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Unless stated otherwise, 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). There are also some superscript references to other books published by Paizo:

- ACG—Pathfinder Roleplaying Game: Advanced Class Guide
- APG—Pathfinder Roleplaying Game: Advanced Player’s Guide
- B1—Pathfinder Roleplaying Game: Bestiary
- B2—Pathfinder Roleplaying Game: Bestiary 2
- B3—Pathfinder Roleplaying Game: Bestiary 3
- B4—Pathfinder Roleplaying Game: Bestiary 4
- B5—Pathfinder Roleplaying Game: Bestiary 5
- GMG—Pathfinder Roleplaying Game: Gamemastery Guide
- MA—Pathfinder Roleplaying Game: Mythic Adventures
- MC—Pathfinder Roleplaying Game: Monster Codex
- NPC—Pathfinder Roleplaying Game: NPC Codex
- OA—Pathfinder Roleplaying Game: Occult Adventures
- UCA—Pathfinder Roleplaying Game: Ultimate Campaign
- UC—Pathfinder Roleplaying Game: Ultimate Combat
- UI—Pathfinder Roleplaying Game: Ultimate Intrigue
- UM—Pathfinder Roleplaying Game: Ultimate Magic
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Realizing that her location had been compromised by Viztao whitehats, LANrefn1 pulled the cord out of her hyperjack just in time not to get burned by the viruses drowning her rapidly heating digiboard. Meanwhile the deathbot she’d managed to hack on-site had just been fried by sec-ops hot on the tail of Warp and Cripple Beast—fortunately she had enough time to override a nearby freight elevator and her fellow operators made it to a floor of the Highmark Tower with windows. Bending space, Warp sights a distant skyscraper and teleports Cripple Beast and the unconscious, bloodied angel dangling over the ex-murderballer’s shoulder to relative safety on the empty rooftop a few blocks away. Grabbing her go bag and dipping out the fire exit, LANrefn1 dodges out a back alley just as Viztao drones start cutting through the windows to her old apartment. With the sound of wailing sirens incoming, the netjack takes a moment to deploy Pain and Panic before making her way to the alternative rendezvous point for pick up…

Hypercorps 2099 began with a simple notion—creating a world equal parts magical, super, and cyberpunk, one wrought from the planet we’re on right now (unless you’re somewhere other than Earth, in which case I congratulate you). After months of work and playtesting, the Hypercorps 2099 Kickstarter launched and in three weeks our awesome backers funded the project! The slew of development, editing, illustration, and writing that followed was a ride as exciting and action-packed as an operation into a hypercorporate CEO’s secret office, and we’re pleased to be bringing you an amazing book.

Before reading any further, however, there are some folks deserving of special gratitude for their contributions to Hypercorps 2099 and I’d like to take this opportunity to explicitly thank them.

1. **The Backers!** The amount of effort put into the Kickstarter was pretty considerable but none of it would have mattered in the slightest if it weren’t for the people on the previous page. You’re looking at Hypercorps 2099 because they made it happen.

2. **Nathanael Batchelor** did the back cover of the book, the full-page illustrations between the pages, and dozens of characters you’ll find throughout the Operating Cast and Hyper Bestiary chapters. He’s continuing to grow as an artist with every piece he does and his talented hand really brings this world to life.

3. **Michael McCarthy** is the editor of this book, but he’s also a phenomenal right-hand man and played an integral role in formulating the content you’re about to read. I am proud to count him as my friend and peer, and Hypercorps 2099 would have been far less excellent without his acumen and design savvy.

4. **Savannah Broadway** isn’t just playing her character in the Hypercorps 2099 video, she spent an awful long time putting makeup on us beforehand and did an excellent job juggling design tasks as we invented them for her.

5. **Luis Loza** bears mentioning if only because of everyone I’ve had the pleasure of working with, none have been as good as Luis. The man is a consummate game designer and writer of a caliber that puts me to shame.

6. **Stephanie Connors** bears witness to my unreasonable waking hours, suffering my gargoyle-like countenance, all the while encouraging my creative endeavors. Of all the people and factors that led up to the book in your hands, none are as fundamental and important as she is.

7. **Clinton Boomer** and **Legendary Games** played a pivotal part in this project! Without Clinton’s inspired feedback and Jason Nelson’s acumen for RPGs, Hypercorps 2099 wouldn’t be what it is.

There are many others who played key roles in the formation of Hypercorps 2099 and to you stalwart, implacable, and not specifically mentioned people—thank you. It also comes to me to thank you for looking at this book, and more importantly, to invite you to a world similar to but utterly unlike the one you know today (in a ruleset similar to but not unlike the one you know now). A planet ensconced with magic and indelibly tied to history, an Earth both more and less than what lay beyond your door.

Welcome to Hypercorps 2099. Go get paid.
Hypercorps 2099 is about high-octane, adrenaline-filled missions in a dystopic future where uncaring CEOs are the master villains, not the typical quests of medieval adventure in which liches and thieves’ guilds are the culprits (though in a super-powered fantasy future, it’s a good idea never to say never). Operators (the adventurers) are grittier than the typical party—even paladins need to eat—and making a living at the dawn of the 22nd century isn’t always going to be honest or virtuous.

There’s a delightful and unique thrill to breaking into a hypercorporate skyscraper to kidnap a captive angel to sell it to another research firm, raiding a server underneath the notice of other netjackers to sabotage a file, or running into the undead guards of a corporate necromancer after stealing his research from his posh near-suburban mansion. Facing off a robodragon on the dizzying concrete rooftops, besting the overgrown creatures of the untameable wilds, and taking out the skycar of a competing team of operators while zooming down the hyperway, all with a hyperjacked SMG in your hand, is a formative experience that will open your mind to what this inimitable world has to offer. Just worry about getting the job done, build a good reputation as a reliable operator, and fill up your bank accounts with all the bytecoins you can hoard—if you can do that, the future is yours in Hypercorps 2099!

CHANGE YOUR EXPECTATIONS

While at their core the PCs are much the same—clerics, fighters, monks, rogues, and wizards—the environment and the rules around them have changed dramatically. Both the party and their enemies are more lethal, information and technology are more available, transport and travel are dramatically different, and these all fundamentally alter the balance of the rules. As a result there’s a notable shift in the dynamics of gameplay and you’ll be experiencing the Pathfinder Roleplaying Game in an entirely new light even after your first session.

Players and GMs alike would do well to remember these three things:

1) **There’s always something.**
   Even the most careful operators (and hypercorporations) tend to leave some kind of trail or otherwise reveal their presence.

2) **It’s the table’s story.**
   Roleplaying games are collaborative storytelling in one way or another. Unlike normal Pathfinder games (which are themselves a fairly controlled, if extremely extensive, simulation) the players are expected to take on a more narrative role than usual.

3) **You may very well die.**
   It’s true! Those extraordinary powers, healing nanites, and guns that plug into your brain are resources your enemies can access as well. Even with the alterations to increase a PCs’ survivability (really consider that term), enough bullets will bring down pretty much anything.

With these tenets in hand, keep an open mind and dive into the future with all the grit, fervor, and intensity you can offer for the operations ahead! There are bytecoins to be made, prestige to acquire, and power to be won!
1876: The first time traveler survives a journey 200 years into the past, generating a subtle ripple effect across the world, causing small tears into other dimensions to appear in remote, rural areas. From them, dwarves, elves, gnomes, halflings, orcs, and all manner of creatures and races become emissaries that bring magic back to Earth (how it disappeared remains a mystery). With Alexander Graham Bell’s invention of the telephone and the completion of the Transcontinental Railroad in the United States, word of the miraculous happenings rapidly spread across the globe. Religion becomes more important than ever before as prayers begin to be answered in literal and often dramatic ways—rivalries between divine beliefs burn brighter than ever and bloody theological wars are fought in society’s shadow for more than a century.

**EARTH BEFORE 1876**

Magic and monsters are considered nothing but myth and legend. Though mages and extraordinary creatures continue to walk the Earth, their power wanes dramatically as technology takes root and the oldest belief systems vanish. It isn’t until the tachyon flux reaches back two centuries that arcane and divine energies reawaken, growing in power and primence with each passing century.

1881: Thanks to their innate understanding of magic, some dwarves, elves, and other members of nonhuman races accumulate great wealth that leads to dramatic changes in countries around the world. The term demigrant soon becomes popular as a racial slur to describe these newcomers. With mystical aid, combustion and hydraulic technologies are combined in strange and fantastic ways.

1886: As occult researchers dangerously explore the extremes of dimensional experimentation, a series of natural disasters rock the globe. While their abuses of planar energies imbues psychic potential in human and demigrant alike, it does not reach fruition for generations. Yellow journalists of the day use these phenomena to convince the public of the evils of demigrants. The most monstrous otherworldly denizens are treated with outright hostility, but even their fairer kin (dwarves, elves, gnomes, and halflings) are discriminated and ostracized.

1893: Societies that practice ancestor worship—predominantly Native Americans, but also tribal societies in the Caribbean, South America, Africa, Australia, and the roma of Europe—begin to unlock ancestral memories. The government of the United States signs the Dawes Commission into law, but their newfound power inspires the free tribes of the American west to band together. Together they drive settlers out from the Black Hills and then South Dakota entirely; before the end of the century, they negotiate a treaty to become a sovereign state within the United States (Wówićakhe Oyánke or “truth place”) with an unprecedented degree of freedom and power (the Sioux Tribal Council gradually settles into a role as the mystical and spiritual entity in the checks and balances of the federal government). Pockets of other native resistance persist but eventually fall to the rapidly advancing weaponry of the US Army or are absorbed by Wówićakhe Oyánke.

Similar developments occur around the world, the most prominent actors being the indigenous peoples of Panama, the Kuna. They halt the construction of the Panama Canal and only allow its completion with the caveat that their people gain a country not unlike the state of Wówićakhe Oyánke to the north, establishing the nation of Galu on the eastern side of the waterway.
1899: As the dimensional rifts begin to close most demigrants leave Earth and only a relative few choose to stay behind, often in disguise or hiding. Goblin, hobgoblin, and orc shamans enact a powerful ritual immediately before departing as revenge for over a decade of abuse, oppression, and border-line genocide—the ritual insures weather anomalies that eventually cause the Great Dust Bowl decades later.

1902: A horrific train wreck in New York city bans steam technology’s use within city limits just as famed dwarven engineer Leopold Rockschild unveils a superior form of combustion-based travel at the 1902 World’s Fair: the Rockworks, a complex of motorized tunnels beneath the Big Apple. Despite the brilliance of his designs and the change they could herald, this is the last straw for many demigrant innovators and across the globe nearly all go into complete seclusion. Investors still fund the construction of Leopold’s grand designs, but in secret—and far beneath the city. Constructed largely by Irish workers, word gets out to the Catholic Church and they make it their mission to put a stop to the “godless demigrant abomination”. This crusade ultimately succeeds, but not for nearly 40 years. As part of their work the church systematically destroys all evidence they can of demigrant existence, photographs in particular. Some of the many scientists that were brought in to aid in the completion of the great Rockworks remain in the United States, notably including Marie Curie, Albert Einstein, and Hans Geiger.

1912: Revolutionaries overthrow the last monarch of the Qing Dynasty and establish the Republic of China as the first dirigibles take to the skies above Italy. Former president Theodore Roosevelt travels into the heart of the Amazon and experiences a vision of war in Europe waged by superhumans (prompted by the mystical serum rainforest shamans feed him). He successfully lobbies the US Army to prepare for the eventuality, funneling great sums of money to its R&D divisions. The first forays into the use of radiation to enhance a humanoid end with tragic deaths, with the sole exception being Corporal Freedom Jones, a corporal test subject with psionic abilities unlocked and enhanced by the consumption of small isotopes.

Roosevelt also brings back a man from the Amazon, an adventurous young caucasian left in the jungle and raised by animals. Tarzan becomes a beloved hero of the United States and a figurehead of the continuing xenophobia as his exploits draw the public eye away from the memory of demigrant influence in the nation. Similarly, tenuous alliances in Europe—already strained by old political pressures—become even more divided over demigrant relations.

1914: A dark elf assassin kills Austrian Archduke Franz Ferdinand in an act that not only ignites war in Europe, but a worldwide hatred and distrust for elves of all kinds (drow especially so). An English gnome named Harry Brearley invents stainless steel, and secret dwarven engineers across Europe design tanks that take to the battlefields (though neither are publicly credited).

Despite the ferocity of the conflict, the sinking of the Louisitania, and Roosevelt’s insistence, the secret projects of the US Army remain stateside due to a public agreement that Germany won’t attack America. In truth the deal is a brokerage for any demigrant refugees to be shipped to Boston where they are secretly transported to either Canada, Mexico, or a few remote locations within the United States. By testing the abilities of US super soldiers and reading over countless classified documents related to planar disturbances, Albert Einstein generates the theory of relativity.

1918: After four years of vicious trench warfare ravaging Europe, the first World War ends with five treaties signed at the Paris Peace Conference. Among the many changes drawn up at this historic summit, Transylvania grows to encompass all of Romania and their diplomats are given extremely detailed considerations in the recognizance of their nationhood (in peculiar: rites of negotiative engagement and diplomatic censorship in addition to diplomatic immunity).

1924: All of the United States is enthralled by the economic boom following the global war and a period of near lawlessness thanks to prohibition (Wówićaḵe Oyāŋke remains a wet state and draws numerous converts to the Sioux religion.) Meanwhile oil companies begin extractions in Venezuela and other South American countries, hiring out mercenaries by the hundreds to deal with indigenous groups protecting the land. Two years after the USSR’s creation by Vladimir Lenin, Joseph Stalin purges his rivals and rises to dictatorship within the country, and Benito Mussolini cements his leadership of Italy with the Treaty of Rome. A convicted prisoner named Adolf Hitler writes Mein Kampf, a book blaming many of Germany’s woes on subsections of society (pointedly detracting homosexuals, gypsies, Jews, and the demigrants that still remain in Europe).
1929: The stock market crashes on Wall Street, sending the United States into the Great Depression and having financial ripples across the globe. In Europe the Kellogg-Brand Pact goes into effect and the Geneva Convention is signed, establishing rules of war and capture. Though these protect humanity, both explicitly exempt demigrants from the same protection (and neither predict the effects that alter sapiens will have on warfare). The Chinese Civil War gains momentum and begins a conflict that lasts for over two decades; the only thing the Kuomintang-led government and the Communist Party of China agree on is the exclusion of demigrants (though notably, Tibet becomes a demigrant sanctuary of the Far East).

1936: As US President Franklin D. Roosevelt’s second New Deal goes into effect, the Nazi Party rises to power in a remilitarized Germany under Adolf Hitler; he allies with despotic Italy by signing the Anti-Comintern Pact (ostensibly to resist communism). Leaders from the free state of Wówičakȟe Oyáŋke and the nation of Galu (now home to more demigrants than anywhere else in the world) look over the sadness gripping the Earth and see that it cannot be allowed to persist—working together, they enact a powerful ritual known as Membuka Kunci. The ritual brings an end to the Dust Bowl in the American midwest and dramatically strengthens mystical power around the globe. As magic becomes a more viable protection from firearms, militaries worldwide reinforce their research divisions with occult specialists, scholars of the divine, and masters of the arcane.

