

HYPERCORPS

WWW.HYPERCORPS.COM

2019



Support us on
KICKSTARTER

HYPERNET

Pathfinder
ROLEPLAYING GAME COMPATIBLE

MIKE MYLER

LEGENDARY GAMES

HYPERCORPS

2011

CONTENTS

The Hypernet	3
Dangers of the Hypernet	4
Data Spike Trap.....	4
Ghost Assets	5
Jarrikol Global Effect.....	5
Overloaded Bandwidth Global Effect.....	5
Server Crashes	5
Robo-Rex CM.....	5
Unbound Proxy CM	6
New Skill: Use Technology	7
New Feat: Matrix Magician (Hyper)	7
New Item: Hyperjack	7
Hypernet Servers	7
Darknet	8
DataCorps	9
Thrillville	9
Veranthea: Life & Death	10

CREDITS

Lead Designer: Mike Myler

Author: Mike Myler

Project Manager: Mike Myler

Designers(s): Savannah Broadway, Michael McCarthy

Editor: Michael McCarthy

Cover Artist: Je Shields

Interior Artists: Robert Hemminger, Je Shields, Thomas Sorresso, Shaman's Stockart, Sara Shijo

Layout Artist: Rachel Meyers

Graphic Artist: Justin Andrew Mason

Publisher: Jason Nelson

Executive Partner: Neil Spicer

Business Director: Rachel Ventura

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> 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.



In 2052 the internet got a major upgrade in the transition from quadro-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.

THE HYPERNET

People still browse the global dataflow with mobile devices, but a place exists in between the trillions of quantum 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.

- **No Gravity or Light Gravity:** Most of the Hypernet has no gravity, but within 10 miles of any server it has Light Gravity. In areas of No Gravity, creatures not native to the Hypernet gain a fly speed equal to 20 ft x Intelligence modifier (minimum 20 ft.) with perfect maneuverability.
- **Flowing Time (1 rounds Material to 5 rounds Hypernet):** Actions on the Hypernet theoretically operate at the speed of light, but the limitations of biology and technology reduce the rate of speed at which it can be interacted with by x5 (for every 10 rounds [30 seconds] in the Hypernet, 1 rounds [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 these effects simply do not work). Some servers can also alter the flow of time.
- **Infinite:** The Hypernet has no boundaries and stretches onward in every direction.
- **Highly Morphic:** Entities on the Hypernet can substitute Use Technology in place of any Craft skill. If they do so, they reduce the time required to create any object to one round per 5-foot square of space the object occupies, and do not require raw materials. Crafting mundane objects on the Hypernet costs ½ the usual number of bytecoins; advanced equipment can be crafted as though it were magical equipment, and magical equipment can be crafted as though it were advanced equipment.¹ ¹For more information on advanced equipment, see the Hypercorps 2099 Primer.
- **Neutral-Aligned:** While the vastness of the Hypernet includes many servers that have an alignment, all areas not attuned to a server normally have a neutral alignment.
- **Unreliable Magic*:** Magic normally does not operate on the Hypernet, and for most characters it is considered to have the dead magic trait. Characters with the Matrix Magician feat or casting a hyper spell, however, treat the plane as instead having the impeded magic trait. Characters with Matrix Magician and casting a hyper spell treat the plane as having the normal magic trait. Creatures native to the Hypernet, or objects created there, can create

effects that function in all ways as though they are magic (but are simply digital replications).

- **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, 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 -5 circumstance 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 be destroyed 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 rogue 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 traits (Digital Connection is always in effect). A few of these are detailed below, but many more are slated for development in Hypercorps 2099!

*These are new planar traits introduced in Hypercorps 2099.



Trudging up from the local co-op drone drop-off with this week's groceries and a satchel of spare parts, Wanda swiped away at the air, unlocking the front door to her apartment with a few gestures to the AR laid onto her vision by the hyperslims she can't seem to throw away. It's an old, fairly mundane bit of software and most people just rely on their signature getting recognized by CMs, but it pays to be sure in her line of work.

Speaking of work, things hadn't been going so well lately. The last operation that "Master Blaster" went on was safe enough for Wanda, but her fleet of drones were feeling it. Worse yet that botched operation into Intercorp's Venezuelan servers last week went jags up and the spot on her neck with the hyperjack was still sore from that pack of robo-rex CMs that popped out of nowhere—nearly bit the big one there.

