important person in all situations, placing your success and well-being above the needs of others at all times. When making Diplomacy and Sense Motive checks, roll twice and take the worst result.

**Incompatible:** Cybertech doesn't agree with your biological makeup and your body rejects even the finest technological enhancements. For every piece of cybertech you have installed into your body, your Constitution score is permanently lowered by 2. You are unable to use nanosymbiotes.

Loved Ones: Most operators are estranged, orphaned, or smart enough to keep their close friends and family as far away from themselves as possible, but not all. You have loved ones (close friends and beloved relatives) that could suffer greatly should any of your enemies find out who you really are, where they live, and so on. For example, a slip of your identity while raiding a hypercorporate facility might see one of your siblings lose their job at a firm allied with your target, or even result in your niece or nephew being kidnapped by a CEO seeking revenge.

Masochist: To you pain is as good as pleasure, if not better. You rush to the front of the battle field and directly into danger in your constant search for violent stimulation. When combat breaks out, make a hyper save (d20 + hyper score) against

ITY A WR INCORM

DC 16 or at the start of your next turn you move directly toward the opponent with the greatest potential for inflicting pain on you. Hyper abilities cannot be used to influence this saving throw.

**Moralist:** You always do the right thing. Always. Even when you might save the world by allowing a much lesser evil to occur. You always follow the law and convincing you not to do the right thing or to break the law requires a hyper save (d20 + hyper score) against DC 20. Hyper abilities cannot be used to influence this saving throw.

**Paranoid:** You are argumentative or introverted, convinced that the world and all that dwell within it are out to get you. You take a –4 penalty on Will saves and Charisma-based skill checks, cannot receive benefit from or attempt the Aid Another action, and cannot willingly accept aid (including healing) from another creature unless you make a DC 17 Will save. You cannot gain the paranoid phobia nor can you ever alleviate this hyper flaw through means that would cure an insanity.

**Poverty-Striken:** Even when you have money you don't have money—your arrears are to institutions and people that have hired or outsourced it to invasive, often illegal debt collection agencies that pry your bytecoins away as you acquire them. Whenever you receive payment for an operation or sell something, 5d10% of whatever you make is automatically taken out during the transaction by invasive debt collection hypercorporations.

**Unfortunate:** You are hated by fate. Even with a good Luck score unfortunate things happen to you with alarming frequency. Once per session, the GM can cause you to automatically fail an ability check, attack roll, saving throw, or skill check. Alternatively, twice during a session the GM can cause you to roll one of these checks twice and take the worst result so long as an unfortunate circumstance befalls the PC (such as acquiring a cursed magic item, losing their apartment, embarrassment in the beginning of an important meeting, etc.).

**Wild Soul:** Technology of all kinds disagrees with you. When making an ability check, attack roll, saving throw, or skill check involving technology more advanced than a revolver, you roll twice and take the worst result.

TH	AT'S ABOUT IT, FOLKS I HAVE NO MORE ADVICE TO GIVE YOU.
	Well, Maybe just one last piece of advice. Whatever you do on the hypernet, try to be original out it and avoid doing the same thing the same way twice.
<b>I</b> (	CAN TELL YOU WITHOUT EXAGGERATION THAT THERE ARE MORE INGS WATCHING YOU THAN YOU CAN SEE OTHER USERS, PROGRAMS,
FR	EAKING YOU-KNOW-WHAT I MEANT WHAT I SAID EARLIER ABOUT ERYTHING REAL BEING DATA . THE PHRASE "KNOWLEDGE IS POWER"
HA	IS NEVER BEEN SO TRUE AS IT IS TODAY AND EVERYONE WITH HALF
	AND NOW YOU KNOW IT TO. WHEN YOU BREAK INTO A SERVER, EVEN IF THE ADMINISTRATOR
	desn't find you mucking about in there changes are good Mething nearby watches the place, waiting for trespassers
IT	ey can turn over information about for a few bytecoins. S worth your time and effort to practice a little discretion
	ALL I'M SAYING. You happened to read this whole thing and that makes me
IS	KE YOU, YOU'RE GREAT, YOU'RE A FANTASTIC PIECE OF WORK, EVERYONE JEALOUS OF HOW AWESOME YOU ARE, INCLUDING ME, HOW DO YOU DO
	P IT'S AMAZING SO HOWEVER IT IS YOU'RE DOING IT, KEEP ON DOING IT. By The Way, Maybe Leave A Review on the hypernet and get Amo.T.H. To someone you knowp someone else that might benefit
	OM MY LITTLE HACKER'S HANDBOOK, EITHER WAY, KEEP BEING 1987.
	-HAXXOR BRINEKEYS, PHD

