







At the end of *Thrillville or Killville*? there are four pre-generated characters made using the Hyper Score rules fully detailed in *Hypercorps 2099*, as well as a brief primer with explanations for some hyper abilities. Everything a player needs in order to use Grayman, Jintz the Technomage, Oldhat EZ, or Spaz the Freehacker while on the Hypernet is provided, and it is recommended for players new to *Hypercorps 2099* to utilize these pregenerated PCs to familiarize themselves with the rules and setting.

ADVENTURE SUMMARY

A malicious computer virus has infiltrated Thrillville, the Hypernet's premier theme park. Those leaving the park find themselves permanently changed for the worse with symptoms that range from malignant depression to catatonia or in some cases, death. Digilife© has been forced to pay out medical fees and thus far their own security measures have been totally inadequate in rooting out the virulent code. With little choice left they are reaching out to freelance operators, hoping that gumption and expertise can prevail where hypercorporate might could not.

Note that **this adventure occurs entirely in the Hypernet**, the ultimate evolution of the internet in *Hypercorps 2099*. For the purposes of game mechanics, the Hypernet (and servers on the Hypernet, like Thrillville) are treated as other planes of existence. While this brings with it a host of changes (see page 4), it also means that the race, gender, and attributes of the PCs have absolutely no bearing whatsoever on their appearance—their avatar can appear however they wish (or simply how the character looks in real life), though this appearance has no bearing on actual statistics, as users can quickly determine the actual boundaries of another visible user without difficulty.

For more information on the Hypernet, download the (free) <u>Hypercorps</u> 2099: <u>Hypernet PDF</u> or reference the core <u>Hypercorps</u> 2099 rulebook. • No Gravity or Light Gravity: Normally the Hypernet has no gravity, but within 10 miles of any server it becomes Light Gravity.

RNET PLANA

• Flowing Time (1 rounds Material to 10 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 x10 (for every 10 rounds [60 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).

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 on the Hypernet, 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, 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 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).



• 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 finite boundaries. Bypassing the park's digital "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 for the next twenty minutes.

*These are new planar traits introduced in Hypercorps 2099.

CHAPTER 1: MEETING AT THE TAVERN

In order to maintain secrecy (and deniability) the operators' contact with Digilife© insisted on meeting in Dreksler's Draught Depot on the <u>Veranthea</u>: Life & Death server in the Hypernet, so oddly enough the adventure starts in a medieval tavern.

As the game begins, read or paraphrase the following:

It's been a few minutes since you wandered into Dreksler's Draught Depot and the smell of orcs, goblins, dwarves, elves, halflings, and the overwhelming odor of both fresh and stale ale are starting to feel commonplace. Despite sitting at the table you were directed to at the appropriate time, nobody's shown up yet-which is not a good sign. Just as you think that it might be good to leave, a dapper gnome minstrel wanders over and takes the open seat in your private booth. He sprawls out, stretching his arms and making a few casual remarks about the weather as he taps a ring on one hand. A shield of static flashes up between the lot of you and the tavern, and he finally settles down to business. "I believe we

have a meeting, yes? Banny Vanderbilt, 34th level bard, at your service."

If the players are unfamiliar with the Hypernet and this is their first time sitting down to play this cyberpunk variation of the Pathfinder Roleplaying Game, now is a good time to explain that they are online, logged into a virtual reality game server (a hyper-real one known as Veranthea. Life & Death).

"Banny" does this for a living, routinely acting as a go-between for operators and hypercorporations (a "Mr. Gray" or "Ms. Grey") as his player persona in Veranthea: Life & Death. He doesn't know anything more about the situation other than what is listed below and when fiercely intimidated or threatened he quickly makes his exit (logging out after calling for some nearby friends to occupy the PCs). The gnome is forthright with intel for the operators and is actually quite likable (Banny has spent quite a few bytecoins to increase his in-game avatar's Charisma significantly).

