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NET JACKER BASE CLASS

D&D FINDER
ROLEPLAYING GAME COMPATIBLE



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2014

Rules elements with the superscript TG 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 (www.paizo.com/prd).

CONTENTS

Netjacker	3
Using a Proxy or Drone.....	3
Hacking Talents	4
Advanced Hacking Talents	5
Robots: Proxies & Drones	7
Table: Robots (Proxies & Drones).....	8
Robot Base Forms	9
New Skill: Use Technology	10

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NETJACKER

Controlling a multitude of robots is simple enough for the average janitor or house husband, but for tactical use a trained hand is required. Netjackers specialize in using drones for various tasks from being a one woman sec-ops 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 (d8 in settings where technology is not commonplace).

CLASS SKILLS

The netjacker's class skills are Craft (Int), Disable Device (Dex), Knowledge (any) (Int), Linguistics (Int), Profession (any) (Wis), Search (Int), Sense Motive (Wis), Use Technology (Int), and Vehicular Control (Dex).

Skill Ranks per Level: 2 + Int modifier.

Starting bt: 10d10 x 10 bt

CLASS FEATURES

The following are the class features of the netjacker.

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 play with a free (installed) hyperjack and a digiboard.

Robot Artist: A netjacker begins play with one or more robots she is able to simultaneously control while taking part in a fight. While commanding a robot while in a stressful situation (such as during combat), a netjacker suffers a -3 penalty to AC, attack rolls, and skill checks for each robot under her control. 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).

Table: Netjacker

Level	Base Attack	Fort Save	Ref 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	+1	+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

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* (Pathfinder Roleplaying Game: Occult Adventures). 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.

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* (Pathfinder Roleplaying Game: Occult Adventures).

When a drone is destroyed the netjacker takes an amount of damage from feedback equal to $1d10 \times \frac{1}{4}$ the drone'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 a bonus to all Craft (technology), Knowledge (technology), and Use Technology checks equal to their level (minimum 1) as well as Technologist^{TG} as a bonus feat. At 5th level a netjacker makes these skill checks in half the normal amount of time (minimum immediate action) and gains Craft Technological Item^{TG} 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 use these abilities on the fly and under duress (not when they're hanging out on the couch).

Bodytech Attack (Ex): The netjacker invades the software of an enemy creature'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.

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). 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 $1d8 + \frac{1}{2}$ 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.

Override Control (Ex): The netjacker asserts her mastery over computers on a robotic enemy or vehicle, taking control of it! The netjacker spends a full-round action (that provokes attacks of opportunity) to make a Use Technology check against DC 20 + target's hit dice + 1 per 2,000bt of the target's cost, or opposed by an enemy netjacker's Use Technology check.

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

Hypernet Coordination (Ex): A netjacker with this hacking talent is able to take a full turn of actions while in the Hypernet while still directly controlling one of her robots in the real world.

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 a single task. The robot receives a hyper bonus equal to $1/3$ netjacker level (minimum 1) to one attribute or skill check on the same turn this hacking talent is used. The netjacker can use this ability a number of times per day equal to $3 +$ her Intelligence modifier.

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

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 bonus to her next attack roll equal to $1/4$ netjacker level. If taken a second time, the netjacker also gains a bonus to that attack's damage equal to $1/4$ netjacker 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 AC penalty 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 bonus increases by +1 (to a maximum of +6 at 20th level).

Tech Master (Ex): At 9th level, a netjacker gains an additional swift action each turn while in the Hypernet. When making Craft (technology) and Knowledge (technology) checks while the Hypernet is accessible, she rolls twice and takes the better result.

Advanced Hacking Talents: At 10th level, and every two levels thereafter, a netjacker can choose one of the following advanced hacking talents in place of a hacking talent.

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 full-round 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). 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 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.

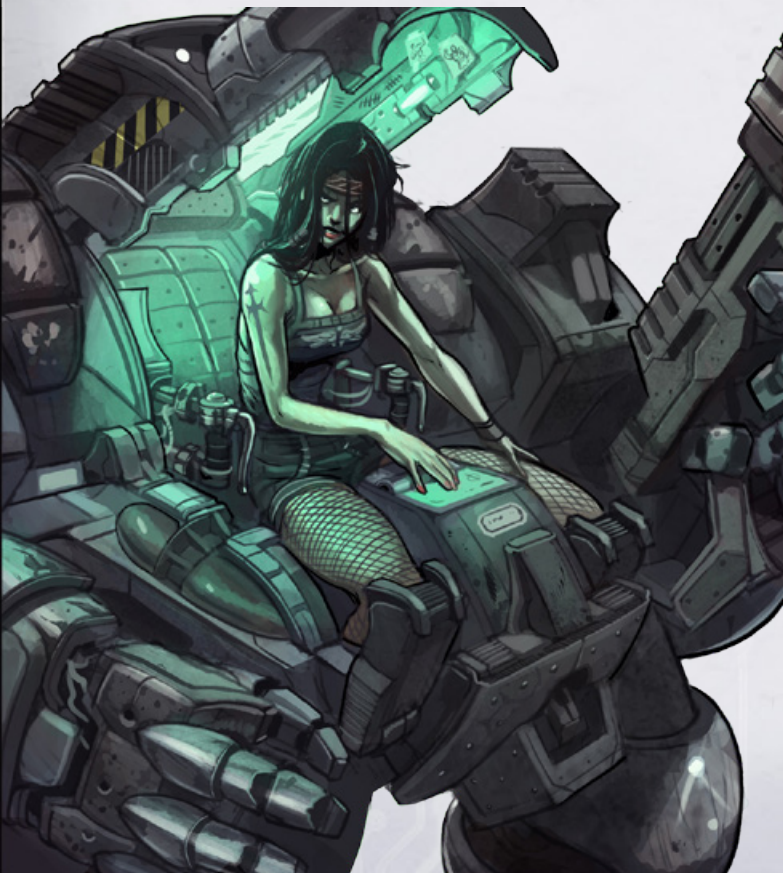
Lord of the Board (Ex): A netjacker with this advanced hacking talent doubles all her movement speeds on a hoverboard and may always act as though she had a running start when using a hoverboard.