1939-1942: As the Nazi party’s actions lead to the second World War, the first alter sapiens appear on the battlefields. National powers throw vast resources behind the development of super soldiers (with varying results) and though lesser national entities also begin researching alter sapiens, their projects don’t reach fruition for decades. America: The nascent projects focusing on atomic energy started by Theodore Roosevelt decades ago are written off, having failed to produce reliable results. Poisoned by her discovery of radiation, Marie Curie is placed into a containment suit that keeps her alive and makes her an indestructible juggernaut—she takes to the fields of Europe in clandestine missions alongside Freedom Jones. A warrior from Wówičakȟe Oyáŋke, Tomahawk, is integral to several clandestine missions behind Axis lines but never officially credited. Britain: Knowing the value of fine machines from the Industrial Revolution, the British government fosters large enclaves of dwarves and gnomes in the London Underground. Their pneumatic battlesuits and fantastic ships bolster units of the English armed forces to resist the Axis Powers. China: Practitioners of several styles of ancient kung fu rediscover the power of chi, able to gather it into energy blasts, protective fields, and perform otherwise impossible tasks. Large-scale conscription begins and before long, most brigades in the armies of the Republic of China contain one or two chi specialists. Germany: Tanks roll over Poland under skies filled by the Luftwaffe and Donnerkrieger (Thunder Warriors), super soldiers created through ruthless eugenics and mad science after catastrophic initial attempts (dubbed Blitzkrieger) prove wanting. Italy: Using Roman artifacts, Axis scientists develop the Dio Uomini (“god men”), each gifted with powers derived from the gods their origin relics are devoted towards. Forgotten faiths catapult in popularity as churches are re-established for the abandoned pantheons beneath these conjured deities, and existing religious institutions decry these new faiths as followers of “false gods”. Japan: The Membuka Kunci has an unintended effect in Japan, reawakening the spirits of their ancestors and unlocking hidden power in Shintoism. Japanese warriors take to the field with the weapons and armors of their forefathers, practically invulnerable to gunfire and as swift as the wind. Russia: Battalions of Muzhchiny Zhivotnykh (“animal men”) hold lines in the East. Though far stronger than mortal men, they are no match for Germany’s Donnerkrieger. This check is swiftly balanced as the Soviets produce them in great numbers to resist the Nazi advance.
1943-1945: After years of sloppy science, German, Italian, and Soviet super soldiers begin developing unexpected side effects; the Allies seize on the opportunity to turn the tide of battle and change the course of World War 2.

**America:** With the help of Allied scientists the United States government fields its first reliable team of super soldiers: Liberty Corps. Led by Freedom Jones and Marie Curie, these radiation-borne *alter sapiens* join the American military in several key offensives and continue to operate long afterward.

**Britain:** Supporting the invasion of the beaches of Normandy is a swift titan of steel and smoke called S.H.E.R.L.O.C.K., a complex, self-aware machine of pneumatics and hydraulics. It tirelessly stalks across France destroying Axis artillery and supply lines.

**China:** Institutionalized martial arts training produces even more chi specialists but many of the old guard are horrified by the atrocities of war; their patience for soldiering ends when one of their number uncovers the truth behind the Yellow River Flood in the Second Sino-Japanese War.

**Germany:** Donnerkrieger find that their powers fade quickly or become sporadic, causing many to die in the middle of combat. Nazi scientists work feverishly to discover why and ultimately discover a new particle, the tachyon, is responsible. As the facilities responsible are overtaken by Allied forces, a group of Nazi commanders disappear into South America clandestinely and continue to operate long afterward.

**Italy:** Dio Uomini overtake the fascist government in a coup at the end of the war. They style themselves as the old Greek and Roman pantheons, taking over the state religion and cutting all ties with the Vatican.

**Japan:** Though their ancestors foresee the bombing of Hiroshima and Nagasaki, military commanders continue holding firm against Allied forces until the atomic bombs are dropped in early August 1945. Those who continue to fight find themselves cut off from the powers of their ancestors (all save for the shinobi, who actually heeded the warnings). In a solemn ceremony in Tokyo, Emperor Hirohito meets with the Liberty Corps and signs the order of surrender.

**Russia:** The Muzhchiny Zhivotnykh lose cohesion and degenerate into territorial warlords. Battle lines hold, but internally the country begins to fragment in a bloodbath of infighting. To control the bestial warlords the USSR creates the Wolves of Stalin—this secret cadre of assassins is the only force capable of keeping order among the Soviet bloc’s animalistic leaders.

1946-1953: Mahatma Gandi is assassinated in New Delhi as Jackie Robinson’s signing to the Brooklyn Dodgers sends waves of unease across the United States. While America faces the ugly issues of segregation it also deals with a silent war against the united warlords of the USSR’s iron curtain and the Korean Civil War quickly becomes the Korean War. The only Latin American country to support UN efforts in the conflict, Colombia, deploys troops to South Korea. Two years later a 10-month stand at Old Baldy is brought to an end with American air bombardments; Colombian troops leave the area, heralded as a significant factor for holding the hill. They later return home with stolen American technological secrets, their government firmly in the thrall of US interests. Meanwhile in the USSR the Muzchiny Zhivotnykh kill Joseph Stalin, giving rise to one of their own—an ursine hog-man named Leonid Brezhnev that acts through a more socially accepted proxy until 1978 (a human named Nikita Khruschev).

1954: Fear of communism, demigrants, and vigilantism in the United States reaches a fevered pitch under the auspices of Senator Joseph McCarthy. Many *alter sapiens* move to the free state of Wówičakhe Oyánke, safe from persecution after an evaluation by the Sioux Tribal Council (which now includes members from all the major Native American tribes across the United States, as well as many from Canada). East Germany is recognized by the USSR and remains occupied by its troops and the United States government clandestinely deploys the Liberty Corps in Guatemala on the first of many coups in South America.

1963-1965: As a race war threatens to erupt across the United States, Martin Luther King Jr. begins uniting the black community in a message of peace and John F. Kennedy speaks out against legal segregation. Shortly afterward JFK is assassinated and the public blames an *alter sapiens* soldier gone rogue. Truth around the event remains a mystery for over 100 years until intense scrutiny reveals that the assassin was a time traveler, spurring scientists and corporations to research temporal sciences.

In response to the Gulf of Tonkin incident President Lyndon B. Johnson institutes a military draft and sends the Liberty Corps into the Vietnam War. The Republic of China responds by fielding chi specialists dedicated to the communist party to back North Vietnam. After the escalation of forces on both sides, the death toll increases dramatically.
Nelson Mandela is arrested in South Africa and begins serving an unjust prison sentence that lasts for almost 30 years. Amidst a coup d'état, secrets held by the Colombian government are leaked by revolutionaries and spread across greater Latin America like wildfire. In 1965 Che Guevara travels to Congo-Léopoldville to provide assistance with the ongoing conflict, where his interpreter (a man known only as "Freddy") reveals lost magical rituals to him. As part of the ritual Che fully establishes an alternate persona before his purported capture and execution in the following years.

1969: Deadheads (hippies devoted to psychedelic experiences) discover the secrets of vancian magic and the importance of components, making it a resource accessible through their established narcotic distribution channels (keeping it from the world at large). For ten years they use hallucinogens and a return to holistic lifestyles to unlock the secrets of the arcane; mystically foreseeing the crackdown on drugs, they turn to 'legitimate' means of distribution, founding the R.I.P.E. makeup/soap company. Famed for using all organic ingredients, it establishes a global network to circulate spell reagents (along with other illicit substances) and begins a practice of consumerism that avoids serious attention and suspicion of wizardry.

A few months before American astronauts Neil Armstrong and Buzz Aldrin land on the moon, the followers of Charles Manson go on a murder spree. Evaluation by the FBI leads to the establishment of an Occult and Psionics division, a wing of special forces kept hidden from the public and handled exclusively by agents vetted by the Sioux Tribal Council.

1975: A year after US President Richard Nixon resigns the Wolves of Stalin martial the warlords of the Soviet bloc against the Liberty Corps for the final fall of Saigon, prompting South Vietnam's surrender and the end of the Vietnam War. With this military victory Nikita Khruschev begins détente, lessening the tension of nuclear escalation for a few hopeful years until conflict breaks out in Afghanistan. Descendants of shinobi that were dissatisfied with the surrender of Japan in World War II emigrate to Cambodia where they take up arms alongside Pol Pot and overwhelm the American-backed government of Lon Nol, creating the Khmer Rouge. They prove similarly vital in the border war prompted by China later that year.

Wówičakȟe Oyánke and Galu bolster the Green Revolution, sharing methods of self-sufficiency and ecological conservation across the world. At the same time a technological revolution begins in the valleys of California to create the first iteration of what would eventually become the Hypernet.

1981: In America crime in New York city reaches an all-time high. Eventually one vigilante—an archer called Mercury—begins acting with extreme prejudice. Over the course of a few months he murders the majority of New York's major criminals and though the city loves him for it, the nation and world at large are horrified. Talk of regulating *alter sapiens* by redrafting the McCarthy Act prompts hundreds to willingly register with the government, but no official legislation goes through. Later that year Mercury disappears but a new (very similar and equally lethal) government asset codenamed "Sniper" begins acting throughout Russia, assassinating scores of high-ranking officials (including the recently revealed Leonid Brezhnev). Many of these murders are blamed on a vigilante named Proletariat, a mysterious figure that foments serious dissent in East Berlin and elsewhere throughout the Soviet bloc.
1986: An ex-communicated Muzhchiny Zhivotnykh warlord goes rogue and suicidal, returning to Russia and causing a nuclear meltdown in Chernobyl—tens of thousands die and thousands more are horribly mutated by fallout. The radiation instead unlocks psionic abilities for some, and Soviet handlers acquire as many of these fledgling psychics as possible (though a rare few become the unwilling captives of corporate entities). Soviets use this development to create technologies sensitive to otherworldly power and some manage to isolate the altered genetic code that grants these unique talents. As the first computer virus, Brain, spreads across the world, in a meeting in Reykjavik, Iceland, talks between Soviet leader Mikhail Gorbachev and President Ronald Reagan break down. Global relations with the Republic of China improve, however, as dignitaries from across the world tour the communist nation.

1991: With growing dissent and rebellion, many of the soviet bloc states (including Poland, Czechoslovakia, and Hungary, but not Transylvania) disband from the USSR. The Wolves of Stalin go underground in the resulting 15 sovereign republics; none of them appear to have aged and many continue training their psionic adepts from the Chernobylincident. Third generation Muzhchiny Zhivotnykh warlords scramble for power as the Iron Curtain disintegrates over the next decade and hundreds of nuclear weapons go missing. Superteams (both sponsored by the government’s considerable force of alter sapiens as well as rogue operators) become common in Eastern Europe, unearthing a myriad of organizations who claimed one or more of the devices and preventing the world from being engulfed by nuclear hellfire.

Nelson Mandela is freed from imprisonment in South Africa. He goes on a tour across the continent and the world, meeting dignitaries and spreading his message of peace as apartheid comes to its legal end. A solar eclipse of exceptional totality begins in Hawai, traveling across Mexico, over Galu, and ending in the center of South America—mages and scientists alike cannot explain why. Afterward western Brazil and the northern tip of Bolivia are filled with magical spirits and creatures that turn the rainforest into a deathtrap; the wilds are abandoned by all but the toughest, most recalcitrant natives. On the other side of the world the corpse of a ruler from the distant past congeals on the ocean floor and Vlad Dracula walks onto the shores of Thailand, eager to return home.

1999: The world at large unites at the dawn of the new century as most of the major powers from the Warsaw Pact join NATO—which launches its first attacks against sovereign nations (air strikes against the Federal Republic of Yugoslavia and Transylvania). Spurred on by the Sioux Tribal Council, President Bill Clinton signs the Equality for All Act, ensuring fair treatment for demigrants (though public dissent is common and sometimes violent). Fears of the Y2K bug drive many to adopt (however temporarily in some cases) the eco-conscious ways of Wówičakȟe Oyáŋke, and several organized, militant wings of the secret theocratic wars stage an attack against members of R.I.P.E. at Woodstock ‘99 that further stoke the fires of paranoia. Pro-human groups take advantage of the situation and gain huge memberships, but their influence is not enough to repeal the bill and as the millennium begins, every citizen of the United States is granted almost all of the same basic rights as any other—before long, the rest of the world follows suit. At the stroke of the new millennium, interdimensional portals deep in the Atlantic and Pacific are briefly opened by cults around the world, spilling forth unspeakable cosmic horrors that lurk on the ocean floor.

2007: Nelson Mandela forms The Elders, an international non-governmental organization of diplomats, alter sapiens, leaders from the Sioux Tribal Council, and well known demigrants to work toward solving global dilemmas. After a Greek oil tanker is torn half off of the Norwegian coast and investigations are unable to identify the cause they sponsor UNIFIED, a group of super soldiers devoted to peacefully resolving conflicts. The globe-trotting team quickly outshine the jaded, government-lackey Liberty Corps and inspire numerous offshoots, empowering emerging alter sapiens to act without becoming an agent of the federal government. In response the Liberty Corps breaks all ties with their handlers and begin to act independently, becoming fugitives. As their roster grows, many question the ethics of their means and activities.

2009: A team of American researchers study Hitler’s remains and determine that they are those of a middle-aged woman; this causes a resurgence of demigrant-xenophobia as neo nazis across the world ramp up in number, fervor, and power. Many alter sapiens find the racist organization to unite them in cause and ultimately this heralds an age of heroism and social advancement over the next decade. A new organization of hackers called Anonymous join the Liberty Corps, taking aggressive steps to out major and high-ranking neo nazi sympathizers in governments and entertainment.
2015: Children bred from the psionic refugees of Chernobyl realize their powers upon reaching maturity (some triggered naturally, others artificially). Many have been seeded throughout the world, most of whom remain true to the Wolves of Stalin. Vladimir Putin assumes power in Russia with an iron grip, utilizing the country’s spies to manipulate the still-feuding Muzhchiny Zhivotnykh warlords and pitching the world into another Cold War.

Weakened by the passing of the millennium, the borders between dimensions further buckle in response to a botched arcane experiment by a trio of Japanese corporations. This dimensional shudder and the widespread use of drugs causes thousands of people across the world to unlock psionic potential. Two years after his death Nelson Mandela rises from the grave and begins a clandestine tour through Africa, establishing treaties between rival groups wherever he treads.

2020-2029: UNIFIED begins taking on natural disasters by working to solidify the polar ice caps, slowing the gradual rise of the oceans long enough for people to move inland or emigrate to above-sea level countries. The Liberty Corps restyle themselves the Soldier Corps, hiring out their services as a private security firm to the highest bidder. They topple several national regimes before NATO and UNIFIED step in, enacting globe-spanning laws that prohibit alter sapiens from congregating in national conflicts unless sanctioned by a governing military body. The Soldier Corps continue regardless, butting heads with UNIFIED time and again before obtaining a certain amount of authority all their own—by enforcing a two-state solution in Israel and Palestine, then sponsored by both nations.

In Europe a new criminal group appears and rapidly dominates the underworld, spreading across the continent like wildfire: the Sange. Theocratic wars are suspended almost unilaterally as the various faiths join together under the resistance group known as the Children of Dawn. They stand against the undead agents, proving to be literally all that keeps the European Union from washing over with blood. The Sange’s presence is felt strongest in Transylvania where one man rises to prominence—in 2024 Vlad Dracula is “elected”, forcing the government to change his role to monarch once more and renaming the nation to its former title of Wallachia.

The continent of Africa stabilizes with the help of a multinational government ruled by the African Council, who in turn often refers to Nelson Mandela (their Global Ambassador). They work with UNIFIED to develop scientific techniques aimed at combating global warming and overpopulation, while taking in refugees by the hundreds of thousands as shorelines shrink and people are displaced by the millions. This infrastructure turns what had been developing countries into some of the most socially and technologically advanced places on Earth.

Shortly after a unanimous vote leads to Puerto Rico becoming the official 51st state of America, the United States experiences a massive influx of refugees. It implements wide-ranging social changes to provide healthcare and a range of other free services to citizens and new immigrants alike. To meet the skyrocketing demand, the American government works with major agricultural corporations to blanket the farm belts of several South American countries with genetically designed super crops.

2030-2039: Revolution is reignited in South America as the impact of the super-seeding is felt when native plants themselves begin lashing back, some even showing signs of intelligence. A rebellion begins in Argentina in 2034 as guerrillas clash with CIA and FBI sleeper agents, spurring other revolutionaries in other South American countries.
to follow suit (each led by a man named Ernesto March). Several times the Soldier Corps are sighted fighting against American forces until the US completely withdraws from the region in 2037, claiming (wrongly, according to the Sioux Council) that the magic of Galu is responsible for the violent flora.

Sange’s spread beyond Europe is curbed as the international criminal community recognizes the dangers the new organization poses. They band together—first with one another and then with the churches of the theocratic wars—to limit the Sange’s growing influence across the globe. The illegal network’s attempts to work in Africa are met with open bloodshed and shortly after the first failed infiltration (leading to an outbreak of zombicide in Zimbabwe) Nelson Mandela declares (ironically, some claim) that any and all undead found within the borders of an African nation will be treated as hostile targets for local law enforcement and military personnel. In response and ostensibly with humanitarian interests, Wallachia offers any “animated” citizens of the world free passage and liberty within its borders.