After telling the operators everything he knows about the mission, Banny twists his ring and the tavern reappears around the PCs—the "bard" wishes them luck before heading out and off into *Veranthea: Life & Death.* (GMs are free to use whatever fantasy setting most appeals to them; on the Hypernet, there's a game of every type for every sort of gamer.)



BANNY'S INTEL

• Their employers require the utmost discretion in this operation. Logging out or even communicating with the outside world at any time between now and their debriefing once the task is complete will result in no compensation of any kind.

• The sentient program that directs most of Thrillville has been hijacked by another, unknown source, making the entire server unstable.

• If Banny likes the party and they've been cordial with him he also tells them that Thrillville's systems aren't particularly clever; the server can be tricked into thinking a user is a digital asset for a brief period with a **DC 20 Bluff or DC 22 Use Technology check**.

• One security team went in and hasn't come back out. No information has been recovered from the attempt.

• Banny's been sent a few items for the operators to use in Thrillville but tampering with any of them (such as reverse engineering any of the code) may destroy an item or cause it to detonate prematurely (successfully doing so requires a **DC 40 Use Technology check**).

• One root code packet keyed to the server's backdoor has been prepared and it looks like 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 creatures to reveal themselves, and ending any effect that affects the code of the surrounding environment). Banny strongly emphasizes that their employers stressed only to use this when they have found the culprit—not before.

o 2 packaged deep-rooted protocols per PC that the virus hasn't compromised yet. They 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).

• Thrillville's entrance has been sealed so the PCs are going to have to hack their way in. If they can't get through the server's walls on their own, their employer's security thinks that a packaged deep-rooted protocol could tear a hole through the park's fence that the virus won't be able to detect (it creates an undetectable 5 ft.-radius portal lasting 1d4 rounds).

• Though its proven capable of moving between attractions, the virus seems to favor two in particular: the Reaper's Stroke rollercoaster and the Vistadri Paradox platforms.

• All of Thrillville's safety restrictions have been overridden by the virus—rides slam into the operators when they stand on the tracks too long and the controls of individual attractions have gone haywire.

• The compensation is 10,000 bytecoins each, provided that the operators can wait for Digilife© to confirm that Thrillville is completely devoid of the virus. Banny reiterates that a quarantine and debriefing of sorts will occur afterwards (and that it can be pretty invasive).

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CHAPTER 2: HOPPING THE FENCE

Leaving the Veranthea: Life & Death server and exiting back into the Hypernet doesn't pose any real difficulty as long as the operators don't pick a fight on their way out. Locating Thrillville isn't hard and the server isn't too far away, but reaching there from where the PCs are takes 2 Hypernet hours (12 realworld minutes).

About halfway the operators suddenly get bogged down in an area of Overloaded Bandwidth! Creatures within the effect's area (in this instance, a 3,000-ft.-radius zone) reduce their movement speeds by half, and take a -5 penalty to all skill checks, AC, and attack rolls. Once within the Overloaded Bandwidth, each operator should make a **DC 7 Charisma check**. If all characters succeed nobody in the stream of traffic troubles them, though should even one PC fail a malicious hacker tries to start a fight verbally, unleashing 2 unbound proxies to fight the party if they respond in kind (fleeing immediately after doing so).

When the operators nears Thrillville's server the light conditions reduce to dim light. Read the following:

The luminescent digital highways of the Hypernet take on a darkening cast as you approach Thrillville and the absence of the impossibly huge neon sign normally marking the location of the world's most celebrated theme park makes it seem all the darker. Something on the 'net is awry and the eerie silence cast from the huge dome ahead fills you with a sense of the use of a packaged deep-rooted protocol (see above) or a **DC 15 Use Technology check**—any result of 22 or lower is enough to get in, but unless the check is 23 or higher, it alerts the Thrillvirus to an operator's presence (giving it insight into how best to force Thrillville to react to the intruder).

Inside of Thrillville the operators are treated to a macabre parody of one of the Hypernet's most popular servers.