But that's the job, Wanda told herself, and she hasn't bit anything yet (except her tongue, a few times, but fetchlings have pretty tough tongues). Maybe Tankgal needs her treads fixed and a new suspension system, and Beauregard needs new motivators before he's flight-worthy again, but there were bytecoins enough for the parts and that's just a few hours of work. On top of the soycof, nutripads, and spices to make those bearable, then the synthetic whiskey, and BJORK!—there's barely enough left to pay the rent.

That means finding another op, which means another foray into the Hypernet. Wanda was pretty stoked about having a day or two of cooldown before having to jack in again, but something about holding the input in her hands filled her with a feeling of excitement and expectation. Sure she was just going to hit some forums and ping

her Grays about needing work, but every step into the digital world brings different challenges and wonders with it.

Besides if she wasn't jacking in, what the hell else would she be doing?

With a gesture as familiar now as turning on a faucet, Wanda slid the input line for her custom-built digiboard into her hyperjack and unlocked the hardware's bodytech access point. A familiar sensation—not unlike jumping from a steaming jacuzzi into a cool pool of water—spreads from around her neck and over the rest of her body as the dingy interior of her real world apartment slides away, replaced by the pleasant environs of her home server.

The next thing Wanda feels is a wave of warmth as the ever-present digital light from a never-ending sunset reaches her body and she floats down to an island held aloft by coding of her own design. A vast sea of scintillating hues below it brings her a sense of calm as Tankgal and Beauregard notice her presence, waving jauntily and shooting fireworks into the perfect sky. With a waving hand she pulls up the real world time and, considering for the thousandth instance on how much more she can get done while jacked-in, absentmindedly checks her Veranthea: Life & Death account.

Much to Wanda's surprise, someone gifted her with another 30 digi-hours on the server. With a wry smile she opens the message and sees the grim visage of EZ's avatar, a dwarf with a gun the size of an aircraft. Before she can close it the caricature pipes up, "Sorry about Tankgal. You've earned a little vacay time. Just be careful in there and stay off the epic quests into Goblinvania—I need you alive for an op next week. Stay frosty."

DANGERS OF THE HYPERNET

The digital 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. From hypercommuting freelancers showing up late due to overloaded bandwidth, to digital sec-op (security operations) assets—including both lethal and nonlethal CMs—to the dreaded, curious, hidden god of death, “Jarikoll”.

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 hackers, 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

CR 7

Type digital; Perception DC 25; Disable Device DC 25

EFFECTS

Trigger proximity (*alarm*); Reset automatic reset

Effect Atk +15 ranged (7d6 force damage and 2d4 Int damage)

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 servers, in the subroutines of destroyed servers, and especially in the rarely visited areas where obsolete files are stored.

GHOST ASSETS

CR 4

XP 1,200

N Persistent haunt (10 ft. by 10 ft. cube)

Caster Level 4th

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

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 seemingly 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, they begin to roam the area, hunting down any sentient creatures nearby.

Destruction Ghost assets are permanently destroyed when, in the four rounds after they have been destroyed, a nearby user succeeds on three DC 18 Use Technology checks (each a standard action that provoke attacks of opportunity).

JARRIKOL 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 has been a very real, virtually impossible to detect, and extremely dangerous threat 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, but 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 of each 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* spell (Will DC 29; from Pathfinder Roleplaying Game: Ultimate Magic).
6. Jarrikol appears—no user has ever survived an encounter with Jarrikol and had the mental capacity to relate the experience.