Oscar Wilde claimed that three of the characters in his novel *The Picture of Dorian Gray* are reflections of himself, but Dorian is only too happy to explain to anyone that figures out his identity that the protagonist was based solely on him—although Oscar took some liberties at the end. Over two centuries ago he was a hedonistic young aristocrat from England's upper class, but after experiencing the ravages of both World Wars firsthand Dorian lost his appetite for pleasure and excess, traveling to the Far East in search of inner peace not long afterward. It took the immortal a century to find balance with the world, and upon returning to civilization and finding the advent of the Hypernet he quickly went about digitally storing the portrait that ensured his health. Using the wealth of treasures he stowed away long ago, Dorian hired hackers and mages enough to secure his prize in the ultrasecure DataCorps server, though something about the magic has begun to degrade and he has begun to feel his great age. This isn't so in the Hypernet, however, and Dorian has become known throughout as a fierce "specialist", a whirlwind of digital death (albeit a surprisingly blunt one, given his sophisticated demeanor).

#### DORIAN GRAY, "THE GRAYMAI Male venerable human monk 3 [hs 3, meganaut 1] LN Medium humanoid (human) Init +7; Senses Awareness +12; Hero Points 1 DEFENSE AC 22, bullet 21, touch 21, flat-footed 17 (+4 Dex, +1 dodge, +1 hyper, +1 shield, +5 Wis) hp 41 (3d8+18+6); Hyper Bonus +1 Fort +9, Ref +8, Will +9; +2 vs. enchantments Defensive Abilities evasion, maneuver training; DR 4/ **OFFENSE**<sup>-</sup> Speed 60 ft. Melee unarmed +9/+4 or flurry +8/+8/+3 (1d6+7) Ranged kunai daggers +7/+2 or flurry +6/+6/+1 (1d4+7, Range 10 ft., Crit $19 - 20/x^2$ Special Attacks hyper bonus +1, stunning fist 3/day (Fort DC 16) STATISTICS -Str 22 [7], Dex 19 [14], Con 20 [15], Int 19, Wis 20 [17], Cha 22, Luck 17, Rep 23 Hyper Constitution 2 (Hyper Age, Hyper Tough); Hyper Charisma 1 (Hyper Confident 1/day [Bluff]) Base Atk +2; CMB +8 (+10 grapple); CMD 30 (32 vs. grapple) Feats Alertness<sup>B</sup>, Dodge<sup>B</sup>, Improved Grapple<sup>B</sup>, Improved Unarmed Strike<sup>B</sup>, Snapping Turtle Clutch, Snapping Turtle Style; Hyper Feats Hypered (Hyper Constitution), Hyper Trait Skills Acrobatics +10, Athletics +12, Awareness +12, Bluff +9, Knowledge (history) +10, Knowledge (technology) +9, Search +10, Sense Motive +11, Stealth +10, Use Technology +9 Languages Chinese, English, French, German, Spanish SQ fast movement, hyper attack 1, hyper initiative, hyper mortality, still mind Combat Gear kunai daggers (15); Other Gear 100 ft. kevlar rope, hyperjack



Jintz isn't from Earth—she was once an extremely powerful mage in the <u>real</u> Veranthea (as opposed to the hyper real gaming server, one of the Hypernet's most popular games). While exploring a massive wild magic anomaly in northwestern Grethadnis she and her companions were waylaid by a pulse of entropy and sent across the planes by Arenathi, the Divine Traveler (a primal god of air and trickery). Using her firsthand knowledge of the fantasy world to leverage many of the NPCs on the server, Jintz organized a meeting with the digital pantheon and with the help of the computerized *Conxecron*, the sorceress was made physical again, albeit on Earth and far reduced in power and revitalized to her youth. While she finds her place in the world, Jintz often travels to *Veranthea: Life & Death* to both reminisce and laugh at the inconsistencies, although more and more often her gaming raids are interrupted or postponed as legitimate work elsewhere in the Hypernet keeps finding its way to her inbox.