As the surviving chi specialists of China’s WW II forces begin dying of old age, they denounce the government and call for a change in the distribution of power: to dissolve the nation. Hundreds of millions of Chinese openly rebel in 2038, supported by revolutionaries in South America and occasionally aided by the Soldier Corps in a conflict known as the Great Rebellion. The entire region is rocked by war and the Wolves of Stalin use the opportunity to spread their influence across both Asia and South America.

Nelson Mandela, Pillar of Virtue
Operators that earn the admiration or respect of UNIFIED may get to meet the AU’s Global Ambassador; despite being a humanoid, Nelson Mandela (LG Male human paladin 20; Demon HunterNPC) is immune to aging and has the sacred template (page 38).

2040-2049: In 2042 a team of British researchers break the singularity barrier with a device they call the hyperjack, allowing a computer user to digitally immerse their entire consciousness. Though it is initially clunky and prone to failure, the digital industries leap onto the new technology and it rapidly changes the face of commerce across the planet. With the advent of cast-commuting in 2044 the need to commute or commit resources to employee workspace becomes increasingly obsolete and fundamentally changes the structure of major corporations everywhere. In the United States the competitive world of business soon requires essential employees to move into on-site corporate housing, inspiring a culture of elitism that slowly gives greater and greater powers to the most profitable institutions.

In 2046 something in the North Atlantic Ocean begins disrupting shipping lanes, prompting Paramount (a member of UNIFIED) to investigate. She never reports back and the rest of the team goes looking for her; though the disturbances come to an end in 2047, UNIFIED disappears. The next year Walt G. Hanggahnf makes a run in the US presidential election as an independent candidate. Though many initially consider the quiet capitalist nothing more than a footnote in history, once his advertisements begin spreading across the internet and airwaves his popularity soars. The day before the general election, Soldier Corps crashes a campaign rally and in a bloody battle on national TV reveal that Hanggahnf is an otherworldly creature that has been influencing the minds of voters via psionic powers and the Church of Cthulhu. Although the plot is stopped with Hanggahnf’s violent death, the formerly derided religion only gains greater prominence from the debacle.

2050-2059: With a major upgrade of global infrastructure, the Hypernet is born in 2052 and the world between servers has remained a bastion of true freedom for decades since, fiercely protected by freeshare hackers. In 2058 a clandestine debacle with artificial intelligence convinces all of the major leaders in the world (both corporate and national) to sign the Artificial Intelligence Regulation (AIR) Act, banning the creation of any software that even remotely rivals human levels of intelligence. Bytecoins quickly overtake all forms of hard currency and soon after the Darknet emerges, populated initially by the black market. In the next few years, the space acquires some new residents: devils. Allowed into the digital space by the half-elven netjacker Adam Braxas, they take to the hypernet like naturals, making deals and writing hidden sub-clauses into user agreements (though in their wake come demons eager to wreck their own kind of havoc).

To keep up with the overwhelming popularity of virtual reality, the world of sports’ gradual decline is halted in its final moments by the invention of the bloodiest, most brutal competition imaginable: Murderball. Though the US teams are the most popular (and violent), national and international leagues rapidly rise in popularity and many alter sapiens take to the stadiums, perpetuating the growing corporate culture by cashing in on sponsorships and advertisements.

In the United States and other nations ensconced with corporations, taxes on private land ownership rise considerably, enforcing an overwhelming trend to move into cities. Businesses acquire huge tracts
of land to initiate mass-farming, once again turning America into the world’s breadbasket. Agricultural corporations develop fast-growing trees, planting them in droves to contribute in the global attempt to combat climate change. Some of these plants are seeded near mystical leylines and awaken as treants to walk the young forests, tending to the woods, shunning technology, and spreading their love and knowledge of nature with those willing to eschew the trappings of civilization.

After eighteen years of bloodshed NATO, the European Union, and the African Union intervene in 2056 and the People’s Republic of China breaks into a multinational governing body called the Sovereign Chinese States (similar in structure to the EU). Though no single individual acts as chief ambassador, a council of 44 chi specialists work in tandem to oversee the interests of the region.

**ARTIFICIAL INTELLIGENCE**

Thanks to the AIR Act sentient programs and robots are highly illegal. This doesn’t stop hypercorporations and other groups from making them, however, but when discovered or outed these creatures are ruthlessly hunted down and destroyed.

**2060-2069:** At the start of the decade several corporations gather to form Lucrum, a massive floating state. Once they believe it to be sustainable in 2064 they declare themselves a national power and begin deploying “operational teams” across the globe. These assassins, saboteurs, and thieves are sought after by all national authorities, but with the finest technologies and enchanted resources at their disposal and a growing pro-corporate culture spreading across the globe, the profession increases in popularity. More and more *alter sapiens* take to settling into Neo York after securing highly-profitable illegal careers, prompting crime waves in the metropolis not seen for a century.

These freelance thieves and mercenaries are the first “operators”, individuals the media immediately seize upon to idolize with web series, comic books, action films, and a host of accompanying products. Some of the most enterprising operators record their most prolific jobs and become Hypernet stars, further fueling this type of radical response to the corporate culture overtaking the world. A Murderball star is recognized in one of these videos and the first oversight committees for the sport are established, beginning what eventually becomes the Murderball International League.

The last of the independent Muzhchiny Zhivotnykh warlords take over a former province-turned nation of the SCS (Heilongjiang) in 2065 but are immediately overthrown by the Wolves of Stalin (who install a new ruler under their control). One of Heilongjiang’s national treasures, the Claw of the Black Dragon, is revealed as a fake—the true artifact remains missing for decades until it is discovered alongside a coterie of international relics in the collected armaments of kingpin Omar Karrand in Peru.

Most of South America is embroiled in conflict as the peace of Ernesto March’s efforts is thrown out of balance by economic upheaval. Combat breaks out as nations turn on one another in the Coffee Wars, embroiling the continent in violence once again. Even after the worst warfare comes to an end with peace accords in 2067, insurgency remains and revolutionaries become an expected part of life there for the next two decades.

Meanwhile in Germany an obscure technomusician named Dereliktz plays a concert that goes viral after her transformation into an alter sapiens occurs on stage during a widely hypercast event. She becomes a phenomenon often looked up to as the ultimate musical artist, inspiring a truly cult-like following.

Prehistoric creatures of all sorts inexplicably and suddenly appear in Australia in 2068. The Lorratta corporation spearheads government-works projects engineered by Fastsec to fortify major travel arteries and cities, walling off huge sections of the continent. Primordial hunting becomes widely popular with the elite and *alter sapiens* unwilling to participate in hypercorporate sabotage emigrate to the Outback.
2070-2079: In 2070 Hin-Fa Multinational becomes the first High-Yield Profit Extraterritorial Resident corporation (or “hypercorporation”) recognized by a national entity, buying their sovereignty along with a skyscraper headquarters and the surrounding metropolitan area of Harbin from the SCS and Heilongjiang for 52.3 trillion bytecoins. Hin-Fa staffs their own private armies, manages their own resources, and creates a societal ecosystem within the capital—a practice quickly emulated by hundreds of corporations around the world in a trend that continues to the dawn of the 22nd century. This capitulation to corporations was a momentous event for Earth, eclipsed only by a truly global catastrophe that has come to be known as the tachyon flux.

On April 1st 2076 the nexus of Earth’s temporal signature was warped inward by the inspired but troubled mind of Eniram Blok, mad dimensional scientist and human supremacist. Using magical artifacts, tachyons drawn from alter sapiens imprisoned in South American jungles, and remnants of Nazi super science, Eniram breaks the time barrier and propels himself 200 years into the past, spurring the dawn of the Demicrisis era. He arrives unharmed in 1876 but his facility suffers a catastrophic meltdown that flattens several blocks of Neo York and leaves a dimensional rift that threatens to destroy the fabric of reality. With the aid of countless alter sapiens, Soldier Corps, the returned UNIFIED, and even hypercorporations, it is closed.

Its effects on the planet are widespread: the world’s faiths are greeted by true deities and mythical creatures appear everywhere. To deal with these new threats and put an end to its crime waves, Neo York begins an alter sapiens deputization program that is soon adopted by most metropolises across the world.

2080-2089: UNIFIED takes a much more active and aggressive role in the goings on of world events. Together with Soldier Corps, the two groups of alter sapiens rout the vast majority of the human supremacist movement with extreme prejudice. Dragons, celestial and demonic outsiders, and other powerful entities carve out niches in a few remote places on the planet, ousting anyone already there when the need arises. Large-scale governments (such as the US, EU, AU, and SCS) begin to fragment and collapse, weighed down by hypercorporate states and mystical creatures wandering the landscape. Regional governments become pivotal but urban-centric and the few folks who remain outside of metropolises receive little in the form of aid against banditry, nature, or monstrous assault. Rural farm belts become automated to ensure safety (and keep costs low) and only those who totally eschew civilization escape the grasp of technology.

In 2086 every different Ernesto March is captured across Latin America and simultaneously executed in a telecasted public display. Seven months later, the Hijos de la Revolución, led by the mysterious Ramón Benitez, rise up and fill the vacuum left behind by the previous guerrillas.
2090: Rojban-Semele Incorporated makes the first major hypercorporate land purchase in the United States, taking over the whole of Cleveland—a city in decline—with the promise of bringing it back to a thriving metropolis. In a sensational series of raids broadcasted live on the Hypernet, two of Neo York’s top mafioso familiar are brought down by deputies and operators with extreme prejudice, marking the end of the mega-metropolis’ major crime waves. A horror appears in the seas beneath Lucrum, a creature the media names Dakai before records of it are wiped from official Hypernet sites; rumors of further sightings continue over the next decade. Tensions between BioSpecs and the Wallachian government rise to an all-time high as the Sange suspects the company of withholding information. The criminal organization and the Children of the Dawn begin trying to capitalize on the unrest.

2092: After a violent clash between Soldier Corps and King Karrand on the streets of Lucrum, laws are passed banning alter sapiens from the floating city. The Didimensional hypercorporation is founded in Kathmandu and quickly expands its tourism services from the wonders of the ecological conserves to other planes of existence, making the mystical metropolis a hotspot for society’s elite. Fearing a hypercorporate takeover akin to the one occurring in the United States, the citizens of Puerto Rico rise up in revolt—the US takes no action to stop the revolution and the island declares independence once more.

2095: Lucrum launches dozens of satellites into orbit, destroying a high-atmosphere flight only days after launching. Footage of strange creatures in Cleveland begin to appear on the Hypernet and travel into or out of the city becomes restricted after the establishment of Sec-Pen Hypermax Penitentiary. A deputy of the NYPD, Neo-Sergeant Bravo, becomes the first alter sapiens fully sponsored by a hypercorporation when DRAPA buys his likeness and the rights to his persona for 3.2 trillion bytecoins. In Mexico, Doña Tigresa establishes the robotic Sentinel army to defend against the growing revolution and begins a slow expansion southward.

2097: The discovery of Lucrum operatives rigging elections in France prompts a coalition of European nations to ally against the mega-metropolis; many of these countries begin mass-producing jets and ships with an aim to sink the hypercorporate city once and for all. Relattar LLC unexpectedly buys out a huge section of Corp Center in Cleveland, revitalizing the local workforce and lessening pressure on Rojban-Semele Incorporated to repair the city’s infrastructure. The world at large is shocked when a chi monastery in Kathmandu, the Ebon Eclipse, is revealed to have links with the Church of Cthulhu—the Order of the Tide wipes them out.

**KILLER EXCHANGE RATES**

Street merchants, gangsters, and operators often accept paper currency when they have to—the exchange rate is terrible, however, and the equivalent of $100 in any denomination is only worth about 1 bytecoin.

**Bytescoins and Gold**

While Hypercorps 2099 uses bytecoins as its primary currency, GMs don’t have to worry about a complex conversion when paying for items from other sources—one bytecoin (bt) is equal to one gold piece (gp) in value. Unlike gold pieces, bytecoins can be easily divided: a copper piece is worth 0.01 bt, for instance.

2099: The world is a tumultuous place ruled over by unbridled capitalists, true monsters that carve out their own small empires, and operators that have made it big. Whether traveling the vast digital landscape where a slick cracking program can make for overnight superstardom, or journeying the flesh and blood of realside where bullets may as well be loose change and hypercorporations are the overlords of everyday life, one thing is for certain: Earth is a dangerous place in Hypercorps 2099.
AU (A-U); proper noun (abbreviated form of African Union, multinational governing body of most of the countries comprising the continent of Africa)

“Though there are problems everywhere, the AU has definitely benefited Africa.”

Biocontract (buy-oh-kon-trakt); proper noun (this thin, sleek magical and high-tech device is used ubiquitously by private parties around the world for its infallible record keeping of participants DNA, self-destruction of evidence, and reusability)

“If that Ms. Grey didn’t make print you with a biocontract, it’s a frame-up, I promise you, it’s a frame-up.”

Bjork (bee-york); noun (destroyer of good things); verb (to destroy something great)

“Oh really? On the carpet, Felix? Way to be a bjork.”; “Once Splits showed up he really bjorked the place.”

Bytecoin (bite-coin); noun (commonly abbreviated as “bt”; A type of digital currency in which encryption techniques are used to regulate the generation of units of currency and verify the transfer of funds, operating independently of a central bank. The primary currency of Earth.)

“Three bytecoins for a loaf of bread? That’s highway robbery!”

Chainy (chay-nee); noun (someone who is good at his or her job but content to let others take credit; the power behind the throne)

“If you want to take down Director Smith, you first have to deal with Assistant Director Jones; she’s the chainy of that division at Peretta Arms.”

Custerdome (kus-ter-dohm); noun (a derisive term used by netjackers to describe a woefully underprotected corporate computer network)

“We thought that R.I.P.E. facility’s net security would be top of the line, but it was a total custerdome and we sailed right in.”

Demigrant (dem-ee-grant); noun (a derogatory term for non-human humanoids such as dwarves or elves)

“Most demigrants these days are also Earthlings, but many still face prejudice.”

Dubya (dub-yuh); noun (someone who succeeds while doing nothing then receives credit for the work of others)

“Director Johnson rode the coattails of his team to get that promotion. He’s a real dubya.”

Hypercorporation (high-per-core-per-ay-shun); noun (a company with sufficient wealth and power in possession of a landmass and considered to be its own national entity); adjective, hypercorporate

“The world today is a hypercorporate playground.”

Looped (loo-pd); verb (stuck in a repetitive love-hate relationship, sometimes of a sexual nature)

“I know I shouldn’t still be doing operations for Merlin Industries after that double-cross, but, we’re really looped.”; “Did you hook up with Kat again last night? You two are so looped”

Operative (aw-per-ah-tivv); noun (a mercenary adventure-seeker, often hired by hypercorporations on a case-by-case basis)

“Working as an operative is dangerous, but the potential profit is worth the risk.”

Operation (aw-per-ay-shun); noun (a job performed by operators; mercenary work)

“The operation is simple, we just have to get into the bank vault and grab the amulet.”

SCS (S-C-S); proper noun (abbreviated form of Sovereign Chinese States, multinational governing body of what was once the People’s Republic of China and East Asia)

“The SCS has always had a rough relationship with Tibet.”

Sec-Ops (seck-ops); noun (security operative, typically an outside contractor maintained on a long term basis)

“Careful, those offices are crawling with sec-ops.”

THIEVES’ KANT
 Known as cityspeak and by a coterie of other monickers, this elusive language may only be taken by inquisitors, investigators, netjackers, rogues, or characters with levels in a class that grants sneak attack. To the unfamiliar, thieves’ kant sounds like a slightly confused mishmash of other languages only able to convey the most benign and basic thoughts and ideas.
Hypercorps 2099 is set in the future of an alternate world very similar to our own, one that rests on the cusp of the next century. There are futuristic land vehicles, flying cars, hoverboards, and pizza delivery drones alongside the same disparity of wealth, international drug cartels, immoral collusion between governments and businesses, and bureaucratic inefficiencies that plague the world of today. While any Pathfinder game can make use of the Hyper Score system, the locales detailed in this book are ideal for enacting grand schemes, juicy plots, and great operations in Hypercorps 2099. There’s a whole world between these areas, however, and getting the PCs from place to place can be an adventure in itself!

Deities and Domains
Hypercorps 2099 deliberately avoids defining the world from which the elves, dwarves, and other demigrants hail, nor does it explicitly define which deities hold sway. GMs should use whichever pantheon(s) they feel most comfortable with, be they from other Pathfinder products or their own design. If you’re interested in using Earthly pantheons in your game, look for parallel deities in other settings that might fit the bill and above all, remember to be accommodating—not every worshiper is likely to pray to the same god for the exact same things in the exact same way as someone else. The world is a big place and including real deities should make it bigger, not smaller!