OVERLOADED BANDWIDTH GLOBAL EFFECT

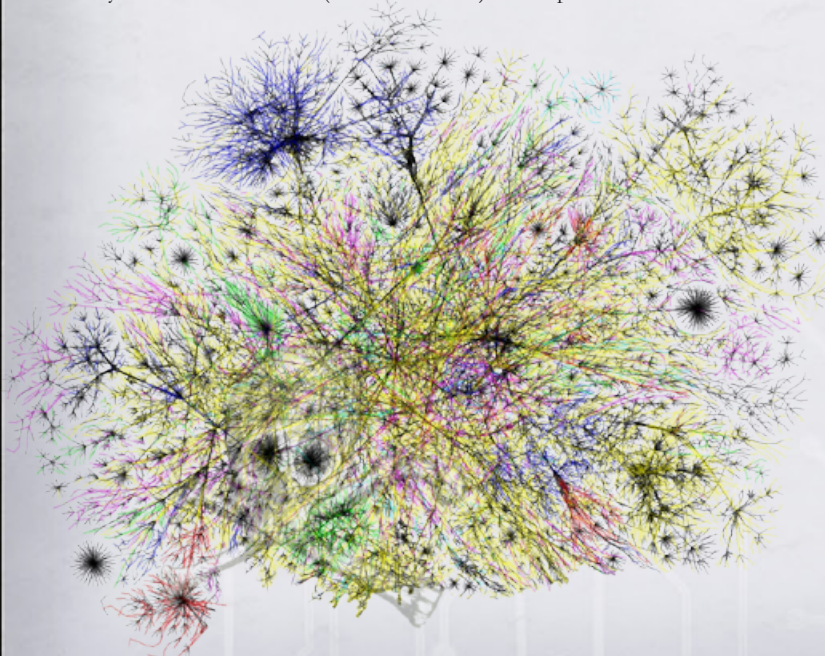
While the cables, servers, and quantum circuits that make up the Hypernet are truly beyond count, certain digital byways and connections are constantly assaulted with so many users (typically over 100,000 or more within one cubic mile), security checkpoints, traffic analysts, and general dataflow that they 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 penalty to all skill checks, and take a -5 penalty to AC and attack rolls.

SERVER CRASHES

(CR 5)

When a server in the Hypernet is destroyed the hacker(s) responsible have to get out as fast as they possibly can or they might get swallowed up by the code! Everything within 1,000 ft. of the server's core is drawn towards the center at the start of its turn for the 1d10 rounds the server takes to crash. 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 it crashes take 10d10 force damage (Reflex DC 25 halves) and take 1d6 points each of Intelligence, Wisdom, and Charisma drain.



This towering monstrosity looms high into the digital sky, the sleek chrome of the metal plates that make up its body a testament to some truly fine programming.

ROBO-REX CM

CR 9 - HP 6,400

N Gargantuan construct (digital asset)

Init +3; **Senses** darkvision 120 ft., low-light vision, scent; 30 ft.; **Perception** +22

DEFENSE

AC 24, 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

Immune construct traits

Weaknesses Hypernet native

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

Before Combat A robo-rex uses its spell-like abilities to remain undetected, approaching enemies until it is within range for a swift charge and Vital Strike.

During Combat The robo-rex identifies hackers first then uses its fast swallow and swallow whole abilities to capture them if possible. Otherwise it makes use of its speed and Spring Attack to dart into and out of cover.

Morale When reduced to 70 hp or less, a subroutine in the robo-rex's programming sets it into full lethal mode and it attempts to outright kill opponents. A robo-rex normally fights until it is destroyed, but rumors of extremely cunning black CMs claim that this is not always the case, and that some of these constructs play with their food for minutes (sometimes hours).

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, Spring Attack, Vital Strike^B

Skills Acrobatics +15, Perception +22, Stealth +11, Survival +14; **Racial Modifiers** +8 Perception, +8 Stealth; Size Modifiers -12 Stealth

Languages Binary, Unix; Translator

SQ cyber stomach, digital buffer

ECOLOGY

Environment Hypernet only

Organization solitary

Treasure none

SPECIAL ABILITIES

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.

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.

Translator (Ex) A robo-rex can speak with and understand any creature that has a language as though using a *tongues* spell (caster level 14th). This ability is always active.

Cleveland has become a rumormill after its acquisition and (questionable) use by the hypercorporations that bought it, but the tales coming from the apocalyptic city are often too big to be believed. One of the Hypernet's boldest claims is TY-R0, a robo-rex that was once the shining attraction of the Digital Dinos Cyberpark™; rumor has it that it somehow broke free of the park, finding a portal that materialized the monstrosity here on Earth. How true it is, none can say. There's plenty of video of it tearing across the wasteland of Cleveland, but that can easily be faked—right?