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 full-round 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 (from the *Hypercorps 2099 Primer*). If she already has it, the range of the ability increases by +10 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: 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 and a drone.

The Hypernet!: The Hypernet operates similarly to other dimensional planes (or indeed, many other planes of existence depending on where you are!). That facet of the future is going to be thoroughly explored in *Hypercorps 2099*, but you can find out more about it in the *Hypernet* PDF! Mark the launch date on your calendar now—Monday August 31st!

ROBOTS: PROXIES & DRONES

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 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 change the abilities of the robot. These choices are not set and the netjacker can change them whenever she gains a level (or by spending 1 day per hit dice of the robot working in an equipped shop, making the robot inoperable 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, 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.
- 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.

Table: Robots (Proxies & Drones)

Level	HD	Base Attack	Saves	Armor Bonus	Str/Dex Bonus	Upgrade Pool (proxy)	Bonus hp (proxy)	Upgrade Pool (drone)	Bonus hp (drone)
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	+3	+6	+2	10	16	4	8
8th	6	+6/+1	+3	+6	+2	11	18	4	9
9th	6	+6/+1	+4	+6	+2	12	21	4	11
10th	7	+7/+2	+4	+8	+3	14	23	5	12
11th	8	+8/+3	+5	+8	+3	15	25	5	13
12th	9	+9/+4	+5	+10	+3	16	28	6	14
13th	9	+9/+4	+6	+10	+4	17	30	6	16
14th	10	+10/+5	+6	+10	+4	18	32	6	17
15th	11	+11/+6/+1	+7	+12	+4	20	35	7	18
16th	12	+12/+7/+2	+7	+12	+5	21	37	7	19
17th	12	+12/+7/+2	+8	+14	+5	22	39	8	21
18th	13	+13/+8/+3	+8	+14	+5	23	42	8	22
19th	14	+14/+9/+4	+9	+14	+6	24	44	8	23
20th	15	+15/+10/+5	+9	+16	+6	26	46	9	24

- 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.

Upgrades: These new evolutions are available only for 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 - 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). 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 ½ 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).

Bonus HP: Depending on its type, the robot receives a number of additional bonus hit points based on its level. The column in Table: 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: Awareness (Wis), Climb (Str), Disable Device (Dex), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Search (Int), Sense Motive (Wis), Use Technology (Int).

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 1-1/2 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.

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 all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Netjacker robots are immune to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning.
- Netjacker robots are immune to ability damage, ability drain, fatigue, exhaustion, energy drain, and nonlethal damage.
- Netjacker robots are immune to 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 often be repaired via a netjacker talent or the use of the Craft (technology) skill. Netjacker robots can also be healed through spells such as make whole. A netjacker robot with the fast healing special quality still benefits from that quality.
- Netjacker robots are immediately destroyed when reduced to 0 hit points or less (dealing feedback damage to the netjacker; see above).
- Netjacker robots are vulnerable to electricity.
- Netjacker robots are vulnerable to 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).
- 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).

- ◊ Netjacker robots can make use of advanced craftsmanship items.

ANIMAL PROXY

These robots are often made to imitate the forms of natural predators like a styling metal boar, a fearsome cybernetic wolf, and so on.

Cost Robot HD + number of upgrades x 100 gold.

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 100 gold.

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

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 50 gold.

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 slick little robots are able to squeeze into the tiniest crevices of the concrete jungle, traversing along it with preternatural ease.

Cost Robot HD + number of upgrades x 50 gold.

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



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 netjacker (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 netjackers have a +4 bonus, adept netjackers have a +8 bonus, veteran netjackers have a +12 bonus, and master netjackers 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.

Table: Use Technology Checks

Difficulty	Action	Effect
DC 5	Swift	Locate a known, unhidden user on the Hypernet.
DC 10	Swift	Use Neowiki to access a piece of public information.
DC 15	Standard	Access an obscure piece of information on the Hypernet.
DC 20	Full-Round	Access an extremely obscure piece of information or a piece of innocuous, lightly protected private information.
DC 25	Full-Round	Access a nonthreatening secretive piece of knowledge protected from the public at large.
DC 30	2 Full-Rounds	Access a secretive piece of knowledge protected from the public at large or a piece of protected private information. This information is often actively protected by another netjacker (in which case the DC changes) but the security of some servers is entirely automated.
opposed by enemy netjacker check (varies)	Immediate	Conceal the digital watermark of you and your robots from other netjackers.
opposed by enemy netjacker check (+4)	Standard	Uncover the digital watermark of another netjacker and their robots.
opposed by enemy netjacker check (+8)	Full-Round	Locate a hidden avatar on a server you host.
opposed by enemy netjacker check (+12)	Full-Round	Break through a server wall.
opposed by enemy netjacker check (+16)	2 Full-Rounds	Kick another netjacker off of a server you host (as dismissal).



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