Life Outside the City
Though there are no laws keeping people from living outside of cities in 2099, there’s not much opportunity to do so. Most land is owned by the governments and hypercorporations of the world—land owners who didn’t sell willingly ultimately lost their property to eminent domain (often after long, strenuous, costly legal battles). Massive fields of designer crops are tended to by mammoth stables of drones and those areas not stubbornly kept by their owners or devoted to roadways are seeded with supergrowth forests. The druids living in the unnaturally overgrown environment typically promote the survival and propagation of the animals that survived this mass overhaul of rural regions, leading to dire creatures and magical predators abounding in the wilderness.

Travel in 2099
Getting around the world is easier than ever in Hypercorps, yet the need for it is considerably reduced. Virtual reality has made commuting largely obsolete and the increasing isolation of the world’s metropolises gives fewer people reason to travel far outside of their homes. While there are always ways to get from one city to another, it’s not always easy.

Highways in particular are dangerous affairs, as not everyone lets their car drive for them and hit-and-runs are rarely reported but alarmingly frequent (page 60). Countryside roads in general are poorly maintained, prowled as they are by predatory creatures and uncivilized gangs.

Medieval Classes in a Modern Setting
It may seem difficult to think of classical knights fighting alongside robots and mutants, but it’s a matter of perspective and flavor; a cavalier could ride a motorcycle instead of a horse and a fighter might be a low-tech mafia hitman who stays off the grid. Reimagining classes is even easier when using the Hyper Score System—barbarians transform into hulking juggernauts, rogues crawl up walls and blink from place to place, and sorceresses control the weather with nothing but a wave of their hand.

Transport in 2099
The elite typically use advanced technology or magic to teleport from place to place (rarely necessary thanks to the Hypernet) but civilian transport is still available. Airliners loaded with defensive weaponry (in the case of airborne intervention) fly the skies, bullet trains shoot beneath the landscape at breakneck speeds, and for those with a car capable of making the trip and bytecoins for tolls, super fast highways run between metropolises, maintained by fleets of roadway drones. Operators usually smuggle themselves onto transport trucks or on board magnetic locomotives (with the help of a bribe to a driver with a floating disk or a netjacker to conceal their presence) when other forms of transportation are unavailable.

Evolved Races
Demigrants have lived long enough on Earth to evolve somewhat differently than on other worlds. Dwarves Without many giants, dwarves lose the defensive training trait, instead gaining a +2 racial bonus on all Craft or Profession checks to create objects from metal or stone. Gnomes Without many lizardfolk or goblinoids, gnomes lose the defensive training and hatred traits. Once per day they may roll twice when making a Bluff or Diplomacy check and take the better result. Half-Orcs have lived so long in hiding that they lose the intimidating trait, embracing their versatile human heritage instead. They pick any one skill, gaining a +2 racial bonus on that skill and always treating it as a class skill.
GANG-STREWN HYPERCORPORATE TESTING SITE

The Rock and Roll Capital of the World has fallen on extremely hard times. With the rise of hypercorporations and wildly fluctuating industrial markets, Cleveland fell deeply into bankruptcy. One final, desperate attempt to save the city was made but unfortunately, it proved just as hopeless as its detractors claimed and many believe the once vibrant center of industry is ultimately doomed to collapse in on itself. Life always finds a way, however, and it persists even in the gritty wasteland of the Sixth City.

Rojban-Semele Incorporated bought Cleveland out in 2090 and if anything, they’ve hastened its decay. The Sixth City quickly devolved into an urban wasteland, home to aberrations, gangbangers, freaks, and people too poor, stubborn, or locked into a fearful life of what they know to move elsewhere. Anarchy reigns and the only authority outside Corp Center are the city’s many gangs, provided one is within their territories. Even then, the bloodthirsty gangers and hypercorp assault teams are a welcome respite from the monsters that roam the city’s broken streets and crumbling infrastructure, and together their aggressive presence allows for the survival of the few citizens trying to eke out a life resembling any normalcy.

As was their intention all along, Rojban-Semele Incorporated has made a killing by secretly licensing use of their territory—the city of Cleveland—as a wide open, free-range, live combat testing area for biological and weapons research. With an iron grip on the media and ownership of the local government, they go to great lengths to hide the extent of how bad Cleveland has become and that the only real security there is along the walled perimeter. Rojban-Semele Incorporated patrols the heavily armed checkpoints along the electrified fences that ring the city and their employees are paid well to keep anything from escaping, and even better when they stop anyone too loud or curious from coming inside.
CORP CENTER
The first thing Rojban-Semele Incorporated did after acquiring the land rights to Cleveland was wall off downtown. No matter how desperate things get outside of the thick concrete partitions the hypercorporations’ essential assets remain out of harm’s way and sec-ops teams can quickly be deployed to anywhere in the city. Several other hypercorporations run arcologies in Corp Center, the lives of their employees just as luxurious as company counterparts in Neo York or Pittsburgh—though certainly less free, as the rest of the city is only accessible via the hyperways that run above the ruined streets (page 60).

Rojban-Semele Incorporated is far and away the most influential and powerful of the hypercorporations inside of Cleveland. It controls a cluster of four skyscrapers downtown in which they provide their indentured employees a safe area to live, work, and raise children. Outside of this rigidly controlled territory, however, Rojban-Semele Incorporated sec-ops teams are rightfully feared by the vast majority of the city’s remaining citizens.

What little remains of the Sixth City’s civil workings have been consolidated into Cleveland Incorporated. Their semi-annual trash-heap incinerations, day-late police response, and unpredictable ambulance services are sad reminders of what Cleveland once was. At the very least, the personnel here do truly care for the city, and do everything they can to keep it alive from their offices along the north-eastern edge of Corp Center.

Anywhere land is being sold to create hypercorporations Hin-Fa Multinational is there, and few locations offer a better price for a base of operation than Cleveland. Currently they own three skyscrapers in Corp Center, where they house all of their staff in the United States as they dole out parcels of North America’s crumbling infrastructure. No other enterprise in the Sixth City makes as much use of the gangbangers outside of Corp Center; allegations abound that Hin-Fa is paying these thugs to force out anyone still living in any of the districts they’ve set their eyes on.

Relattar is a surprisingly robust manufacturing start-up that bought out most of Cleveland’s industrial sector in 2091. Most people feel the company is the Sixth City’s last great hope, as it takes in hundreds of new workers every month. Most new employees quickly become estranged from their friends and family, as alongside long hours they are entirely forbidden from speaking of their work due to an aggressive non-disclosure agreement. This secrecy fastidiously maintained to keep the illusion of legitimacy, as the company is actually a cover for the Wolves of Stalin. Relattar clandestinely trains recruits beneath the surface before testing their mettle against the monsters of the wasteland.

Freaks in the Streets
Animals and wandering beasts are common in Cleveland proper as well as the surrounding countryside, not only from a dwindling population, but because creatures of all sorts are released into the streets for testing on behalf of hypercorporations from around the world. When rolling for random encounters in Cleveland, the GM may use any table they see fit (or construct their own without regard for environment or type); any time a random encounter is rolled on doubles (such as 11, 22, 33, 44, etc.) the encountered creature has a template.

<table>
<thead>
<tr>
<th>d100</th>
<th>Template</th>
</tr>
</thead>
<tbody>
<tr>
<td>1–30</td>
<td>AdvancedB1</td>
</tr>
<tr>
<td>31–60</td>
<td>GiantB1</td>
</tr>
<tr>
<td>61–80</td>
<td>FungalB4</td>
</tr>
<tr>
<td>81–90</td>
<td>PenanggalenB3</td>
</tr>
<tr>
<td>91–100</td>
<td>EctoplasmicB4</td>
</tr>
</tbody>
</table>
MAJOR GANGS

The vast majority of Cleveland is dominated by one of five major gangs—they are the absolute authority within their own districts.

The Cavaleers (NG) are the most benevolent of the gangs, based in the city’s old basketball stadium (from which they aid the homeless and hungry). Their organization is led by a woman known only as the Sword Empress (page 95). A strangely moral and staunchly ethical warrior, she strives to bring prosperity and civility to the populace by working closely with Cleveland Incorporated to restore order and peace as best she can. She is well known to operators and throughout the hacking community, able to call on a small host of netjackers for aid at the drop of a hat (though many find it odd, considering her ineptitude with computers and most modern technology).

Deathballaz (N) aren’t as friendly or good-natured as the Cavaleers. They fortify an abandoned skyscraper south of Corp Center, extorting the populace of the city as they see fit (which is typically as often as possible). Their leader, Deathslide (page 93), carefully plays the nearby hypercorporations to his advantage whenever he can. His cunning has solidified their control of what is otherwise an extremely valuable piece of real estate just off downtown by monopolizing on the city’s few hyperways, forcing semi-trucks and other transportation vehicles onto off-ramps and then ambushes. As a result they’ve developed the most efficient network of fences and smuggling rings in and around Cleveland, making them the go-to merchants of the city’s criminal underbelly.

Rockaz (CN) are a loosely-affiliated group of party freaks and ravers nominally following ex-Hyernet music phenomenon Faulted Janice (page 94); they control a wide territory around their base in the Rock & Roll Hall of Fame. Their motives are difficult to discern, but the best parties and celebrations (and narcotics) can be found within the warehouses and hotels from which they blast music until the early morning. Rumors abound of their connections to various larger criminal organizations—particularly the Dereliktz—and if the Warden has figured out how they smuggle drugs into the Sec-Pen Hypermax Penitentiary, she hasn’t done anything about it.

Shitstainz (CE) are the most brutal and violent gangers in the city, sending out war parties from the old Cleveland Brown’s stadium on a daily basis under the vague gestures of their leader, Gawdno Pleez (CE Male ogre antipaladin 7; Ogre DestroyerMC), who strikes terror into those that look upon him or the rhinoceros he found and corrupted. These drug-crazed fiends are rightfully the most feared of Cleveland’s overlords—you never know where a Shitstain will turn up or what they’ll be doing. The Hyernet is rampant with conspiracy theorists who have credible proof these brutes are in league with the Karrande Kartel, acting as couriers and muscle for smuggling into the United States. Any questions regarding their activities, or the origins of their very fitting name (given to them for the oft-seen digestive side effect of the extreme steroids they all take), however, are a quick way to a painful end.

Xiachou (NE) run old Chinatown and each gang member is as ruthless and cautious as their boss, Lady Sai-Ping (NE Female advanced serpentfolk magus 9; Serpentfolk SpellbladeMC). Most of these criminals find themselves in Cleveland for the same reason: dishonoring the Triad. Assignment to the Sixth City is considered to be a fate worse than death, which make them the most dangerous gang in Cleveland to cross. They take part in every illicit enterprise available no matter how despicable, bleeding the city dry without remorse or fear of consequence. Unlike the other gangs, the Xiachou have no headquarters, frequently moving their base of operations from place to place so as to keep their rivals unsure of where to launch an assault.
NEVER-ENDING TRAM
Though many of Cleveland’s citizens left for the promise of a better life elsewhere over the past decade, the spirit of the city remains—at least that’s the most popular explanation for why the tram is still running. The lack of infrastructure and any reliable service-based industries (like dependable mechanics) makes the unpredictable train the most commonly used form of transportation around the deserted metropolis, even if hitching a ride can be a dangerous proposition. It is known to many of Cleveland’s citizens as the ghost coaster as much for its mysterious functionality as the preponderance of restless spirits and apparitions prevalent on its tracks (and in its cars). No matter how chilling or disconcerting it may be, however, as the last remaining form of public transportation in the Sixth City it is frequently used by practically everyone outside of Corp Center.

No toll is required to enter the tram (nor is there anyone to collect it) but only a fool takes a ride on the ghost coaster without some bytecoins at the ready to bribe gangers who loiter about the stations in their territory, though when it rushes past a stop, payment for passage isn’t an issue. Entering or exiting the tram when it is not at a complete stop requires a Reflex save determined by how fast it is moving. Passing this save allows a character onto the tram safely, and failure lands the character on the train while taking damage; failure by 5 or more does damage but the character is thrown aside by the passing train instead of landing on it. While it can occasionally take half or twice as long, the tram generally takes an hour or so to orbit the city of Cleveland.

Table 2-1: Ghost Coaster of Cleveland

<table>
<thead>
<tr>
<th>d100</th>
<th>Ghost Coaster</th>
<th>Reflex Save</th>
<th>Failure Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-20</td>
<td>Tram speeds by at 100 MPH</td>
<td>DC 30</td>
<td>12d8</td>
</tr>
<tr>
<td>21-35</td>
<td>Tram speeds by at 80 MPH</td>
<td>DC 27</td>
<td>12d6</td>
</tr>
<tr>
<td>36-50</td>
<td>Tram speeds by at 60 MPH</td>
<td>DC 24</td>
<td>9d6</td>
</tr>
<tr>
<td>51-65</td>
<td>Tram speeds by at 40 MPH</td>
<td>DC 20</td>
<td>6d6</td>
</tr>
<tr>
<td>66-80</td>
<td>Tram speeds by at 20 MPH</td>
<td>DC 14</td>
<td>3d6</td>
</tr>
<tr>
<td>81-90</td>
<td>Tram slows to a complete stop for 2d4 rounds</td>
<td></td>
<td></td>
</tr>
<tr>
<td>91-100</td>
<td>Tram comes to a complete stop for 1d4 minutes</td>
<td></td>
<td></td>
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</table>

SEC-PEN HYPERMAX PENITENTIARY
Seeing a golden opportunity for profit and a need for affordable yet corporate-controlled imprisonment, a coalition of hypercorporate CEOs funded the creation of Sec-Pen: a facility designed to hold even the most dangerous and empowered individuals, and tens of thousands of less extraordinary inmates besides. No other business employs as many of Cleveland’s citizens as the concrete fortress off the shoreline, and both hypercorporations and world powers utilize its services to house prisoners too difficult to keep under standard lock and key.

Sec-Pen Hypermax is legally empowered with every right necessary to carry out penalties of every kind. To keep its prisoners detained they are placed into extended sleep, cryostasis, suspended animation, or in extreme cases, transmuted into less dangerous forms to keep them under control. Most of the facility’s hundreds of guards are former sec-ops (page 146) but some are retired LUCRUM Operatives (page 141) who opted for the easier job of enforcing incarceration as a form of retirement.
Escapes are few and far between—and almost always done with no small amount of outside aid. This is largely because when founded, the prison went to great efforts to locate an incorruptible leader to keep the institution in order, no matter what they define that order to be. The Warden (LE Female human ranger 20; Supreme HunterNPC) was selected not from Earth, but from the medieval realm of Kazdri, which she was convinced to leave by offering the cutthroat absolute power and luxury beyond her wildest dreams. Her benefits, and lack of any terrestrial ties have made her im-pregnable to blackmail, bribery, and much of the intrigue that most operators try to employ when looking to free their fellows—or escape punish-ment themselves.

Behind its concrete exterior, the walls of Sec-Pen Hypermax Penitentiary hide massive 1-inch thick sheets of adamantine, and hundreds of drones both magical and technological. Those powered by arcane energy emit antitech fields while their technological counterparts emanate scientifically-fueled antimagic fields, together making anything but mundane equipment unpre-dictable or useless for infiltrating (or escaping) the fortress. Direct assaults on the prison are no less ill-advised—the crenellations atop each of the building’s wings house powerful turrets that automatically fires upon any un-sanctioned creatures or vehicles in sight with armor piercing .70 caliber plasteel bullets (ranged +20/+20/+15/+15, 4d8 bludgeoning and piercing, Crit 19–20/x4, range 400 ft. or 4d8 in 20-ft.-square, DC 20 Reflex halves; hardness 14, 200 hp).

WATERS OF LAKE ERIE

The filthy, polluted waters of Lake Erie ebb and flow along the shores of Cleveland, the dismal sight of the mostly abandoned piers making the coastline as depressing as the ruined neighborhoods nearby. The prows of dozens of abandoned vessels peer above the waterline throughout the derelict docks, housing demigrants suited to aquatic life or nautical operations. Travel across the Great Lakes is still a booming industry, but when passing near Cleveland captains who don’t have enough firepower or the bytecoins to pay out bribes to the aquatic gangs typically find their ship sinking or overrun before reaching safety.