This six foot tall collection of sleek metal parts resembles a man in shape, but the similarities end there—huge mitts are where the hands should be, and two baneful red cybernetic eye rests in the center of its forehead. Something in the eyes' blue changes shades 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; **Perception** +9

DEFENSE

AC 13, 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

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

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

At will—*entangle*, *nonetection*

2/day—*detect thoughts*, *solid fog* (others only)

4 rounds/day—*forcecage*

TACTICS

Before Combat An unbound proxy laces the battlefield with *solid fog*, making its enemies slower and giving the digital asset the advantage when combat starts (as it is completely unaffected by its own *solid fog*).

During Combat After using *entangle* to insure that opponents don't flee, the unbound proxy attacks one enemy with its poisonous slam before retreating back into the mist, marking every target with malevolent poisonous code before resorting to its energy rays.

Morale An unbound proxy fights until it is destroyed, unless the hacker that programmed it left directives otherwise.

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, **Perception** +9, **Stealth** +10; **Racial Modifiers** +8 **Stealth**,

Languages Binary, Chinese (Mandarin), English, Japanese, Unix

SQ silent steps

ECOLOGY

Environment Hypernet only

Organization solitary, pair, or array (4-12)

Treasure none

SPECIAL ABILITIES

Hypernet Native (Ex) Creatures native to the Hypernet ignore the dead magic and impede magic planar traits while there, 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 and on the Hypernet, the server is notified of its death one round later (a full-round action spent making a DC 13 Use Technology check [10 + HD] stops this from happening).

Silent Steps (Ex) An unbound proxy is preternaturally quiet, the sound of its movements expertly buffered by code that makes them extremely difficult to hear. An unbound proxy 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.

Another resource frequently used by hackers of every stripe are unbound proxies. These are often creations of nostalgia (worked upon as side projects for years at a time) and deeply reflective of their creator, usually kept around as the first line of defense against intrusion into a server. Unbound proxies vary wildly in form and function; the example above is mostly a search-and-capture model of digital asset, but countless other, similarly nonlethal variations exist.

NEW SKILL: USE TECHNOLOGY (Int)

You can use this skill to browse the Hypernet, hack into another computer, protect your own files, and anything else that falls under "hit the keys to make things happen" that doesn't qualify as music.

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

Action Varies. Checking Neowiki or making a fast search is a swift action, but anything more complicated takes longer (at the GM's discretion but usually a standard action).

Try Again Security systems and diagnostics may lock a user 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.

NEW FEAT: 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, except for Hyper spells which function as limited magic.

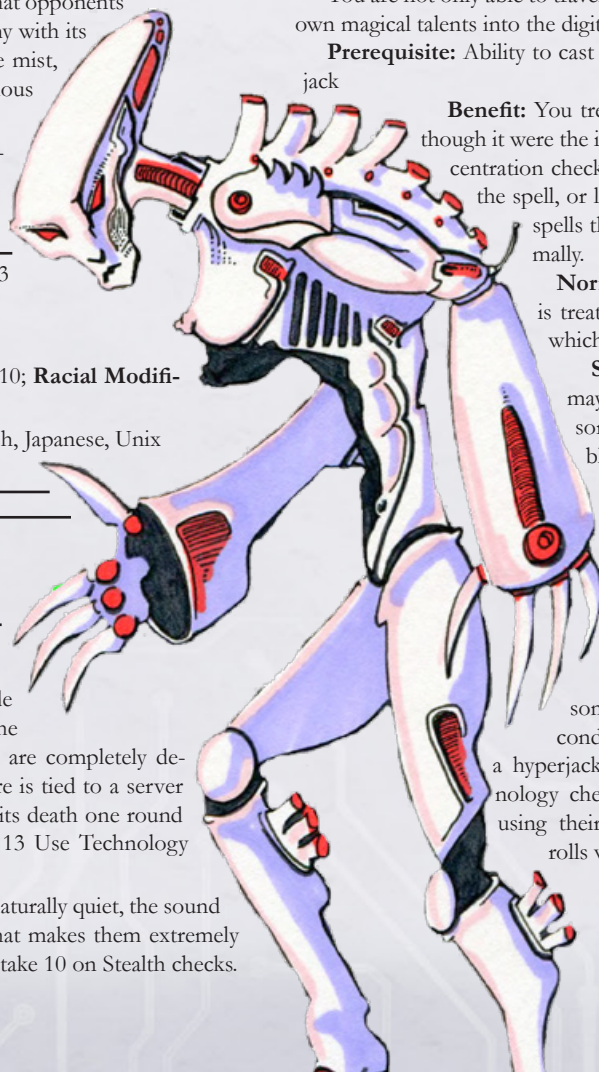
Special: Unlike normal hyper feats, a wizard may select this in place of a crafting feat and sorcerers may choose this feat in place of a bloodline feat.