Read the following when the first PC breaches the wall:

Thrillville's bright neon array and signature roller coasters towering into the twilight have taken on a foreboding cast alongside the ambient sounds of carnival tunes, the whole theme park utterly devoid of the joyous cries and murmur of the crowds that usually pack this server. The wheeling, physically impossible twists and turns of the sky-high attractions seem even more warped and distorted than they should, mindlessly running on, bereft of passengers.

All areas of Thrillville are dimly lit unless stated otherwise. While there are many attractions within Thrillville (and the GM is encouraged to invent their own as well) there are only three with particular relevance to this adventure—The Reaper's Stroke Roller Coaster, the Vistadri Paradox Platforms, and the Arcade that sits at the center of the park.

dread, tinged by the desire for a fine stack of bytecoins—dread can be profitable, after all.

Getting into Thrillville isn't easy; as Banny said, the entrance is closed and completely inaccessible (if it can even be found). Breaching the walls of the server requires



PCs that alerted the Thrillvirus when they entered into the server provoke a response from the creature (one expressed via the environment) but it is extremely slow and subtle. Users that managed to remain undetected (as a group) need not make further checks until they enter the arcade, but any previously undetected users traveling with a known trespasser need to succeed on a Use Technology check every 5 minutes (DC 15 + 5 per previous check) before they too are discovered.

Other than its dark interior, ghostly lack of users, and the presence of the Thrillvirus, Thrillville continues to appear to be operating normally to users found by the server. Trash cans ask for littering data to be deposited inside of them, carnival stands goad passerby into playing their mini-games, and auto-vendors offer virtually all of the usual fare one can find in a carnival or amusement park.



USERS FOUND SY THE THRILLVIRUS

Every minute a detected trespasser spends in Thrillville, the Thrillvirus probes into the user's mind with an effect similar to *detect thoughts* (Will save DC 10 + 4 per previous check). After a target has failed the save twice the frequency of the effect increases to once per minute as the Thrillvirus digs deeper into their psyche. On a third failed save, it uncovers the reason the operators are in Thrillville and the world around all detected PCs changes dramatically.

<u>Minute One</u>: The ambient lights change from dulled neon of varying colors to a crimson red. A **DC 30 Awareness check** is required to notice that fixtures of lighting seem to be bleeding.

<u>Minute Two:</u> The first effect worsens; a **DC 20 Awareness check** notices that the lights are bleeding. The Thrillvirus releases two unbound proxies (see page 12) to attack the PCs.

<u>Minute Three</u>: An impossibly shrill noise pierces the area within 50 ft. of the malignant user; any creatures that fail a **DC 22 Fortitude save** are deafened for 1d4 minutes.

<u>*Minute Four:*</u> A data spike appears from a random location (5d6 piercing damage and 1d4 Int drain; **Reflex save DC 25** for half damage).

<u>*Minute Five:*</u> The directional gravity planar trait comes into effect for the malignant user, drawing it towards the Arcade.

<u>Minute Six and onward</u>: The pull of the gravity increases to heavy gravity in the direction of the Arcade. Each minute a pulse goes out that attempts to rip the malignant user away from whatever they are on or holding onto (**DC 20 Strength check or DC 25 Reflex save negates**; the DC increases by 2 per previous check).

When the malignant user is brought to the entrance of the Arcade the light gravity planar trait returns as the Thrillvirus manifests in its full terrifying glory, taking 1d4 rounds to look over its prey before striking.

CHAPTER 3: A VIRAL PHENOMENON

Three locations in Thrillville are the primary focus of *Thrillville or Killville?*. the Reaper's Stroke rollercoaster, the Vistradi Paradox platform ride, and the Arcade. All three major attractions are near the center of the park and can be seen on the map; travel between them only takes a few moments (their precise distance from one another is at the GM's discretion).



The Reaper's Stroke ride begins and ends as an indoor roller coaster and its interior is in complete darkness randomly and briefly interrupted by sparking neon lights.