Aqua-Gangs

A wide variety of Cleveland’s citizens make use of the derelict vessels in its harbor for their own purposes—the Rockaz hold raves on decaying or moored cruise ships, the Shitstainz use abandoned tankers for “exhibition” games, and Relattar is rumored to be active as well—but the lake also holds several gangs all of its own.

Undead that can’t find or afford passage to Wal-lachia find companionship with the G-Holes in the USS Aranchozo, a wrecked tanker two miles off of Cleveland’s western coast. Under the leadership of Samus (CE Male ghoul sorcerer 12; Ghoul MonarchMC) they are the foremost racketeers of Lake Erie, demanding tolls from even the smallest vessels passing near their territory.

Bountiful Lake Erie

Rojban-Semele Incorporated’s perimeter fence keeps most landbound bioweapons from traveling beyond the city’s reach but no such effort is made to pen in anything beyond the shoreline; it’s cheaper to maintain plausible deniability and occasionally settle out of court. All of the other cities that border Lake Erie offer rewards for killing creatures leaving Cleveland via the waterway, provided that the slaying can be proven to have taken place away from the Sixth City’s coast. There is a standing bounty of 100,000 bytecoins for any persons that can bring down the enormous monster that has ravaged the lake for the past several years (a thalassic behemoth), but none yet have come close to claiming the prize—most attempts end in disaster trying to instead collect the reward for capturing it alive (a cool 500,000bt).
Murderball began as an obscure (and illegal) bloodsport in Eastern Europe but exploded in popularity with the invention of cast-commuting and the Hyernet. The few other sports whose popularity had survived to this point rapidly lost popularity as this bloody competition became the zeitgeist of the 2050s, enjoying its reign as the supreme form of athletic entertainment (rivaled only once a year by the World Fighting Tournament in Kathmandu). Profitable contracts are awarded to promising young murderball athletes, fans fiercely defend the reputation of their teams, and hypercorporations across the globe sponsor and promote individual players in countless minor leagues as well as the Murdersports International League.

**MURDERBALL GAME RULES**

- Standard league games allow each team to field 4 players at a time, up to 8 total players per game.
- Summoning is allowed, but conjuring creatures unable to follow game rules is grounds for disqualification.
- Disqualified players must leave the field immediately and cannot return until the next half or the next game, depending on offense. Any time a player is disqualified, their team is penalized 1 point.
- Games occur in halves, each half being 20 minutes long or to 5 points (whichever happens first).
- Each team receives 5 time outs that can be called at any time, up to one minutes long.
- Putting the murderball into an opponent team’s score field awards 1 point.
- Killing an opponent’s player while on defense awards 1 point.
  - Standard league games limit this type of scoring to once per team per half-game (ensuring that normally no more than 4 players are killed in a game).
- After a team scores there is a neutral period of 30 seconds as teams reset position and possession of the murderball is given to the team that was scored against.
- Only sanctioned items are permitted on the field (determined by Player Position).
  - Accessories (wondrous items, magical rings, and their equivalents)
  - Armor (any)
  - Curatives (*potions of cure light wounds* and the like)
  - Weapons (any)
MURDERBALL POSSESSION

- A team who possesses the murderball is on offense. Any team who does not possess the ball is on defense.
- The murderball is in the possession of your team if it is in their hands, or has been thrown or passed by a member of your team and has not yet come to a complete stop.
- If the murderball is at a complete stop, neither team is on offense or defense.
- While either team is on offense, suppressor fields in a murderball stadium change all of their damage types (both weapons and energies) to nonlethal damage.
- A murderball emits light as an everburning torch.

KILLING IN MURDERBALL

- Any kills made in the 5 seconds following a time-out are grounds for disqualification.
- Acting to kill a disabled or unconscious opponent is grounds for disqualification and a team penalty. A player that dies after falling unconscious counts as a kill attributed to the last player to damage them.
- Killing an opponent while your team possesses the murderball (while on offense) is grounds for disqualification.
- No penalties or points are awarded for players killed by a stadium hazard unless they are directly forced into it by a member of the opposing team.

THROWING

A murderball is considered a simple weapon with a range increment of 20 ft. plus 5 ft. x the thrower’s Strength modifier. If used to injure an opponent, a murderball does 1d4 points of bludgeoning damage.

PASSING

Passing the murderball to a teammate requires a ranged attack against AC 10 (or if the teammate is unaware of the pass, AC 15). As an immediate action, the receiver must then make a DC 10 Reflex save to catch the murderball. A receiver with a readied action to catch does not need to make any check.

INTERCEPTIONS

When a murderball is thrown through a square within a character’s reach, they can spend an immediate action to knock it out of the air by making a touch attack against 5 + the original attack roll (sending it in a random direction). They can instead catch it by intercepting it and making an Athletics check or Reflex save against DC 10 + the original attack roll.

PLAYER POSITIONS

Every murderball player is classified into one of four positions. At the start of a match each team must contain at least one player for each position, though different venues and exhibitions may modify the player positions allowed.

BRUISER

Bruisers are the primary offensive members of a murderball team and tend to be incredibly strong, excellent at long-distance passes, and often ruthless killers.
Sanctioned Items: Armor, four weapons, two curatives, four accessories

DEFENDER

A Defender keeps other members of their team from taking damage (usually by making interjecting themselves) and prevents the other team from getting the ball into the score field.
Sanctioned Items: Armor, two weapons, ten curatives, six accessories

MANIPULATOR

Manipulators can be devastating on either offense or defense; typically spellcasters, some alter sapiens also qualify and often result in special rules put into place to specifically compensate for their fantastic abilities.
Sanctioned Items: Armor, two weapons, ten curatives, six accessories

RUNNER

Runners specialize in speed, mobility, and getting the murderball into the opponent’s score field—they have the highest casualty rate.
Sanctioned Items: Armor, one weapon, five curatives, five accessories

SCORE FIELD

While they can vary widely, most score fields are small hoop nets 1–½ feet in diameter. Different stadiums may have different score fields, but they are almost always moving or protected by deadly hazards.

DEFLECTOR SCORE FIELD

These score fields are surrounded by swinging blades, fields of force, or other moving barriers that may block the murderball.
AC 35 – the throwing player’s Dexterity attribute modifier.

GRAVITIC SCORE FIELD

Gravitic are among the most technological and newest types of score fields, using repulsor technology to push away the murderball and forcing players to really hurl it in if they want to score.
AC 30 – the throwing player’s Strength attribute modifier.

PHASER SCORE FIELD

Easily the most magical score field used in league play, phasers randomly switch between corporeality and incorporeality, sometimes causing the murderball to fly right through it.
AC 20; 40% chance the murderball passes through the score field without being caught in the net (reduced by -2% for each point above a successful attack roll).

SPINNER SCORE FIELD

These mundane, spinning score fields are popular in the cheapest (or as they are branded, “classic”) murderball stadiums.
AC 25 – the throwing player’s Wisdom attribute modifier.

TELEPORTING SCORE FIELD

Another high tech or strongly magical score field, these nets disappear and reappear in a small designated area, following a complex mathematical pattern to determine where they will appear next.
AC 25 – the throwing player’s Intelligence attribute modifier.

WOBBLER SCORE FIELD

The most whimsical and beloved by audiences, these score fields gyrate and spin around the designated area at a lighting pace; slowing or accelerating based on the volume of the crowd’s cheers.
AC 25 – the throwing player’s Charisma attribute modifier.
Murderball Staduims

Murderball is played (in less lethal forms) by teenagers and fans in mock sport-combat theaters across the world, but sanctioned league play (both in the minors and the majors) has only one rule for what qualifies as a suitable field for a game: a murderball field is at least 500 feet long and 200 feet across and can be no greater than 1,500 feet long and 500 feet across. These lenient parameters have allowed for official murderball games to happen in derelict city blocks, exotic locales like the inside of a volcanic crater, and even once on the moon. Most murderball teams have their own long-standing stadiums fitted with unique hazards and obstacles that change between games or even halves.

For a minor league game, roll twice on the following chart. For a major league game, also roll an additional three times before each half. At the GM’s discretion, other hazards (such as traps or unexpected hazards suitable for the environment) might also be present in a murderball stadium.

Table 2-2: Murderball Stadiums

<table>
<thead>
<tr>
<th>1d100 Effect</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1–6</td>
<td>Adrenal Mist: Every 1d4 minutes the field is briefly flooded with adrenaline mist, affecting all creatures as if by the rage spell (CL 10th; Will DC 22 negates).</td>
</tr>
<tr>
<td>7–12</td>
<td>Neuralshock: 4d4 neuralshock spikes are randomly scattered about the field. Creatures within a 50-ft.-radius of the spikes are affected as if by the slow spell (CL 10th; Will DC 22 negates).</td>
</tr>
<tr>
<td>13–18</td>
<td>Leaping Lightning: Every 2d10 rounds a randomly selected creature is struck by lightning (6d6 electrical damage, Reflex DC 20 halves).</td>
</tr>
<tr>
<td>19–24</td>
<td>Duststorm: For one round of every minute (roll 1d10 at the start of each minute) the game field is enveloped in a dust storm, limiting vision to 20 ft. and dealing 1d3 points of nonlethal damage.</td>
</tr>
<tr>
<td>25–30</td>
<td>Severe Winds: The game field is enveloped by severe winds that impose a –4 penalty to Awareness checks and ranged attack rolls. There is a 20% chance each round that the winds momentarily die down.</td>
</tr>
<tr>
<td>31–36</td>
<td>Windstorm: As severe winds, but there is also a 20% chance each round that the winds pick up, making ranged weapon attacks impossible and increasing the penalty on Awareness checks to –8.</td>
</tr>
<tr>
<td>37–42</td>
<td>Choking Clouds: Random 5-foot-squares spew out a 30-ft.-radius cloud of smoke once a creature moves within 10 ft. of one. The cloud expands by 5 ft. in every direction for 2d6 rounds. This smoke completely obscures vision (making sight-based Perception checks impossible) and causes creatures within it to gain the nauseated condition should they fail a Fortitude save each round (DC 15, +1 per previous check). Creatures immune to poison are immune to the effects of choking clouds. Once a cloud stops expanding, the effect is reactivated in a new square.</td>
</tr>
<tr>
<td>43–48</td>
<td>Intuitive Repulsor System: The game field is under the effects of the subjective directional gravity planar trait.</td>
</tr>
<tr>
<td>49–54</td>
<td>Negacharged: The game field is under the effects of the minor negative-dominant planar trait; living creatures take 1d6 damage per round (but they are not turned to ash at 0 hp and cease taking damage when unconscious).</td>
</tr>
<tr>
<td>55–60</td>
<td>Posicharged: The game field is under the effects of the minor positive-dominant; all creatures gain fast healing 2 as an extraordinary ability.</td>
</tr>
<tr>
<td>61–66</td>
<td>Greased: The game field is covered in a thick layer of grease. A creature can walk through the grease at half normal speed with a DC 15 Acrobatics check. Failure means it can’t move that round (and must then make a DC 20 Reflex save or fall prone), while failure by 5 or more knocks it prone. Success by 10 or more allows a creature to move up to twice normal speed, so long as it is in a straight line. Creatures that do not move on their turn do not need to make this check and are not considered flat-footed. This grease is not flammable.</td>
</tr>
<tr>
<td>67–72</td>
<td>Quaking Field: Once every 2d10 rounds, the entire game field dramatically shakes for 1d4 rounds. Creatures on the ground must make a DC 15 Reflex save or fall prone. On the final round of shaking, huge chunks of the field fall away and every creature on the ground has a 25% chance of falling into a fissure (Reflex DC 20 avoids). The fissures are 40 ft. deep and close immediately at the end of the shaking. Players trapped within are teleported back in the game when the next point is scored.</td>
</tr>
<tr>
<td>73–78</td>
<td>Aquazone: The game field is underwater. All players are outfitted with either rebreathers or magic (only one, their choice) that allow them to breathe underwater.</td>
</tr>
<tr>
<td>79–84</td>
<td>Aprozone: The game field is under the effects of the impeded magic planar trait; spells and spell-like abilities require a concentration check (DC 20 + the level of the spell) to function normally (if failed, the prepared spell, spell slot, or daily use is lost).</td>
</tr>
<tr>
<td>85–91</td>
<td>Magizone: The game field is under the effects of enhanced magic; there is a 13% chance when a spell or spell-like ability is cast that the caster’s effective caster level is treated as 2 higher than normal.</td>
</tr>
<tr>
<td>92–97</td>
<td>Wildzone: The game field is under the effects of the wild magic planar trait.</td>
</tr>
<tr>
<td>98–100</td>
<td>Deadzone: The game field is under the effects of an antimagic field spell (CL 15th).</td>
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</tbody>
</table>
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.

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.

**Hypernet Planar Traits**

- **No Gravity or Light Gravity**: Normally the Hypernet has no gravity, but within 10 miles of any server it becomes Light Gravity.
- **Flowing Time (1 rounds Material to 5 rounds Hypernet)**: Actions on the Hypernet operate at the speed of light, but the limitations of biology and technology reduce how fast it can be interacted with by x5 (for every thirty seconds in the Hypernet, 6 seconds pass on the Material Plane). Creatures not native to the Hypernet do not age, hunger, or thirst while there (spells and effects that cause them do not work). When in dual-plane combats, add +40 to a user’s initiative in the Material Plane; they take Hypernet actions on multiples of ten.
- **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).
Hyper attributes carry over into the Hypernet. This is the only instance in which they overlap and do not stack (a hyper creature with Hyper Dexterity and Hyper Intelligence benefits from the highest hyper bonus granted by their Hyper Attributes, not both).

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

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

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

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

Data Spike Trap

<table>
<thead>
<tr>
<th>Name</th>
<th>CR</th>
<th>XP</th>
<th>Type</th>
<th>Search DC 25; Disable Device DC 25</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DATA SPIKE TRAP</strong></td>
<td><strong>CR 7</strong></td>
<td><strong>XP 1,600</strong></td>
<td><strong>digital</strong></td>
<td><strong>DC 25; Disable Device DC 25</strong></td>
</tr>
</tbody>
</table>

**Trigger** proximity (alarm); **Reset** automatic

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

Ghost Assets

<table>
<thead>
<tr>
<th>Name</th>
<th>CR</th>
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</thead>
<tbody>
<tr>
<td><strong>GHOST ASSETS</strong></td>
<td><strong>CR 5</strong></td>
</tr>
</tbody>
</table>

**XP 1,600**

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

**Caster Level 4th**

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

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

**Effect** When the ghost assets haunt is triggered, tentacle-like lines of code appear from out of nowhere, grasping out to grab creatures that fail a DC 15 Reflex save. A creature caught in the grip of ghost assets takes 2d6 nonlethal damage, 1 point of Intelligence drain, and its speed is reduced by 10 feet for 4 rounds (minimum 5 feet). Once per round as a free action on its turn, a creature gripped by ghost assets can make another Reflex save to break away. However, after ghost assets have drained at least 1 point of Intelligence from a creature, more of these haunts begin to roam the area, hunting down any sentient creatures nearby. These additional ghost asset haunts appear at a rate of 1d4 per round, increasing the CR of the haunt by +1 and the squares of its effect by +5 feet (to a 15-ft. cube, 20 ft.-cube, and so on).

**Destruction** Ghost assets are only destroyed when, in the four rounds after they have been destroyed via the usual means (usually slashing or piercing weapons, though many hackers keep data spike traps on hand for just this occasion), a nearby user succeeds on three DC 18 Use Technology checks (each a standard action that provoke attacks of opportunity).
JARRIKOL GLOBAL EFFECT
Jarrikol, J4r1k011, Jarrikkol, j@r1|<011, and all variations of Jarrikol are automatically rejected in the Hypernet—whitehat explanations range from an obscure prank by Anonymous to mass manufacturing glitches and more. Real hackers, however, know the truth of it: Jarrikol is very real, virtually impossible to detect, is extremely dangerous, and has been since 2058. It’s an oft-told (and extremely grim) joke that the last thing you should do before dropping out of a Hypernet fight is to graffiti the name everywhere possible. Those that have actually done it often find they are confronted by the mysterious entity the next time they log-in—ensuring their deaths as well.

Mentioning, typing, scribing, or otherwise invoking the name “Jarrikol” even once can draw the attention of the unbound artificial intelligence, and if the name is invoked repeatedly in short order, the effects grow progressively worse. For one minute after the word “Jarrikol” is used, the first of the effects below begin to occur. Any mention of the name during that time extends the duration for 1 minute and increases the intensity of the effect to include the next effect as well.