NEW ITEM: HYPERJACK

Price 800bt (includes installation)

Weight —

Operators truly adept with computers have these cybernetic implants located somewhere along their spine, generally on the back of the neck but always somewhere relatively near the brain or main conduits of the central nervous system. Using a hyperjack grants a +2 hyper bonus to Use Technology checks and any check where the creature is using their hyperjack (this does not include attack rolls without a weapon that has a hyperlink).





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, hackers 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, a Use Technology check of some kind is required to enter a server anywhere not explicitly designed to be an entrance or exit. Each server (which are essentially subplanes) has its own set of planar traits that take effect as soon as a user enters into one, in addition to all the planar traits of the Hypernet in general (unless stated otherwise). All servers must possess the digital connection and cerebral 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!

DARKNET

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, the place has an undeniably sinister origin. In the earliest days of the Hypernet there was a meeting between an unknown 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 within 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. While not all of the Darknet servers are created or inhabited by an outsider, all of them carry a bit of their taint. 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.

- **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 borders—provided 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 evil-aligned, 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:** The devil or demon who owns a specific server can alter the landscape, creatures, and objects within it. Casting *ballow* 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 Technology** check 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 half-light of the Darknet and have the enhanced magic trait. In owned servers, 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

and not casting hyper spells 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 on owned servers of an 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.

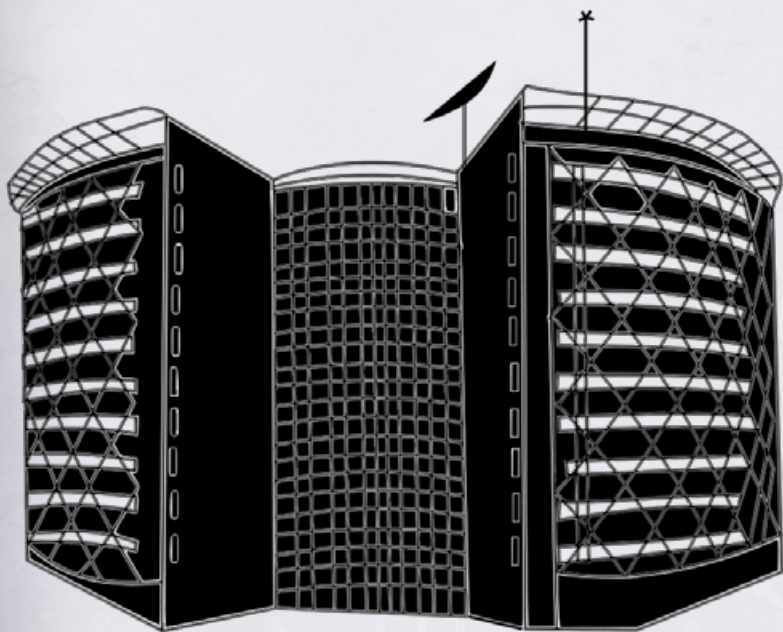
*This is a new planar trait introduced in Hypercorps 2099.

DATA CORPS

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 but others believe the servers are 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 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 each round (**DC 16 + 1 per extra 5 lbs.; objects that weigh 3 lbs. or less are unaffected**) 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 DataCorps 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.



VERANTHEA: LIFE & DEATH

The Veranthea intellectual property began with a humble tabletop role-playing 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.

Veranthea: Life & Death has quickly become a rite of passage for most hardcore gamers (made to survive at least a few levels in the dangerous subterranean Forever Dark to get any respect) but it's also frequently used for clandestine meetings between operators in the Hypernet. Terrifyingly, rumors about characters and monsters from the game walking on Earth are everywhere but most disregard them (until they meet Jaisan Jerentok, anyway).