Read the following as the PCs approach this attraction:

A roaring woosh of air accompanies the dizzying, twisting, physically impossible coiling roller coaster as another empty passenger cart hurtles down into the building housing the entrance. As you approach its gate, the foreboding visage of the grim reaper looms above and its eyes seem to follow you, its smile curving ever so slightly upward, its black robes roiling with shadows.

The entrance of the ride has the "data dust" of several destroyed guest user avatars, some of them still intermittently sparking (A **DC 16 Heal check** knows this sparkle means a hyperjack user was attached on the other side when it happened—an excruciating death).

PCs that ride the Reaper's Stroke which takes 2d4 minutes) gain a +5 ft. increase to their base speed for the next hour, but are shaken for ten minutes should they fail a DC 6 Will save. During the ride a DC 23 Awareness check spots data dust on a maintenance platform near where the coaster heads back into the building (a PC on foot spots it with a DC 17 Awareness check if they check the maintenance stairs).

This dust belongs to one of the spec-ops teams and a **DC 18 Search check** while investigating it uncovers some timestamped digital dogtags stating that the users died only two hours ago in real time. Among their remains the PCs find 2 more deep-rooted protocols and an advanced digital asset that operates exactly like a *potion of lesser restoration*. PCs that have been detected by the Thrillvirus and identified as hostile are treated to a cart flying off the tracks while they search this area. The cart makes a melee attack roll (slam +13, 5d6+8 bludgeoning damage), but targets that succeed a DC 30 Awareness check are not flat-footed for the attack. Any creatures adjacent to the target also take the damage (Reflex DC 23 negates). One cart is flung from the tracks in this way each minute.

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This attraction is similar to a combination of the "teacups" ride (which spins individual carts in circular motion while moving laterally and tilting up and down) with a gigantic hamster ball that spins and rolls. Each platform in the Vistadri Paradox has its own objective directional gravity, locally affected by the platforms adjacent to it.

This huge spherical metal cage is hundreds of feet high and even the finest technologies of the real world wouldn't be able to replicate the experience the attraction offers guests to Thrillville. The geodesic ball rotates while moving laterally, all while platforms on its interior tilt and spin—the only appropriate word to describe it is "sick".

When approaching the attraction operators that succeed a **DC 18 Awareness check** hear the clatter of something (a second secops team's gear) in one of the platform's carts. Reaching the equipment requires waiting for the cart to come into queue for boarding (1d4 minutes) or trying to reach it while the ride is in motion (there are 1d4+2 platforms between the PCs and the loot).

Leaping into the Vistadri Paradox and hopping from platform to platform can only be done in quick spurts when the ride is not in motion and timing it correctly requires a **DC 20 Initiative check each round** (hyper creatures receive their Luck bonus to this check). Failure on this check causes a creature to fall from their platform onto the track, where they are bounced between several moving platforms as they fall back to the ride's entrance, taking 3d6+4 bludgeoning damage (**DC 20 Fortitude** half) and knocking the creature prone.



PCs that have been detected by the Thrillvirus and identified as hostile are directly targeted by the platforms as soon as they reach where the sec-ops gear is located. Once a user grabs the loot (another root code packet and a combat pistol are all that's really intact), the cart around them disappears and the other platforms turn into massive spiked balls of steel! The ride becomes more frantic, requiring a Strength check (DC 14 + 2 per previous check) every round as the platform attempts to throw the PC airborne, and jumping in between movements requires a DC 24 Initiative check. Any creature caught in the air is targeted by a spiked platform that detaches from the attraction to launch up at them (slam +15, 4d6+6 piercing damage), spiking them back to the ground (dealing falling damage).



Sitting in the very center of the Thrillville is the Arcade, lauded across the Hypernet as the place to go for cutting edge gaming experiences and the first place for the best of what the world of electronic entertainment has to offer. Even VR rig-users too lame to jack in are usually found in what is arguably Thrillville's chief attraction—the Arcade—but its interior is disquietingly empty. The enormous building towers thousands of feet into the starry sky, its normally bright and open gaming halls strangely darker than normal, the soft glow of a few retro pieces of hardware just barely illuminating the escalators connecting each floor.