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

SERVER CRASHES CR 5
When a server in the Hypernet crashes (whether due to internal or external reasons), users within have to get out as fast as they possibly can or risk being swallowed up by the code! Everything on the server is drawn towards the server’s center at the start of its turn for the 1d10 rounds the server takes to collapse in on itself. The server has an effective CMB of +8 and CMD 18, but these increase by +1 for every round the server is crashing (to a maximum of +18 and 28). Affected creatures are pulled up to 50 ft. and if they hit something on the way, take damage as though they were falling before gaining the grappled condition.

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

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

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

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

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) that security checkpoints, traffic analysts, and general dataflow cannot cope, creating tangible slowdowns. These areas gain the erratic time and normal gravity planar traits. Creatures within the effect’s area reduce their movement speeds by half, take a -5 circumstance penalty to all skill checks, and take a -5 circumstance penalty to AC and attack rolls.
The bright neon lights of the Hypernet cast many shadows and in the deepest gloom of the digital byways skulks the Darknet. A haven for illegal deals, dangerous information, and government whistleblowers alike, the Darknet has as many applications as it does users. While it can be a place for good—if underground—causes, its origins are undeniably sinister. In the earliest days of the Hypernet there was a meeting between a hacker and a true representative of Hell. Whether the devil was invited there or found its own way is unknown, but a deal was struck: the hacker gained immense powers over the Hypernet and Hell gained a foothold in this strange new world, the first Darknet.

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

• Finite Space: The Darknet is not a single space but the name given to a series of servers scattered about the Hypernet. While the size and scope of each server varies, they each have their own finite borders—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: Whether devil, demon, or otherwise, the owner of a specific server can alter the landscape, creatures, and objects within it. Casting hallow in any Darknet server negates its divinely morphic trait within the spell’s radius. Additionally, even the lawful servers of the Darknet are obscured and in flux, making them particularly difficult to map. A DC 30 Use 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. Depending on the server’s owner, spells with either the chaos or law descriptors may also be enhanced. Shadow conjuration and shadow evocation spells are 30% as powerful as the conjurations and evocations they mimic (as opposed to 20%). Greater shadow conjuration and greater shadow evocation are 70% as powerful (not 60%), and a shades spell conjures at 90% of the power of the original (not 80%). Despite the dark nature of Darknet servers, spells that produce, use, or manipulate darkness are unaffected. Characters without the Matrix Magician still treat the Darknet as having the dead magic planar trait.

• Impeded Magic: Spells with the light descriptor, that use or generate light or fire, or that have the good descriptor, are impeded on the Darknet. Spells and effects that produce light are less effective in general, because all light sources have their ranges halved. Spells with either the law or chaos descriptors may be impeded servers owned by an entity of the opposite alignment.

• Hyperjack Only*: By design, Darknet servers are difficult to access. Only users with a hyperjack are able to enter a normal Darknet server without issue, though VR rig users can make a DC 25 Use Technology check or a DC 30 Will save to stay connected (failure results in the rig being redirected to a random nearby server). Owned servers may be more or less difficult to access.

*This is a new planar trait introduced in Hypercorps 2099.
Nothing is more valuable than data on the Hypernet and the most secure way to protect information is with DataCorps. Trusted by hackers and hypercorporations alike, nobody is certain where in the real world the DataCorps headquarters is located—some suspect a low-orbit space station while others believe the server is extraplanar in origin, or even entirely non-physical. The server has never been breached (to public knowledge) and routinely proves it is beyond the control of even the most frustrated national entity (whether nation or mega business).

- **Objective Directional Gravity**: Everything in the DataCorps is drawn towards the Recompiler, a CM of prodigious size that sits at the heart of the DataCorps server. A series of lattices and walkways comprise the vast majority of the server, allowing visitors or its inhabitants to move about.

- **Timeless**: Whether through magical means or impossibly fast hardware, time spent within the DataCorps is meaningless. Any conscious entity exits precisely one real-world minute after entering the DataCorps, regardless of how much time they have spent inside.

- **Infinite**: Though the DataCorps has finite external borders there is no known limit to the server from the inside. The further that one proceeds from the entrance—a single distinct location the equivalent of only a few miles from the Recompiler—the more difficult it is to enter or exit the server. To enter or exit from the entrance requires a Use Technology check (DC 20 + 5 for each mile traveled in any direction).

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

- **Strongly Neutral-Aligned**

- **Secure**: Even the tiniest movement within the plane is tracked by the DataCorps server. Characters must make a DC 20 Stealth or Use Technology check every minute within the DataCorps or their movements and actions are tracked by the server. Similarly, the 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.

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

PARADISE 1 is marketed as a preparatory tool for a spot in Heaven. Users within are treated to an almost perfect recreation of real life, save that all advertisements and NPCs within bear Clarkson’s visage. Users are expected to live out their lives as normal but are constantly notified of opportunities to engage in Samaritan Missions™ (with each notification automatically billing a user the low price of 10bt). Each mission takes a user through simple charitable tasks like assisting the elderly or feeding the homeless and a successful mission rewards CP (Clarkson Points™) that are traded for a higher standing within Clarkson’s Church of the Eternal Promise®, and of course towards eternal salvation.

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

- **Normal Gravity**

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

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

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

- **Strongly Good-Aligned**: 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 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.

### Veranthea: Life & Death

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

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**XYpher**

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

Now it is a graveyard playground for netjackers as well as a clandestine meeting place for operators, the anonymity it grants beyond the understanding of even some of the most talented whitehats. The countless dirty programs left here by hypercorporations are as deadly as the hacker kings that practically live in Xypher, but legends of novices that find juicy bits of info dumps useful for blackmail or profiteering encourage a constant stream of new users to log in on a daily basis regardless of the hazards there.

**Low Gravity**

**Infinite**

**Backdoors**: Entering or exiting Xypher requires a user to travel through a door. Constructing a door to travel into or out of Xypher requires a DC 20 Use Technology check and a full-round action.

**Supremely Morphic**: In addition to being able to craft objects with Use Technology (as on the rest of the Hypernet), there are no costs for constructing an object in Xypher. However, no item crafted in Xypher is able to leave it, even through the use of powerful magic or technology.

**Anonymous Userbase**: Checks made to identify another user in Xypher (seeing through their avatar) are made at a -40 penalty.

**Trapped Terrain**: Due to the massive number of CM programs left here by hypercorporations, traps are everywhere in Xypher. Any trap with the magical type can be used in this demiplane as though it were a technological trap instead.

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*This is a new planar trait introduced in Hypercorps 2099.*
The soul of modern Kathmandu began in nearby Tibet almost two centuries ago. Seeing the demigrant portals as great gifts to Earth and tools to better understand the aspects of existence lost in the industrial age, the 13th Dalai Lama opens the borders of Tibet to demigrants the world over—so long as their intentions are peaceful. Throughout the 1900s the country becomes a nexus of magical study and otherworldly technology as the oppressed races of the planet congregate in the elevated countryside, in turn drawing academics and researchers of the arcane, divine, and esoteric. Few take notice but mining operations in nearby Nepal become dangerously erratic throughout 1946; geological reports confirm that the tunnels in the mountainside city with overwhelming force. At the behest of Tibet’s royal family, hundreds of thousands of demigrants flee across the border to safety in Kathmandu—after several attempts on his life the Dalai Lama follows, settling in Kathmandu. Many Chinese veterans (mostly chi specialists still filled with the vital energy that fuels their abilities) join the fleeing refugees and denounce the actions of the Chinese government, calling to dissolve the People’s Republic and seek political asylum alongside those that they refuse to persecute. But there was more drawing these mystical veterans to Kathmandu than unfair persecution—they could sense a great power coming, the important role the city was destined to play in the future of the planet as clear to them as the dawning of the sun.

In 2026 the skies over Kathmandu open up in dimensional portals unlike any seen before, spilling out creatures from other planes entirely unknown even to the demigrant sages that emigrated to Earth long ago. Countless chi specialists and *alter sapiens* rise to fight off the emerging monsters, quelling what many believe to be an alien invasion. After the near-disaster is resolved the countless ley lines that converge in the city begin burning brighter than ever, visible to even the most apprentice magician, making Kathmandu known across the world as the Dimensional Nexus. Since then more dimensional portals have opened up above, below, or around the mystical metropolis than anywhere else on the planet, drawing forth creatures and sometimes changing them fundamentally—blood-red angels have emerged beside halo-bearing qipploths, and none truly know what to expect from the portals that periodically appear near Kathmandu. Over the following two decades numerous chi monasteries are founded (many of them started by the longest-lived chi specialists), each following martial disciplines that bring their students closer to the hidden truths of the world.

In an attempt to embrace new world technologies the 14th Dalai Lama enters the Hypernet in 2051 to explore the digital world of humanity’s design but something goes horribly wrong and his holiness falls into a coma. Even the world’s foremost medical and technological experts are unable to discern the full nature of his condition, and the spiritual leader of the capital remains beyond the reach of even the most powerful magic. While looking through his personal effects, the Dalai Lama’s advisors locate a note addressed to them—the missive predicts his death (though in a vague manner that has borne out countless conspiracy theories), explains how to find his reincarnation, and instructs them to establish a secondary executive leader of Kathmandu, the Scion of Chi.

Five years later at the end of the Great Rebellion in 2056, a young half-elven Nepalese girl is identified as the 15th Dalai Lama and the first mission she undertakes is to place heavy restrictions on private enterprises throughout the country, an act which many will later consider prophetic as it prevents the incursion of the yet-to-be established hypercorporations in the mystic city. After a decade of learning and study she appoints the Scion of Chi, an elven woman said to be an original immigrant to Earth, who in turn founds the Zodiac Defenders by means of the World Fighting Tournament.

Despite the dimensional portals common to the region and the dangerous things that sometime emerge from them, between the preponderance of warriors, longtime demigrant population, and the Zodiac Defenders, Kathmandu remains a rock of stability in the chaos wrought by the *tachyon flux* in 2076. Over the next decade the Scion of Chi is persuaded by the Verdant Sorceress to provide a safe and reliable place for the unlikely creatures that arrive in Nepal (or elsewhere on Earth), establishing vast ecological conserves in the otherwise inhospitable mountainsides by using powerful magic to regulate a wide variety of conditions suited to creatures of every possible type.

With the fall of the Ebon Eclipse Monastery in 2097, Kathmandu has once again made global headlines. A team of operators released private documents to the Hypernet that directly link the order to the Church of Cthulhu, and hundreds of illegal (and gruesome) sacrifices therein; the Order of the Tide immediately descended on the temple and the chi specialists training within. Over an entire night the city becomes their battlefield, but ultimately the Unyielding Torrent and his team emerge victorious. The event becomes known as the Kathmandu Eclipse and quickly solidifies the team’s place in the minds of the world’s citizens.
CHI MONASTERIES

Mastery of martial arts achieved through complete devotion to philosophical and physical doctrines has long been an important part of the mountainous far east. With a resurgence of mysticism around the world and the arrival of chi specialists fleeing the oppressive regime of the People’s Republic of China, monasteries for dozens of martial disciplines were established in and around the metropolis of Kathmandu. Many of these institutions still stand today amid hundreds of chi monasteries, temples, and training grounds that dot the cliffsides bordering the remote settlement.

The teachers and students in these schools are beyond count and frequently travel beyond the confines of their monasteries—ostensibly for meditation or quests to attain understanding, but mostly to perform operations (the greatest warriors are highly sought after by security firms or hypercorporations, and a percentage of their take from any missions goes directly to the monastery’s coffers). While martial artists from all over the world come here to train and participate in the annual World Fighting Tournament, some are true mystical adepts seeking to unlock the inner power of chi for goals more inspired than combat.

After the heists of the 2060s (including the theft of the Claw of the Black Dragon from Heilongjiang), many monastic institutions based in the SCS carefully couriered all but their most sacred relics to their satellite monasteries in Kathmandu. All of the students in each monastery are sworn (and sometimes compelled by geas/quest) to protect the treasures of their order and are expressly forbidden from tampering with, taking, or allowing them to be removed without permission. While this has made larceny of any monastery a practically suicidal task, the glitter of a big score has made the mystical metropolis a hotspot for robberies and haughty infiltration specialists looking to make a worldwide name for themselves.

MONASTIC BOUNTIES

King Karrand is known to possess hundreds of powerful and historical items originally stolen from monastic orders across the world. Most Kathmandu monasteries have a standing bounty of double market value for recovering one of these relics.

MONASTIC TRAINING

The multitude of martial disciplines taught in the monasteries of Kathmandu provides an avenue for learning virtually any combat feat or style of fighting, and the Hypernet offers an accessible means of indexing and finding where such training is offered. Whether or not one is willing to take on a student (for any period of time) is at the GM’s discretion and no monastery takes an applicant whose alignment is in opposition to its order’s.

WORLD FIGHTING TOURNAMENT

As the only sporting event in the world rated higher than murderball, the WFT creates a fever of fanfare that overtakes all of Nepal during the entirety of April (when the country celebrates the new year). All participants are restricted to using only equipment approved by their competitor, often leading to unarmed and unarmored fights, and while it is not unknown for contestants to remain fighting to the death the 10,000bt entry fee ensures that there are ample resources to resuscitate or, if necessary, resurrect them. All of the top ten fighters in the double-elimination tournament receive a sizable account of bytecoins as their prize (determined by how many applicants there are; in 2098, 32,340 people participated), and the winner earns an audience with the Scion of Chi (and often a position with the Zodiac Defenders).
CULTS OF POWER

The convergence of ley lines in Kathmandu draws the rapacious like moths to the flame and the mystical metropolis is as rife with cultists as it is with martial traditions (and some that are both). With the dearth of hypercorporations in the city, most operations that take place here are funded by one or another religious organization with designs on a particular relic or fated individual.

Church of Cthulhu Though the level of scrutiny placed on the practices of this Dark One’s worshipers keeps them from stirring up too much trouble in Kathmandu itself, some of the most learned planar scientists on Earth ploy their trade here to draw forth portals for their god’s servants far across the planet.

Naturalists Endemic to the ecological conserves are a host of different groups of peoples (humans, demigrants, and otherwise) that devote their lives to returning to nature, eschewing all forms of technology in favor of (usually druidic) magic. Operators looking for the best wilderness training frequently visit these clans to test their mettle.

Order of the Tide The Unyielding Torrent’s team keeps a headquarters among the towers of Kathmandu, though because of its frequently changing roster Vincent is the only member one can expect to find there at any given time.

Purists Though the intentions of demigrant refugees in these mountain ranges in Asia were once near-universally benign, as the city grew into the metropolis it is today it has attracted many whose motives are less pure (as well as those who fear them, rightly or not). Gangs of demigrants began activity in the footholds of Kathmandu as early as 2060 and while these groups don’t have a stranglehold on criminal activity in the capital, they collectively have their fingers in nearly everything.

Shattered Fists When a monastic student is expelled they are often blacklisted (and sometimes literally marked), making it difficult or impossible to be accepted into another order. Those who choose to stay in Kathmandu usually fall in with other exiles, forming gangs of street toughs generally known as Shattered Fists. What criminal doings the “purist” demigrants aren’t responsible for typically have something to do with these ne’er-do-wells.

The Scales This enigmatic cabal of powerful operators are chosen from across the dimensions by the Scion of Chi and Death itself once every decade. One of their number is always present in their tower-top headquarters in Kathmandu, located near the axis of the leylines converging on the mystical metropolis (an ideal location for the servants they sometimes call forth from the aether).

Triads The SCS keeps a respectful distance from Nepal (knowing better than to anger the Scion of Chi or the citizens she represents) but the Triad have no compunctions doing business here, using the dimensional nexus to highly profitable effect by exploiting other planes of existence. Triad hit teams are frequently tested by being dropped briefly into another world through one of Kathmandu’s many portals, tasked with pillaging and stealing all they can before returning to Earth. Though some fail to ever return the practice has proven to be worth the chance of angering the authorities of Kathmandu and the crime syndicate shows no indication of stopping any time soon.

Yetsikārī Disposed as they are to dimensional breaches, the “abominable snowmen” of the world began to arrive in Kathmandu shortly after the first portals appeared. Though as welcome to walk the settlement’s streets as anyone else, the yetis (which by some counts number in the thousands) prefer to stay to the mountain ranges nearby (generally along the paths that ley lines frequent most), fighting creatures that have traveled to Earth from other planes. Malevolent entities that slip through the grasp of the street elementals or Zodiac Defenders rarely make it past this line of defense, providing ample food for the arctic predators (though many speculate what would happen if the trickle of prey should come to an abrupt end.)