(5 <u> CHNOMA</u> Female elf sorcerer 3 [hs 3, savant 1] CN Medium humanoid (elf) Init +6; Senses darkvision 30 ft., low-light vision; Awareness +6; Hero Points 1 DEFENSE AC 15, bullet 15, touch 15, flat-footed 11 (+3 Dex, +1 dodge, +1 hyper) hp 39 (3d6+15+11); Hyper Bonus +1 Fort +6, Ref +5, Will +6 **Immune** sleep OFFENSE -Speed 60 ft. Melee elven curve blade +4 (1d10+4, Crit 18–20/x2) **Ranged** mwk composite (+2) longbow +6/+1 or +4/+4/-1 (1d8+3, Crit x3, Range 110 ft.) Special Attacks hyper bonus +1 Bloodline Spell-Like Abilities (CL 6th; concentration +10) 1/day—*shadow strike* (1d4+1 nonlethal, dazzled 1 minute) **Sorcerer Spells Known** (CL 6th: concentration +10) 1st (7/day)-mage armor, magic missile, magic weapon, ray of enfeeblement Oth-acid splash, detect magic, mage hand, prestidigitation, ray of frost **Bloodline** shadow STATISTICS ' Str 14 [8], Dex 16 [10], Con 18 [10], Int 16, Wis 14, Cha 18, Luck 17, Rep 21

Base Atk +1; CMB +3; CMD 18

**Feats** Alertness<sup>B</sup>, Combat Casting<sup>B</sup>, Dodge<sup>B</sup>, Eschew Materials<sup>B</sup>, Improved Unarmed Strike<sup>B</sup>, Point-Blank Shot<sup>B</sup>, Precise Shot, Rapid Shot; **Hyper Feats** Hyper Spellcaster (+2 vs spell resistance/*dispel magic*, increase CL by +2 3/day), Matrix Magician

**Skills** Awareness +7, Bluff +11, Knowledge (history) +7, Knowledge (technology) +7, Search +7, Sense Motive +4, Spellcraft +10, Stealth +10, Use Magic Device +8, Use Technology +10; **Racial Modifiers** +2 Awareness, +2 Search

Languages Abyssal, Binary, English, Elven, Infernal

SQ bloodline powers (shadow strike, nighteye), elven racial traits,

hyper attack 1, hyper initiative, hyper mortality

**Combat Gear** eight data spike arrows (ranged touch, 3d6 force damage); **Other Gear** hyperjack, mwk composite (+2) longbow (infinite regular arrows), elven curve blade



Ezdrahkul Leadhand comes from a long line of dwarves that remained on Earth after the dimensional tears closed at the turn of the 19th century. Hidden away up in the cold wastes of Siberia, his descendants toiled on machines for generations and supplied the Soviets with weaponry to match their counterparts in WW2. After the war they went into hiding, spirited away by one of the Wolves of Stalin during the fall of the Iron Curtain and it was Ezdrahkul that first made his escape from the mysterious cabal only a century ago. Since then he's turned his mind to freeing his family, spending decades doing the safest freelance work he could find whether for or against Hypercorporations though as time drags on, profit is becoming more important than preservation. "EZ" (as he's known on the Hypernet) is a phenomenal operator, well known for his discretion and intractability—it's said that his nickname is an inspiration among the various Mr. Grays and Mrs. Greys, and they say that when an employer needs something done on the down low, there's no better name in the business than Ezdrahkul Leadhand.