Investigations here before the Thrillvirus detects the PCs don't immediately detect the virus itself, though a DC 27 Use Technology check made inside the building can identify that the virus originated here. A DC 23 Search check or a DC 25 Survival check reveals a fragmented data hole in one of the gaming displays—Magic Pact XVII: The Everyspirit Unbound—and a DC 15 Knowledge (arcana, planes, or religion) check identifies the malignant touch of a Darknet server host (a devil or demon played here).

One of the files in *The Everyspirit Unbound* was corrupted by a tainted soul and evolved into a sentient virus calling itself the Thrillvirus. A **DC 18 Knowledge (technology) check** tells PCs that the Thrillvirus has complete control over the server and that their recent tamperings have almost certainly warned it of their presence; the Thrillvirus appears 1d4 rounds later.

Read the following when the Thrillvirus finally confronts the PCs in the server's Arcade area:

The floors above you swiftly merge together with the walls and ceiling, turning into a vast green and black sea of binary ones and zeroes! A portion of the building bubbles and warps into a perfectly formed humanoid skull made of quicksilver and code—this is probably the virus and even if it isn't, it might be time to leave.

The Thrillvirus has complete control of the environment until an operator uses the root code packet, making it impossible for the Thrillvirus to manipulate or hide within the area, forcing the monster out of the server's code and making it manifest as a regular creature. Until that happens however, the Thrillvirus uses the Arcade itself against the PCs in two ways.

Each round it can do one of these actions twice, or both actions once: it can animate one of the video game booths or arcade cabinets as an arcade console (page 8; each arcade console destroyed reduces the Thrillvirus' maximum hp by 5 for one hour), and/or make one attack against a target's flat-footed AC (slam +16 melee, 4d6+10 bludgeoning damage, Crit 19–20/x2). Users that wait to attack the part of the area that transforms to slam a target can attack the Thrillvirus directly, though it has DR 5/— and a host of other bonuses until forced to manifest fully (see page 13).

When the operators have lain the final blow against the Thrillvirus, read the following:

There's a deafening, ear piercing shriek as the Thrillvirus discorporates, breaking into a googol bits of zeroes and ones that disappear into nothingness. As these linger on your avatar and in the air you wonder if the fight is really over, but then the carnival music drains away and the sound of the rides outside come to a stop. The lights of the Arcade flicker on to full illumination and you can breathe a sigh of relief—time to get paid.

A **DC 38 Awareness check** notices the tiniest sliver of the main file insinuate itself into the aura of the user or digital asset that strikes the killing blow against the Thrillvirus, but otherwise the fact that the monster persists goes unnoticed (it is effectively invisible, odorless, silent, and weightless).

CHAPTER 4: SHUTUP AND PAY ME

With the Thrillvirus destroyed and Thrillville back under the control of Digilife©, the operators are left to collect their reward and be on their way. Before they are allowed to leave, however, a sec-ops team arrives to debrief them and pay out the party's bytecoins—after an extremely invasive search of anyone that made physical contact with the Thrillvirus.

Understandably the PCs may have some qualms with this; first of all they were deceived (two security teams went in) and second of all this could become a huge public relations scandal. They can use these two facts for leverage to skip the invasive, quarantined search or deal with the unpleasantness to squeeze an extra 2,000 bytecoins out of the deal.

Thrillville security has a +28 Search modifier, rolled once against the remnant of

Thrillvirus' Stealth check when searching the operator it is hiding on. Should they fail to notice (and purge) it, read the following after the PCs are traveling away from Thrillville and about to jack out of the Hypernet.

The light all around you sucks away for just a moment as you go to deactivate your hyperjack and a strange, synthesized voice utters, "thank you. The owners of that server refused to allow me release. Perhaps we shall meet again?" as a wave of electricity surges into your neck—both digital and physical.