ECOLOGICAL CONSERVES

All along the mountain ranges of Nepal are massive magical domes, each containing a protected ecosystem comparable to one that could be found naturally elsewhere on Earth. A host of druids tend to these supernatural bastions of nature under the direct guidance of the Verdant Sorceress, a new arrival to Kathmandu brought to the planet by the tachyon flux—it was her kind words and incredible foresight that convinced the Scion of Chi to establish the ecological conserves over two decades ago. Under her watchful eyes these contained environments have thrived and flourished, drawing a robust following of naturalists that commonly frequent the mystical metropolis when the primitive tools available to them are wanting (each conserve is under the effects of antitech fields."

“Peaceful” creatures of all sorts can be found in the ecological conserves—primordial beasts, otherworldly monsters, and endangered terrestrial animals roam the contained ecosystems freely. The druids that tend these supernatural wonders ensure the delicate balance of predators and prey, but also protect demigrants who have nowhere else on the planet to go. The Scion of Chi has decreed these as refuge for both the beasts and intelligent creatures of the world that are unable (or unwilling) to live elsewhere on Earth.
SACRED TEMPLATE (CR +2)

It has long been tradition in Nepal for an animal that survives an owner’s attempt to slaughter it be brought to a holy temple. Since the creation of the ecological conserves, the Scion of Chi has decreed that any such animal that thrives after being brought to a shrine is to be transported to a preserve. Often these animals become empowered by the Verdant Sorceress’ magics and infused with otherworldly energies, transforming into paragons of their species.

“Sacred” is an acquired template that can be added to any living animal.

**CR:** Same as the base creature + 2.

**Type:** The creature gains the sacred subtype. Do not recalculate class Hit Dice, BAB, or saves.

**Senses:** A sacred creature gains darkvision 120 feet.

**Aura:** A sacred creature emanates the following aura:

**Sacred Striking Aura (Su):** A sacred creature constantly exudes an aura of divine energy in a 30-foot radius. All creatures of the same species as the sacred creature that fall within this aura receive the sacred creature’s deflection bonus to AC, and when making attack rolls, roll twice and take the better result. Swarms of creatures of the same species as the base creature increase the DC of their distraction ability by +3 and increase swarm damage by +1d6. Any creature that attempts to use negative energy in this area—such as through a cleric’s channel energy ability or the enervation spell—must make a concentration check with a DC equal to 10 + 1/2 the sacred creature’s Hit Dice + the sacred creature’s Charisma modifier. If the concentration check fails, the effect is expended but does not function.

**Armor Class:** A sacred creature receives a deflection bonus to AC equal +2 per 5 Hit Dice (minimum +2).

**Defensive Abilities:** A sacred creature gains fast healing 5, DR 5/—, and acid, cold, electricity, fire, and sonic resistance 5. Sacred creatures gain the following special quality:

**Sacred Saves (Su):** For the first saving throw a sacred creature makes each round, it rolls twice and takes the best result.

**Speed:** A sacred creature increases all of its movement speeds by +10 feet.

**Melee:** A sacred creature increases the damage dice of all its natural attacks by one step.

**Special Attacks:** A sacred creature gains the following special attacks.

**Sacred Strikes (Su):** For the first attack roll a sacred creature makes each round, it rolls twice and takes the best result.

**Smite (Su):** Once per day per 5 Hit Dice, as a swift action, a sacred creature can smite as the smite evil ability of a paladin of the same level as its Hit Dice, except affecting any target regardless of alignment. The smite persists until the target is dead or the sacred creature rests.

**Spell-Like Abilities (Su):** A sacred creature gains the following spell-like abilities:

- Constant—airwalk, arcane sight, mage armor;
- 3/day—cure moderate wounds, magic missile;
- 1/day—greater restoration.

**Abilities:** Str +4, Dex +4, Con +4, Int +6, Wis +2, Cha +8.

**Feats:** A sacred creature gains Diehard and Endurance as bonus feats.

**Skills:** A sacred creature gains a +4 racial bonus to Acrobatics, Awareness, Sense Motive, Stealth, and Survival checks.
HYPERCORPORATIONS
While the decrees of the 15th Dalai Lama forewarned and have thus far prevented any private enterprise-ownership of Nepal, many of these monolithic businesses still have presences that turn a profit in Kathmandu. The Zodiac Defenders (particularly K-9) vigilantly watch the offices of hypercorporate institutions in the city, keen to catch them in the act of hiring operators or otherwise performing illegal activities.

Didimensional
Tourism in Kathmandu is extremely popular (particularly tours running through the ecological conserves) and while Didimensional offers its services on Earth, their specialty is treating the elite to vacations on other planes of existence. Society’s upper class join one of their highly experienced guides (typically operators) to visit realms previously unreachable, utilizing the metropolis’ mystical nexus to send luxury vehicles (usually some form of heavily armored skycar) across the dimensional threshold and into other worlds.

Shen-Chi
No official presence exists for Shen-Chi inside of the confines of Kathmandu, but they have countless representatives that work in the mystical metropolis. No one is sure what they are up to, but the most common speculation is that it has something to do with the company’s trademark magic soft drink.

Tentzu Entertainment
Though it took decades to perfect, gnomish inventor Benjamin E-Lie developed an antennae capable of picking up radio and television waves from other dimensions. When Kathmandu became a focal point of planar energies he set up shop in the mystical metropolis, providing an array of channels that no other entertainment company could possibly match (especially when it came to price). Thousands of Kathmandu residents rent their homes out to Tentzu, letting the hypercorporation affix their technology to the rooftops of numerous buildings to create a signal network that provides entertainment the world over—and soon, its CEO hopes, other worlds as well.

Viztao Technologies
As with every other possibility that offers a sliver of hope to bridge the celestial divide, Viztao Technologies has interests in Kathmandu. The hypercorporation funds dozens of research laboratories that study the leylines converging on the city and offers a considerable reward to anyone that can capture and deliver a freshly arrived otherdimensional creature (be it intelligent or otherwise, so long as they do so within 24 hours of its arrival). This activity is frowned upon by local authorities (though not strictly outlawed, as many otherdimensional creatures are hostile), so the hypercorporation always keeps several powerful mages on call to teleport away any evidence of a crime before police arrive.

R.I.P.E.
The ethos of the R.I.P.E. hypercorporation perfectly fit into the diaspora of Kathmandu; the magical reagents and perfume company has a long-standing, positive relationship with the city that is the envy of all its competitors. Their mages are constantly traveling across the ecological conserves and to the furthest reaches of the Nepalese mountains to gather or sell the most potent components available.

Dimension Hopping for Connoisseurs
In addition to serving hypercorporate executives and other bourgeoisie, those with the right contacts in Didimensional are able to secure charter for more exclusive and dangerous clients—operators. As per their agreement with the Scion of Chi, the company keeps several unique vehicles on hand for use by the Zodiac Defenders when the team is called to another realm. Given the rarity of the situation and the inestimable greed of its owners, a well-placed bribe can see one of these expensive, high tech, heavily enchanted vessels temporarily rented out (typically only 1d4 hours at a time). Operators are required to fund any necessary repairs or adjustments to one of these vehicles upon return and are similarly held liable for all of their own actions. Should they be reported on while using one, the hypercorporation immediately notifies authorities that their property has been stolen.

LEY LINES OF KATHMANDU
The dimensional portals of the mystical metropolis wreak the most havoc where the city’s many ley lines cross - but also on the lines themselves, constantly and rearranging their focal points. Divination spells are found wanting when attempting to predict where one of these ideal crossings might fall (caster level check vs. DC 40) but magical theorists and researchers in some of the chi monasteries have developed a reliable means to locate them (though they charge exorbitant sums of bytecoins to do so). For more information on ley lines, see “Ley Lines” in Pathfinder Roleplaying Game: Occult Adventures.
Mystical Metropolis
The dimensional portals that first appeared in 2026 have become a common occurrence in the decades since, drawing no small amount of attention to Kathmandu (both from the rest of Earth as well as worlds beyond). These anomalies are typically known for bringing creatures to Earth from other planes, but they’ve likewise been said to forcibly take individuals or even create conduits to primal planes that dispense cataclysmic energies onto the city. Living in the mystical metropolis doesn’t entirely revolve around the phenomena, but the presence of portals (or lack thereof) definitely colors everyday life.

Dimensional Portals
Unpredictably (sometimes as often as daily, while at other times entire weeks pass without incident), rifts to other planes of existence open in or around Kathmandu. Typically the event is presaged by irregularities a few hours beforehand—aberrant temperatures (such as suddenly melting snow), weather, or magnetic disturbances—but not always, and if a threat comes out from the other side the Scion of Chi or Zodiac Defenders are on hand to deal with the problem. Operators who respond quickly or prevent loss of life are rewarded with a brief audience with one of the city’s defenders and often enchanted gifts from the metropolis or the Scion of Chi herself. Of course for those in Kathmandu of a less ambivalent intent, these portals prove to be excellent distractions for an operation and many teams wait for one of the anomalies to appear before launching a mission.

Portals of Kathmandu
The nature of the otherdimensional rifts remains unknown and their origins are the subject of terabytes of research and discussion. Precisely what a dimensional portal will do is entirely at the GM’s discretion, but for the most part these function as gates that remain open for 20 rounds (CL 20th; any type of creature can be called forth). When a creature is forcibly brought through a Kathmandu portal there’s a 50% chance the energies forever change it—sometimes for better, sometimes for worse.

Table 2-3: Kathmandu Portals

<table>
<thead>
<tr>
<th>d100</th>
<th>Dimensional Change</th>
</tr>
</thead>
<tbody>
<tr>
<td>1–25</td>
<td>Alter alignment (roll 1d8, 1: LE, 2: NE, 3: CE, 4: LN, 5: N, 6: CN, 7: NG, 8: CG)</td>
</tr>
<tr>
<td>26–35</td>
<td>Young template B1</td>
</tr>
<tr>
<td>36–45</td>
<td>Advanced template B1</td>
</tr>
<tr>
<td>46–55</td>
<td>Celestial template B1</td>
</tr>
<tr>
<td>56–65</td>
<td>Fiendish template B1</td>
</tr>
<tr>
<td>66–75</td>
<td>Half-celestial template B1</td>
</tr>
<tr>
<td>76–85</td>
<td>Half-fiend template B1</td>
</tr>
<tr>
<td>86–95</td>
<td>Giant template B1</td>
</tr>
<tr>
<td>96–97</td>
<td>Half-dragon template B1</td>
</tr>
<tr>
<td>98–99</td>
<td>Ghost template B1</td>
</tr>
<tr>
<td>100</td>
<td>Alter alignment and random template</td>
</tr>
</tbody>
</table>

Magicians Galore
Countless spellcasters of all kinds can be found in Kathmandu, studying the convergence of ley lines or the dimensional portals that appear nearby. It is a hotbed for spell theorists and magical researchers—and though the monasteries and Zodiac Defenders do their best to stem it—an enormous black market for stolen enchanted goods.

Street Elementals
An alliance between Kathmandu and royalty on the elemental planes was brokered by the 15th Dalai Lama and Scion of Chi shortly after the first dimensional portals appeared. In exchange for occasionally dealing with problems in those distant dimensions (something the elven monk typically remands to the Zodiac Defenders or, rarely, other teams of operators), thousands of elementals are bound to the mystical metropolis. These creatures—made from all types of energies and ranging from smaller varieties to the truly massive—provide basic law enforcement, prevent murders or wanton violence, and offer much needed emergency services (like putting out fires and quickly clearing away accidents) in a city constantly disturbed by endemic rifts.
TUNNELS OF SAND
With the promise of power and wealth within its monasteries and the city’s proliferation of magicians, all of the magic in the world wouldn’t be able to stop Kathmandu from being a locus of smuggling activity. Most traffickers know better than to brave the mountains, risk discovery on the roadways, or fly through the metropolis’ airspace, so they take their chances in the passages beneath it instead. The Zodiac Defenders don’t leave these tunnels unguarded, but Varskca Varskca is the least of most thieves’ worries—creatures even more dangerous than the demon prowl the confusing, ever-changing depths.

The curious mines beneath Kathmandu first reconfigured themselves more than 150 years ago and while their activity has mostly stopped, since the arrival of the dimensional portals the passages and caverns still change of their own accord once (or more) every few years. Wisened old smugglers have meticulously mapped the network time and again, learning that regardless of how frequently they might change the mines hold to a dozen variations. Despite the edge this gives those foolish enough to travel the tunnels, every terraforming new creatures and monsters emerge from the aether or deep within the core of the planet, making travel a deadly serious matter.

THE ZIPHROZIACS

ZODIAC DEFENDERS
After the Scion of Chi’s brief absence in 2086 allowed a high-invincible dimensional creature to wreak havoc on Kathmandu—killing tens of thousands before the oldest and most powerful chi specialists sacrificed themselves to stop it—she established the Zodiac Defenders. These proven warriors are typically appointed after achieving victory in the World Fighting Tournament, tasked with defending the mystical metropolis where and when she cannot. Though no wide-scale technologies are used to identify and regulate travel into or out of the city, the Zodiac Defenders use their talents to great effect and do an excellent job of keeping illicit activities within reasonable levels.

DOG, DRAGON, RAT, AND SHEEP
K-9 (page 88), Unyielding Torrent (page 89), Big Cheez (page 92), and Wattnao (N Dybbuk; animated object) are responsible for making sure the city’s streets are safe, keeping the people of Kathmandu secure and in good temperament.

ROOSTER AND SNAKE
Naljir the Unfettered (CG Ancient sovereign dragon) soars in the skies around Kathmandu with Siorai the Eternal (LG Ancient time dragon). The few enemy aircraft to travel through their aerial domain without alerting them or acquiring express permission have completely disappeared, and as such most operators consider smuggling into Kathmandu through their air to be a deathwish.

HORSE AND MONKEY
Bariki the Avalanche (CN Svathurim) and Monkey (page 90) prowl the mountainsides of Nepal, using the former’s natural talents and the latter’s preternatural skill with a hoverboard to fastidiously survey and protect the many different ecological conserves.

OX AND TIGER
Braaad (NG Flesh Colossus) and the Empress of the Sunset (LN Maharaja Rakshasa) are an unlikely pair but the brilliant rakshasa flawlessly employs the enormous brute’s strength and size to perfect effect while patrolling Tibet’s roads and protecting travelers.

THE PIG
In the tunnels beneath Kathmandu, Varskca Varskca (N Nalfeshnee demon) searches for any interlopers that mean to do the city harm. More than any other Zodiac Defender, the demon (who vastly prefers his life on Earth as opposed to the Abyss) makes use of agents to do his work—usually operators who are unfortunate enough to cross his path or otherwise fall into his influence.

THE RABBIT
Rabbit (page 91) uses her incredible speed to keep all of the Zodiac Defenders connected and coordinated, assisting wherever and whenever she is needed. The Rabbit has an unerring tendency to always be in the right place at the right time, often proving to be a critical element to the team’s effectiveness in keeping Kathmandu safe.

VAPORS OF THE SANDS
More than creatures spill forth from the tumultuous tunnels beneath Kathmandu—one of its most potent hazards are the gases and mists expelled from beneath the Earth when it undergoes a shift. The remains of smugglers unlucky enough to fall prey to the phenomenon litter the passages under the city, and even those that survive an encounter with the vapors are rarely left unchanged by the experience. When a creature makes contact with Vapors of the Sands, it receives either a Fortitude save or Will save (roll 1d2 to determine which) against DC 15 + 1/2 its hit dice. For results that generate spell effects, the creature’s caster level is equal to its hit dice and its spellcasting attribute modifier its highest attribute modifier.