## ZZORAHKUL LEADHAND "OLDHAT ZZ"

Male dwarf rogue 3 [hs 3, parallel 1] NG Medium humanoid (dwarf) Init +6; Senses darkvision 60 ft.; Awareness +11; Hero Points 1 \_\_\_\_\_\_\_DEFENSE \_\_\_\_\_\_

**AC** 19, bullet 15, touch 15, flat-footed 15 (+4 armor, +3 Dex, +1 dodge, +1 hyper)

hp 35 (3d8+12+6); Hyper Bonus +1

Fort +5, Ref +7, Will +5; +2 vs. poison, spells, and spell-like abilities Defensive Abilities evasion, trap sense +1

#### OFFENSE

Speed 50 ft.

Melee mwk dwarven waraxe +5 (1d10+2, Crit x3) Ranged combat pistol +7/+2 (2d6+1, Crit x4, Range 100 ft.) Special Attacks hyper bonus +1, sneak attack +2d6 Hyper Spell-Like Abilities (CL 6th, concentration +10)

3/day—invisibility

3/day—cure light wounds, vanish

STATISTICS -----

Str 12 [8], Dex 17 [12], Con 16 [12], Int 17, Wis 16, Cha 12, Luck 19, Rep 19 Base Atk +2; CMB +3; CMD 18 (22 vs. bull rush/trip)

**Feats** Alertness<sup>B</sup>, Dodge<sup>B</sup>, Improved Unarmed Strike<sup>B</sup>, Point-Blank Shot, Skill Focus (Use Technology); **Hyper Feats** Electronic Telepath (30 ft.), Hyper Lucky

Skills Acrobatics +9, Athletics +5, Awareness +11, Bluff +7,

Craft (special effects) +8, Disable Device +9, Knowledge (technology) +9, Search +10,

Sense Motive +11, Sleight of Hand +9, Stealth +9, Use Technology +12

Languages Binary, Chinese, Dwarven, English, Russian

**SQ** hyper attack 1, hyper initiative, hyper mortality, rogue talent (fast stealth), stonecunning, trapfinding +1, weapon familiarity

**Combat Gear** *potions of cure light wounds* (3); **Other Gear** hyperjack, mwk dwarven waraxe, mwk chain shirt, combat pistol (12 bullets), mwk thieves' tools

# Character Notes



Neo York is a haven for millions, but a billion or more poorer souls toil and scrape to make a living on the seemingly endless streets of the Big Apple. Vansa Proudwit was one of those disenfranchised living under the skyline of the elite, but she was a step above the rest of her peers—physically weaker perhaps, but keener in the mind. After years of hard work she earned a scholarship to the local Sinai College of Robotic Arts, only for the program to be shut down after a horrifying firsthand experience with a rogue robot led to 42 campus deaths. Though traumatized by the experience, Vansa unlocked hitherto unknown powers in herself and has since taken to freelance operations to pay the bills.

## VANSA PROVIDUIT, "SPAR THE FREEHACKER"

Female halfling netjacker 3 [hs 3, parallel 1] CN Small humanoid (halfling) Init +6; Senses Awareness +8; Hero Points 1

DEFENSE

AC 22, bullet 16, touch 16, flat-footed 18 (+4 armor, +3 Dex, +1 dodge,

+1 hyper, +2 natural, +1 size)

hp 31 (3d6+12+6); Hyper Bonus +1

Fort +6, Ref +6, Will +8; +2 vs. fear

OFFENSE

Speed 50 ft.

**Melee** whip +7/+2 touch (1d2+4 nonlethal) **Banged** compatibility +7/+2 (2d6+1. Crit v4. B)

Ranged combat pistol +7/+2 (2d6+1, Crit x4, Range 100 ft.)

**Special Attacks** calculated attack +1, hyper bonus +1 **Hyper Spell-Like Abilities** (CL 6th, concentration +9)

3/day—*expeditious retreat, scorching ray, shield* 

Str 16 [6], Dex 16 [15], Con 13 [10], Int 16, Wis 8, Cha 15, Luck 17, Rep 20 Base Atk +2; CMB +4; CMD 19

**Feats** Alertness<sup>B</sup>, Dodge<sup>B</sup>, Improved Unarmed Strike<sup>B</sup>, Mobility, Skill Focus (Use Technology); **Hyper Feats** Bodytech (2)