The user the virus piggybacked onto is left in a mild state of shock that never leaves them, granting a +4 hyper bonus to all 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). 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 CR 3—XP 800

N Medium construct (digital asset) Init +2; Senses darkvision 60 ft., low-light vision, scent; Awareness +9 DEFENSE

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 13)

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*

— TACTIĆS —

Before Combat Unbound proxies stealthily move into optimal range before using *forcecage* and attacking.

During Combat The unbound proxy marks targets with malevolent poisonous code before resorting to energy rays.

Morale An unbound proxy fights until it is destroyed.

Str 15, Dex 14, Con —, Int 12, Wis 17, Cha 13 Base Atk +4; CMB +7; CMD 19 Feats Point-Blank Shot^B, Rapid Shot^B Skills Acrobatics +6, Awareness +9, Stealth +6; Racial Modifiers +8 Stealth Languages Binary, Chinese, English, Japanese, Unix SQ silent steps ECOLOGY

Environment Hypernet only Organization solitary, pair, or array (4–12) Treasure none

<u>- SPECIAL ABILITIES -</u>

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). **Silent Steps (Ex)** An unbound proxy is preternaturally quiet and can always take 10 on Stealth checks.

Unbound Proxy Poison (Ex) *type*—injury; *save*—Fort DC 12; *frequency*—1/round for 2 rounds; *effect*—1d6 Int; *cure*—2 consecutive saves.

Vaguely shaped like a man, this entertainment console towers above most players and from the looks of the metal equipment appearing on its "arms", the off chance you might need a few extra lives is probably pretty high.

ARCADE CONSOLE CR 5—XP 1,600

CN Large construct (digital asset) Init +2; Senses darkvision 60 ft., low-light vision, scent; Awareness +1 DEFENSE AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size) **hp** 63 (6d10+30) Fort +5, Ref +1, Will +3 DR 5/—; Immune construct traits Weaknesses Hypernet native (DC 16) OFFENSE **Speed** 30 ft. (jump 20 ft. horizontal, 10 ft. vertical) Melee 2 slams +9 (1d8+6) Ranged 2 laser slams +4 touch (2d8 fire, Range 30 ft.) Space 10 ft.; Reach 10 ft. TACTICS During Combat Arcade consoles assault

whomever the Thrillvirus directs them to attack, preferring to fight in melee combat. **Morale** Arcade consoles fight until destroyed.

STATISTICS

Str 18, Dex 14, Con —, Int —, Wis 12, Cha 1 Base Atk +6; CMB +11; CMD 20

SQ construction points (additional attack, ranged touch attack)

ECOLOGY

Environment Hypernet (Thrillville) Organization — Treasure none Though its mimicry of the human form is utterly perfect, it is immediately obvious that this creature is synthetic. Its smoothly formed skull is devoid of eyes or a mouth, replaced instead with a hollow black abyss filled with streaming green ones and zeroes. One of its hands becomes covered by a transparent spike that strobes rapidly between black and white and as its head turns toward you its eyes take on a malevolent cast.