- **Normal Gravity**

- **Finite Shape:** *Veranthea: Life & Death* is huge—a world 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**

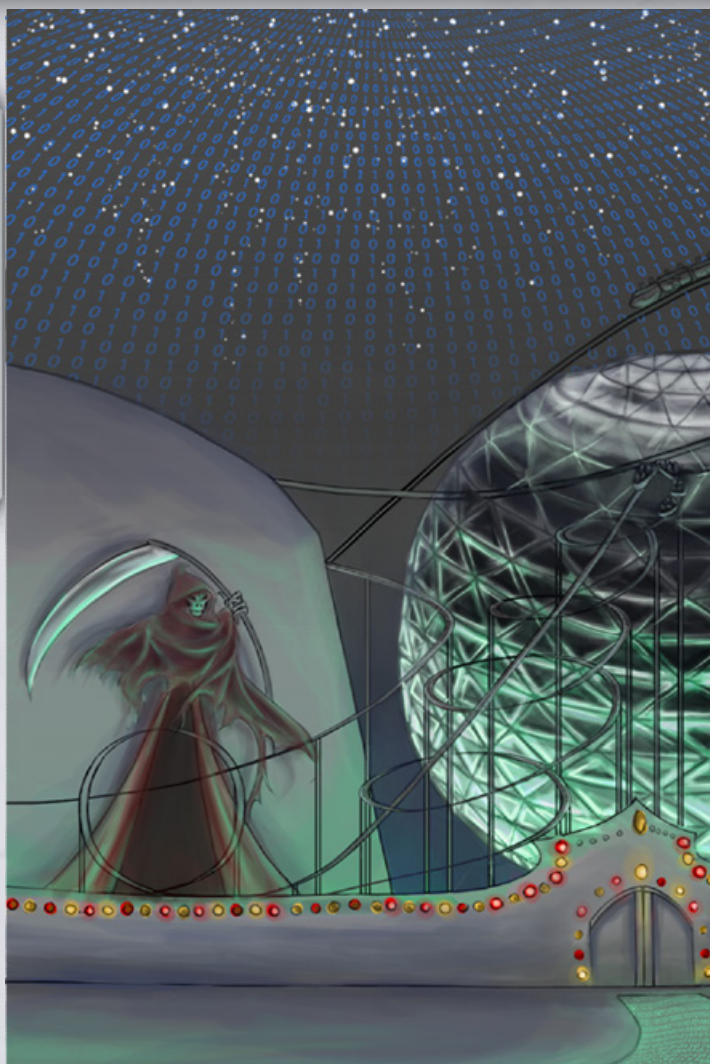
- **Mildly Chaos Aligned:** Although there are certainly lawful creatures and the like within *Veranthea: Life & Death*, the server itself has a disposition for chaos imparted by the magic worked on its circuits; lawful users take a -2 circumstance penalty on all Charisma-based skill checks.

- **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.

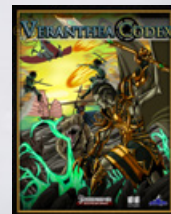
*This is a new planar trait introduced in Hypercorps 2099.



THRILLVILLE

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 however 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 the most visceral rides the programming of the server makes use of a user's greatest fears to tailor the most thrilling possible 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 convinces the system that a user is a digital asset, negating the effect.



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 languages), 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 and includes the methods, procedures, processes and routines 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; stories, storylines, plots, thematic elements, dialogue, incidents, 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 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 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 COPYRIGHT NOTICE portion of this License to include the exact text 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 Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as 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 clearly indicate which portions of the work that you are distributing 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 of this License.

10. Copy of this License: You MUST include a copy of this 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.

12. 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 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 content from TSR.

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 McComb, Jason Nelson, David Noonan, Richard Pett, Rich 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.

Pathfinder Roleplaying Game 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, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2, © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. 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 McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

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 © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin 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 K.C. 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 McDardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Hypercorps 2009: The Hypernet © 2015, Legendary Games. Authors: Mike Myler, Savannah Broadway, Luis Loza, Michael McCarthy.

HYPERCORPS

2044



MIKE MYLER

Take any of your favorite PCs or adventurers and play them again with the Hyper Score system!

Support us on
KICKSTARTER
AUGUST 2015

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Visit www.hypercorps.com
when the project launches for Free PDFs!

**Cyberpunk superheroics for the Pathfinder RPG,
5E*, and Mutants & Masterminds***

*Stretch Goals