**Skills** Acrobatics +5, Athletics +5, Awareness +8, Craft (technology) +8, Disable Device +10, Knowledge (technology) +8, Search +12, Sense Motive +11, Stealth +10, Use Technology +13; **Racial Modifiers** +2 Acrobatics, +2 Athletics, +2 Awareness, +2 Search

Languages Binary, Chinese, English, Halfling, Japanese

**SQ** hacking talent (drone actor 3/day, swift action, DC 23), hyper attack 1, hyper initiative, hyper mortality, robot artist (drones), tech wiz +1; **Hypernet only** bond senses, life link, trapfinding +1 **Combat Gear** cyberware (mark II dermal plating), drones (aerial, spy); **Other Gear** hyperjack, mwk chain shirt, monomolecular whip, combat pistol (12 bullets)

"Zippy" AERIAL DRONE
Size Tiny; Speed 15 ft., fly 30 ft. (good)
hp 20 (2d10+5); AC 18, touch 16, flat-footed 14 (+2 armor, +3 Dex, +1 dodge, +2 size)
Fort +1, Ref +4, Will +2
Ranged dart +7 (1d2, Range 20 ft.) or energy ray +7 touch (1d6 electricity, Range 20 ft.)
Str 6, Dex 16, Con —, Int 5, Wis 12, Cha 7
Base Atk +2; CMB –2; CMD 12
Feats Dodge, Toughness
Skills Fly +12, Stealth +12
Upgrades energy ray (electricity)



"Hello" SPY DRONE
Size Tiny; Speed 20 ft., climb 20 ft.
hp 18 (2d10+3); AC 17, touch 15, flat-footed 14 (+2 armor, +3 Dex, +2 size)
Fort +1, Ref +4, Will +2
Melee claws +7 or +5/+5 (1d3–1)
Space 2.5 ft.; Reach 10 ft.
Str 8, Dex 17, Con —, Int 6, Wis 12, Cha 6
Feats Two-Weapon Fighting, Weapon Finesse
Skills Awareness +2, Stealth +20
Base Atk +2; CMB –1; CMD 12
Upgrades reach (claws), skilled (Stealth)

#### **OPEN GAME LICENSE Version 1.0a**

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All **Rights Reserved.** 

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer clearly indicate which portions of the work that you are distributlanguages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic of this License. and includes the methods, procedures, processes and routines 10. Copy of this License: You MUST include a copy of this to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trade-mark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement. 2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that

you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content content from TSR. distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License. 4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of McComb, Jason Nelson, David Noonan, Richard Pett, Rich this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPY-RIGHT NOTICE portion of this License to include the exact text Monte Cook, and Skip Williams. of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Distribute

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not

to indicate compatibility or coadaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another,

independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must ing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version

License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or stories, storylines, plots, thematic elements, dialogue, incidents, governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson

Pathfinder RPG Core Rulebook Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original

Pathfinder RPG GameMastery Guide Copyright 2010, Paizo Publishing, LLC; Authors: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff. Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder RPG Bestiary © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet,

Pathfinder Roleplaying Game Bestiary 2, © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3, © 2011, Paizo Publishing, LLC; Authors Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and

Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4 © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin Mc-Comb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game: Ultimate Campaign. © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Rvan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game: Ultimate Equipment (OGL) © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Beniamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, Russ Taylor, and numerous RPG Superstar contributors

Pathfinder Roleplaying Game Advanced Race Guide © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Campaign Setting: Technology Guide © 2014, Paizo Inc.; Authors: James Jacobs and Russ Taylor.

Pathfinder Roleplaying Game Occult Adventures © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game Ultimate Intrigue © 2016, Paizo Inc.; Authors: Jesse Benner, John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Robert N. Emerson, Amanda Hamon Kunz, Steven Helt, Thurston Hillman, Tim Hitchcock, Mikko Kallio, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alexander Riggs, David N. Ross, David Schwartz, Mark Seifter, Linda Zayas-Palmer.

Pathfinder Campaign Setting: Inner Sea Bestiary © 2012, Paizo Publishing, LLC: Authors: Jim Groves, James Jacobs, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Greg A. Vaughan.