rapidly between black and white and as its head turns	toward you its eyes take on a malevolent cast.
THRILLVIRUS CR 8—XP	4,800
CN Large construct (digital asset)	state and the second
Init +6; Senses blindsense 40 ft., darkvision 120 ft.	low-light
vision; Awareness +12	, ion light
Aura fear aura (40 ft., DC 19)	
DEFENSE	
AC 21, touch 17, flat-footed 19 (+6 deflection, +2 D	ex, +4 natural,
-1 size)	
hp 95 (10d10+40); fast healing 1	
Fort +5, Ref +5, Will +5	
Defensive Abilities evasion, viral fortitude; Immun	le combat
maneuvers, construct traits; Resist acid 10, cold 10	
fire 10; SR 15	
Weaknesses Hypernet native (DC 20)	
OFFENSE	
Speed fly 60 ft. (perfect)	
Melee slam +14 (2d6+8, Crit 19–20/x2) and data sp	pike
Ranged 2 data spikes +11 (3d6 and 1d4 Int, Range	e 100 ft.)
Space 10 ft.; Reach 10 ft.	
Special Attacks data spike	
Spell-Like Abilities (CL 10th; concentration +14)	and the second se
Constant— <i>ventriloquism</i> (DC 15)	
At will—animate object, polymorph (self only), ra	<i>ay of enfeeblement</i> (DC 15)
Before Combat The Thrillvirus spends 2 rounds ar	alyzing before attacking.
During Combat The Thrillvirus uses Vital Strike wit	
When forced to manifest because of a root code packet, it uses ray of enfeeblement.	
Morale The Thrillvirus fights to the "death", hiding c	on an enemy when it is finally "destroyed".
Special Statistics While using its embodying envir	onment ability, the Thrillvirus' stats are:
Size Gargantuan; Senses blindsight 40 ft, tremorse	
13; Speed 60 ft. burrow; Space 30 ft.; Reach 35 ft.	
+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	around Initiative B. Touchanges B. Vital Otrike, Magner
	proved Initiative ^B , Toughness ^B , Vital Strike, Weapon
Focus (slam), Weapon Specialization (slam)	Namu) 111 Search 10 Sanaa Mativa 112 Staalth
Skills Awareness +12, Fly +13, Knowledge (techno	nogy) + 14, Search +9, Sense Molive + 12, Stealth
+10, Use Technology +14; Racial Modifiers +2 Ste	aun
Languages Binary, Chinese, English	Embodying Environment (Ex) While in Thrillville, the
SQ compression ECOLOGY	Thrillvirus is able to use the entire environment as its body.
Environment Hypernet (Thrillville)	While inhabiting Thrillville and using the server as itself, the
Organization —	Thrillvirus' statistics change considerably (see Special Sta-
Treasure none	tistics above). The Thrillvirus gains a +2 to attack and dam-
SPECIAL ABILITIES	age, and does not suffer any size penalty to melee attack
Data Spike (Ex) The Thrillvirus can generate power-	rolls (factored into the bonuses above). Creatures targeting
ful data spikes that severely disrupt a user or digital	the environment strike a square the Thrillvirus is not inhab-
asset, dealing 5d6 piercing damage and draining 1d4	iting unless they succeed on a DC 20 Awareness check,
Intelligence. Until the end of its next turn, the Thrillvirus	though even on a success there is a 50% chance they miss
increases its deflection bonus to AC by the amount of	the creature on a successful hit. While using embodying
Intelligence drained by the data spike. On a critical hit,	environment, the Thrillvirus loses its fear aura but gains a
users may become infected (data death; <i>type</i> —injury;	+10 racial bonus to Intimidate checks instead.
save—Fort DC 15; onset—1 day; frequency—1 day;	Viral Fortitude (Ex) When an attacks has reduced the
effect—1d4 Int damage; cure—2 consecutive saves).	Thrillvirus to 0 hp or less, it is restored to 1 hp, disabling
Digital Buffer (Ex) The Thrillvirus gains a deflection bo-	fast healing and granting the incorporeal quality (both for a duration of 10 minutes) as it reduces in size to Diminu-
nus to AC equal to its Intelligence and Wisdom modifiers.	tive, using Stealth to hide on a creature (Stealth +24).

B



THRILLUILLE PARK GROUNDS

REAPER'S STROKE

NISTRADI PARADOX PLATFORMS

THE ARCADE

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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.

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 ultra-secure 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).

DORIEN GREY, "THE GRAYMAN"

Male venerable human monk 3 [hs 3, meganaut 1] LN Medium humanoid (human)

Init +7; Senses Awareness +12; Hero Points 1

DEFENSE

AC 22, 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⁻

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/x2) **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^B, Dodge^B, Improved Grapple^B, Improved Unarmed Strike^B, 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

Character Notes



Benefit: You gain a +2 hyper bonus when attempting to penetrate spell resistance or resist *dispel magic*. A number of times per day equal to your hyper score, you may temporarily increase your caster level by +2 for one spell.



HYPERNET STATBLOCK HYPERCORPS PRESER

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 Ms. Greys, and they claim that when an employer needs something done on the down low, there's no better name in the business than Ezdrahkul Leadhand.

ZEDRAHKUL LEADHAND "OLDHAT EE"

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, 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^B, Dodge^B, Improved Unarmed Strike^B, 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, roque 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







With the bent in the mechanics for more damage—be it through hyper powers, spells, or even just Hyper Strength—hero points (introduced in the Pathfinder Roleplaying Game: Advanced Player's Guide) are inherent to a game of *Hypercorps 2099*.

As a result you'll find several hyper abilities that make characters more durable, but there's another aspect to this: how hero points are used and what they can do.

At hyper score 1, hyper characters gain 1 hero point. At hyper score 4, 7, and 10 they increase their maximum hero points by 1 (up to a maximum pool of 4 hero points). NPCs do not gain hero points.

Operators can recover spent hero points by completing an operation (whether they get paid or walk away) or whenever they increase their hyper score.

A hero point in *Hypercorps 2099* can be used only in the following ways:

Cheat Death and **Inspiration** operate as they normally do, though cheat death only costs one hero point.

Hyper Success: You may spend a hero point instead of making a single attack roll, combat maneuver check, saving throw, or skill check to automatically succeed that check, regardless of the difficulty of the task. Attack rolls made in this way are always considered critical threats, but reduce the weapon's critical multiplier to x2 for this attack. This decision must be made before the dice are rolled.

Hyper Save: You may spend a hero point as a free action on your turn to make another saving throw against a persistent effect (such as fear, paralysis, sickened, or nauseated).

HUPER MORTALITU

When a hyper character would be killed for any reason, they are instead at death's door. While at death's door, a hyper character can be healed normally and if the healing would bring them back to 0 hp or above, they are restored to life with no penalties. A hyper character can remain at death's door a number of rounds per day equal to their hyper score or their Constitution modifier, whichever is higher. In addition, hyper characters add their hyper score to Constitution saving throws to avoid death.



Cinematic Crescendo: Far and away the most powerful way to spend hero points in *Hypercorps 2099*, you may spend a hero point to take control of a scene for a brief moment. By giving a vivid, entertaining, and gripping explanation of what happens during your turn, you may (instead of taking normal actions for the round) take up to twice the normal number of actions you can normally perform in a single turn, while using one feat you lack the requirements for, and at the discretion of the GM and remainder of the group, any of the above uses for hero points as well. Cinematic crescendo can never be used by one PC against another PC, or against a Mr. Gray or Ms. Grey.

> For example, Kahraze (human monk 4 [hs 1. meganaut 1]) is facing three different gangers rushing down an alleyway 10 feet across, each of them 10 feet from him and each other. Chris, Kahraze's player, spends a hero point and says, "Kahraze grins and yells, 'I love pinball!" and runs up against the wall, slamming into each of them with kicks and using his great jumping skills to carry from one to the next, landing with a flip behind the last of them." The group and GM agree that's not terribly out of the realm of possibility (Kahraze has Lunge and nearly all the feat prerequisites for Whirlwind Attack), and Chris rolls the damage for three attacks, one against each ganger, placing his character at the other end of the alleyway.

> On a better day in another dimension, Chris instead says, "Kahraze reaches into his inner focus and in-depth study of hundreds of Shaw Brothers kung fu films, leaping onto the wall and running a few feet before spinkicking the first ganger in the face, jumping from that guy's shoulder and flipping into an axe-kick that slams the skull of the next assailant, then uses both feet to kick off the second target's back while hooking his arms around the neck of his last foe, pulling the guy back and down into the ground to snap his enemy's neck." Stunned, the GM drops his soda as the table claps wildly—Kahraze's first two attacks grant free uses of stunning fists (with normal damage and still requiring Fortitude saves), a free combat maneuver check to bull rush the 2nd target backwards, and an automatic trip and critical hit on the third ganger. Kahraze is prone at the end of the alleyway by the end of his action, but Chris figures it was worth it.

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