Pathfinder Player Companion: Goblins of Golarion. © 2011, Paizo Publishing, LLC; Author: James Jacobs, Hal Maclean, and Richard Pett.

Pathfinder Player Companion: Heroes of the Street © 2015, Paizo Inc.; Authors: John Compton, Mikko Kallio, Nicolas Logue, Michael Mc-Carthy, Mike Myler, and David N. Ross.

Pathfinder Player Companion: Heroes of the Wild © 2015, Paizo Inc.; Authors: Tyler Beck, Pedro Coelho, Justin Juan, Mikko Kallio, Jason Keeley, Nick Salestrom, and William Thrasher.

Pathfinder Adventure Path #71: Rasputin Must Die! © 2013, Paizo Publishing, LLC; Author: Brandon Hodge.

Veranthea Codex Copyright 2015 Mike Myler, published under license by Roque Genius Games.

Hypercorps 2099 (Pathfinder) © 2015 Mike Myler, published under license by Legendary Games; Authors Savannah Broadway, Luis Loza, Michael McCarthy, and Mike Myler.

#### LEGENDARY GAMES BRINGS YOU AN EPIC SWORD & PLANET ADVENTURE SAGA FOR PATHFINDER AND 5TH EDITION!

EGENDARY

40

SATHFINDER ROLEPLAYING GAME COMPATIBLE

Edition Fantasy

Legendary Planet will take your characters across the multiverse, traveling alien gateways created by ancient, god-like beings to exotic worlds and back again in an incredible campaign like none other. Sword-swingers and spell-slingers stand alongside scoundrels and seekers for cosmic enlightenment as they unravel conspiracies and cryptic alliances bent on universal domination... or annihilation!

Interplanetary Adventure, New Worlds, Ancient Civilizations, Alien Species, and more, with a delightful mix of magic and technology, with a dash of psionics and mythic challenges! www.makeyourgamelegendary.com

## TAKE YOUR PATHFINDER ROLEPLAYING GAME TO THE UNIVERSE'S

NIPH

- MOST RADICAL PLANET IN THE VERANTHEA CODEX!
  - Three Adventurous continents of steampunk renaissance, High Fantasy Wuxia, and Monstrous dieselpunk!

FA CODEX

- OVER 100 STATBLOCKS OF BASE CLASS NPCS!
- · 20 NEW CLASSES AND CLASS ARCHETYPES!
- Two fully detailed new races (Dragonii & Sun Gryphons)
  - AS WELL AS 8 OTHER RACE OPTIONS, FROM GROTESQUE
  - MONGRELMEN TO THE SHOKUSEI NOTOKO PLANT HALFLINGS!

VISIT WWW.VERANTHEACODEX.COM FOR FREE PDFs!

COOKING TO TRAVEL THE REALMS DIGITAL BUT NOT SURE WHERE TO START YOUR DOURNEY? BEEN TO A BAD SERVER AND GOT HACKED? HEARD ALL THOSE SCARY STORIES ABOUT THE NASTY THINGS THAT WANDER THE BYWAYS OF CYBERSPACE AND NOW YOU'RE SPOOKED?

ERT

I'M THE DWARF THAT LED THE RESEARCH TEAM AT RAEAD INDUSTRIES WHEN THEY FINALLY BROKE THE UPLOAD BARRIER-THE HYPERDACK IN YOUR NECK IS PROBABLY A DERIVATIVE OF MY ORIGINAL DESIGNS. IN SHORT, CHANCES ARE GOOD YOU'LL NEVER FIND A BETTER SOURCE OF WISDOM AS FAR AS THE HYPERNET IS OCNCERNED.

SQ TAKE MY ADVICE AND READ THIS DOCUMENT CAREFULLY. SOME OF WHAT YOU'VE HEARD OR SEEN IS SENSATIONALIZED BUT NOT ALL. AND THERE'S A GREAT MANY THINGS ON THE HYPERNET WORTH BEING CAUTIOUS ABOUT. AN UNWARY USER DOESN'T LAST LONG. THAT'S FOR CERTAIN.

SCAN IT ALL AND KEEP IT IN MIND-THE HYPERNET IS AS DANGEROUS AS IT IS COMPELLING.