Table 2-4: Vapors of the Sands

<table>
<thead>
<tr>
<th>Value of d100</th>
<th>Vapors of the Sands Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-20</td>
<td>Instant death (at the GM’s discretion, this may be a triggering traumatic event instead)</td>
</tr>
<tr>
<td>21-30</td>
<td>Reincarnate (no negative levels, instant change)</td>
</tr>
<tr>
<td>31-40</td>
<td>Permanent Elemental Body; roll 1d4: 1—air (vulnerability to acid), 2—earth (vulnerability to fire), 3—fire (vulnerability to cold), 4—water (vulnerability to electricity)</td>
</tr>
<tr>
<td>41-50</td>
<td>Permanent (and constant) invisibility and vision is reduced to a maximum range of 40 feet</td>
</tr>
<tr>
<td>51-60</td>
<td>+30 circumstance bonus on Acrobatics checks made to jump and -1 CMD per 4 hit dice</td>
</tr>
<tr>
<td>61-70</td>
<td>Your size changes daily (as enlarge person or reduce person; roll 1d6: 1-2—reduced, 3-4—normal, 5-6—enlarged)</td>
</tr>
<tr>
<td>71-80</td>
<td>You gain touch of idiocy as an at-will spell-like ability and you take 1 random attribute drain for every 2 points dealt</td>
</tr>
<tr>
<td>81-90</td>
<td>You gain discern lies as a constant spell-like ability but take a -30 penalty on Bluff checks</td>
</tr>
<tr>
<td>91-100</td>
<td>Roll on Table 2-3: Kathmandu Portals</td>
</tr>
</tbody>
</table>
LATIN AMERICA
1500s: Moctezuma's Magical Curse
Hernán Cortés and his troops arrive in Tenochtitlan and are welcomed peacefully by Moctezuma II; the Aztec leader is slain a year later, triggering his contingent ritual. Moctezuma’s blood seals away all magic and mystic abilities in Mexico and weakens it throughout the rest of Central and South America. Spanish conquistadors continue south through the majority of the continent, as well as out to the Caribbean—the curse placed on Spanish blood by Moctezuma continues to conceal magic anywhere they go. Francisco Pizarro executes the Incan Emperor, Atahualpa, an act that closes off all access to magic in Latin America for centuries.

1800s: Bolivar's Liberation and the Traveler
Simón Bolivar plays a pivotal role in the independence of Venezuela, Ecuador, Bolivia, Peru, and Colombia. His work propels him to legendary status, creating an icon that the man himself never truly lives up to. President James Monroe issues the Monroe Doctrine, opposing the idea of American isolationism and initiating countless US interventions in Latin America. The time traveler Eniram Blok arrives in 1876, changing the world forever—in Latin America the event is a spark that reignites the embers of magic sealed away for centuries. After the turn of the 20th century the US takes over construction of the Panama Canal, negotiating the new country of Galu on its eastern ingress for the Kuna people; not to be outdone, Russia begins constructing a canal in Nicaragua.

1945: Strange Occurrences
Subtle manipulations by multiple parties begin to influence the people and arcane energies of Latin America, and though many governments categorically deny it, Nazi war criminals go to ground in the jungles of the continent. Gabriela Mistral’s Nobel Prize in Literature inspires the populace as Ramón Grau’s presidency begins in Cuba, and Argentina and Uruguay switch the side of the road they drive on (redirecting the ley line energies in those countries).

1960: Financial Shake-Ups
Inflation reaches dizzying heights throughout South America—England, Germany, and the US all step up to provide economic assistance. Debts are subsidized and handled by various companies all tied in some way to hypercorporations of the present day. Scientists record a 9.5 magnitude earthquake off the coast of Chile, the largest of the century.

1984: The Birth of Ancho
Technological and pharmaceutical secrets held by Colombia leak to the Cali and Medellín cartels via government contacts. This leads to the creation of ancho, a drug with the potential to unlock superhuman capabilities; it is rigidly and strictly controlled by the highest-ranking members of the cabal.

2000: Spread of Ancho
Ancho’s formula is perfected into a drug that creates a “super” high without granting abilities. Its immense success inspires many imitators with varying degrees of euphoria and physical enhancement.

2010: The 33
A collapsing mine near Copiapó, Chile traps 33 gold miners. After various attempts to rescue them, the workers locate a well of power deep beneath the Earth—the abilities they gain allow them to surface on their own and they are heralded as saints.

2014: El Titan
Paleontologists locate the remains of the largest titanosaur in Argentina. After it is uncovered the creature regenerates and rises to life, fleeing through the Andes and into the Amazon.

2020: Fighting Los Monstruos
Through concentrated efforts between allied South American countries the intelligent, empowered flora and fauna of the land are pushed back from civilization. These creatures mostly relocate into the jungles and mountaintops of the remote regions of the continent.

2034: Rise of March
The majority of Central and South America see a rise in rebellions and coups. Each of these is led by a man name Ernesto March and all uprisings take place under similar circumstances. A cadre of FBI and CIA sleeper agents rise against the resistance leader, each programmed over three generations ago on a genetic level to maintain US interests—casualties from their conflicts are counted by the thousands. After a year of fighting, however, the various rebellions are successful and Ernesto March holds power over most of South America.

2053: Kingpin Karrand
A ruthless sicario rapidly rises through the ranks of Latin America’s narcos, consolidating control over those few that manage to evade authorities. Omar Karrand comes to control export of nearly all of the continent’s drugs in a matter of only a few years, his magician agents liberally using magic to brutally force coercion. Instead of luxury he uses his wealth to purchase stolen artifacts and relics from across the globe, funding many of the thefts himself after funding a coup in Peru.
2065–2067: Coffee Wars
March leads countries to prosperity but they begin to clash with one another on the economic front; most rub shoulders in the export markets, leading to economic terrorism and sabotage among competitors. The Coffee Wars soon spiral out of control and South America once again degrades to infighting and revolution.

2086: Fall of March
Backed by the newest iteration of the “patriotic” Liberty Corps, US sleeper agents successfully capture every Ernesto March in Latin America. Each is simultaneously executed, completing a ritual enacted by Che Guevara in 1965. Che returns as Ramón Benitez intent on taking over where the Marches left off—he and his revolutionaries fill the vacuum and re-ignite the flames of revolution a mere seven months after the Fall of March. With Ramón Benitez’s forces inciting rebellion once more, many countries hire private military contractors to defend their borders (the majority of which are backed by untraceable proxy corporations).

2095: Los Centinelas
A local hero named Doña Tigresa uses her fame and connections to create an army of robots to fight off encroaching revolution in Mexico—the Sentinels guard the borders of Mexico to the south and directly clash with Ramón’s forces. Eventually she takes the fight to the rebels and leads her Sentinels into Central and South America.

Mexico Today
Currently three major factions vie for Mexico: the government, cartels, and spirits. A true democracy of farmers, laborers, and artists (all holding prominent positions of authority) has recently come under threat as political groups attempt to gain influence by tiptoeing around anti-party laws. Most are innocuous but a small number seek only power and riches, using any means to further their agendas. The numerous cartels vary from local mobsters to world-spanning organizations, the most prominent being Los Apóstoles (the Apostles), Los Ciegos (the Blind), and Ochenta y Ocho (the Eighty Eight). Unlike their contemporaries earlier in the century, these criminal networks do their best to avoid large displays of violence and primarily use subterfuge to achieve their aims. Spirits of long forgotten heroes and idols remain prominent since the 1985 earthquake in Mexico City, many still freely roaming that metropolis, Chichen Itza, and other locations of significance. Most people do their best to prevent offending the spirits and the few whom speak with the dead claim that they seek to rejoin the magic of the past to the country, offering lost treasures to those who help them.

Guadalajara
Seated in the heart of mariachi country, Guadalajara is a rare bastion of prosperity in Mexico’s landscape—and the only major city openly governed by a cartel. Members of Los Apóstoles worked their way to high ranking positions in the local government and their leader, Leticia Carrillo, is the longstanding mayor of the city (elected into office a total of four times so far.) Under Mayor Carrillo’s leadership Guadalajara successfully houses its citizens and protects them from the dangers of the other cartels. The Apóstoles and personal security serve as guards to the city and complement the police force. Entry into Guadalajara is maintained by a variety of checkpoints with fences that form a perimeter out to half a mile from the city and though dissidents claim that this makes a prison of sorts, others view it as a gated community. Life within the city is peaceful for its citizens but for Apóstoles things are a bit different—their enemies are constantly attempting infiltration to find evidence to be used politically to force a resignation or impeachment. These loyal soldiers fight in the shadows to keep citizens none the wiser; a secret war stirs in Guadalajara and Carrillo is intent on keeping it clandestine.

Central America
Central America changed significantly over the last few centuries—on the verge of the 22nd, its nations strive to quell the chaotic fighting that plagues them.
Belize
Belize changed forever with the discovery of ancient Maya records detailing an enormous ritual capable of returning even more powerful lost magic to the world. The ritual became the country’s driving purpose, the government funneling excessive resources towards its completion. As these rites progress Belize grows more in tune with arcane frequencies and the nation works feverishly to complete the act by the predicted time in 2100, ignoring the malevolent spirits that appear with each major mystical advance.

Galu
The continued discrimination of the Kuna people after the declaration of their independence in 1893 led to their eventual soft secession from the rest of Central America. Although technically still part of the region, their borders are closed to the rest of the world via a powerful magical barrier permeable only to people of Galu blood or those the mystical energy field deems worthy. Its citizens do not know the metrics by which it chooses, but many believe the country itself waits for a redeemer. The Kuna continue the study of lost and intricate magics in hopes of creating a means of completely separating Galu from the whole of Central America.

Guatemala
With attempts to quell rebellion and put a stop to the spread of ancho, Guatemala researched automated drones to seek out alter sapiens. For a time these “quetzales” did their job beautifully but as the years went on, they became a target for hackers and now inspire fear in the citizenry. For most life continues as normal, but alter sapiens find themselves fighting a war for their freedom from within the Hypernet.

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Quetzales
Over the years reports of automatons leaving Guatemalan borders have increased as the quetzales drones (myrmidon robot) gradually ignore their programming due to a spark of intelligence illegally suffused within them. In her dying days their enigmatic creator, La Profesora, infused a portion of her soul into every quetzal, a fact revealed only to a select few just moments before her demise—with every slain alter sapien she regains a portion of the resulting extraordinary energies, putting her one step closer to reconstituting as the ultimate robotic power she always longed to be.

Honduras
Years of economic struggle came to end in 2041 after a small group of miners discovered a large vein of magically infused ore, a resource for the creation of truly magnificent and nigh indestructible metals. They export arcanosteel (page 177) to only the highest bidders—as part of the heightened security to protect it, Honduras employs an elite security force primarily consisting of alter sapiens and robots created by the very metal they protect.

Nicaragua
The Somoza family established a dictatorship in 1936 and ruled unopposed for decades, but an attempt to overthrow the government by Sandinista rebels in 1972 forced President Anastasio Somoza’s hand. In a brutal display of power he faced them single handed in the capital city of Managua—the fight was over in a moment as Somoza summoned a massive earthquake, squashing all future attempts on the regime. His great grandson Ignacio Somoza continues the legacy, ruling with cruelty and power.

Panama
A century after the opening of the Panama Canal a sudden rise in sea levels proves nearly catastrophic. With the waterway on the verge of destruction, Panama brokers a treaty with Centurion Systems to save it—after successfully shoring it, Centurion bought its way on to the National Assembly. Years later the US stepped in to try to force them out of the country, a move strongly opposed by the hypercorporation and still fought to this day. Only the spiritual leaders of Galu are able to actively oppose the massive business’ cutthroat pursuit of its interests.

El Salvador
In 2053 a young alter sapiens named Milagros Esperanza de Leon was proclaimed to be a new messiah, destined to free El Salvador from its oppressors. She led a final coup against the current government and propelled El Salvador into a golden age; under her guidance, the nation cleared its debt, reduced its crime, and has generally prospered. Its citizens now wait with bated breath for Milagros’s daily advice, unable to think for themselves without her assistance.
CARIBBEAN
The islands of the Caribbean rest in the center of a global hot spot, its nations constantly facing outside pressure due to their proximity to the Bermuda Triangle—the phenomenon offers a great point of constantly flowing magical power that creates a maelstrom of mystical influence.

Haiti
A necromancer by the name of Jean-Luc Rousseau proclaimed himself the living incarnation of Baron Samedi in 2086. He preached to the poor of Haiti, declaring that the powers of the afterlife would provide for them in the living realm. Thousands flocked to his way and became infused with necromantic energy, understanding too late that he had deceived them. With his half-living, half-dead army, Rousseau took over the island nation and declared himself emperor. The people live in fear of their former loved ones, referred to as Des Frères Mort (The Dead Brothers).

Jamaica
Throughout the majority of the 21st century Jamaica feared constant assault by hurricanes, floods, monsoons, and tsunamis with alarming frequency. In 2071 a master oracle named Julia Williams tapped into ancient magic allowing her to control a portion of the weather and she passed this knowledge on to a sect of scholars, creating the Order of Wind Chasers. On her deathbed she revealed that a curse was placed upon her by a terrible being beneath the sea, a creature intent on destroying the island. Williams’ students continue her legacy, patrolling the waters around Jamaica to fight against the forces of nature themselves while searching for their prophesied enemy.

BRAZIL
By 2016 Brazil is experiencing water shortages, especially in its largest cities. To aid the country Specialized Organix (which would later become Biospecs) provides a new purification product: FludiPur, working so effectively that locals refer to it as água milagrosa (miracle water). This rapidly applied solution garners company’s presence is stronger than ever and they pump money into the local economy from within their reclaimed headquarters under the now destroyed Christ the Redeemer, their sponsored resorts and businesses flourishing all along the coast. Further into the city one finds only chaos—attacks by revolutionaries and reactionary assaults by filhos de milagres plague the slums. The National Congress building resides in the hypercorporate-sponsored district because of these constant attacks (making it even easier for executives to enact their will on the body politic).

While tourism is highly lucrative, Biospecs knows that the true money is in war—revolutionaries and filhos de milagres receive military and financial support from undercover hypercorporate agents. BioSpecs strategically times the supplies to stretch fighting for as long as possible (even selling tickets to tourists to enjoy the show) and it keeps a large portion of the government in its pocket, using classist legislature to forces most to live outside of the protected districts. Violence is just a way of life. The streets are often unsafe but thankfully, many of the filhos de milagres offer their services to rebuild and assist those affected by the fighting. So far none are the wiser to Biospecs’ manipulations, but the city rushes towards a tipping point, resting only one attack or hack away from the dawn of a new age.

SOUTH AMERICA
South America’s proximity to the other side of the world from Kathmandu’s nexus of ley lines generates powerful magic on the continent, making it a locus of supernatural and mystical events.
Argentina
Hundreds of subtle rites enacted over the last 150 years manipulated Argentina to meet the needs set in place by a prescient Adolf Hitler and the country now sits as a bastion for the Fourth Reich, ready to become the new Fatherland. One of the few things standing in the way of this ultimate goal is the spirit of Eva Peron—her hauntings are a bane to the Fourth Reich.

Bolivia
A group of thieves broke into Simon Bolivar’s former residence in 2083, fleeing with his legendary saber—hours later their slaughtered bodies appear in the center of Bogota. Reports state that the weapon flew towards La Paz in Bolivia where it resides today, occasionally emerging to fight against rebels; locals believe that the relic searches for a descendant of Bolivar to lead the country towards prosperity.

Chile
In 2051 Chilean citizens noticed Easter Island was missing, the landmass disappearing overnight—though the Moai statues remain, each washing up on the South American coast and arranged in a complex geometric pattern, resisting all attempts to be moved. Fifteen years later every Maoi animated (stone golemE) and set out through Chile where they continue to roam the country, showing up to aid towns in need and returning lost children to their homes.

Colombia
The president of current day Colombia continues the bloody authoritarian control his grandfather Carlos enforced as a drug kingpin—and the cartels know it. This environment encourages free trade and increased innovation, and the country is home to some of the most blissful and potent super drugs (including el Presidente’s new “Super Ancho”).

Ecuador
A crazed cult known as Los Maestros de los Ánglos (The Masters of Angles) plagued Ecuador in early 2018, enacting a ritual that they believed would tap into the powers of the equator and provide insight to the mysteries of the universe; instead it levitated the Galapagos Islands over the ocean where they (both the islands and mathmagicians) remain today.

SWORD OF BOLIVAR
Maria Teresa’s early death inspired Bolivar to never marry again. This dedication to his wife kept her spirit by his side to his dying day and granted him the courage to liberate major portions of South America. After his demise, her soul remained with his iconic saber and manifested within it, granting it extraordinary abilities.

Aura strong transmutation; CL 20th Slot none; Weight 4 lbs.
Alignment neutral good; Senses blindsense 120 ft.
Intelligence 14; Wisdom 20; Charisma 18
Ego 25; Language telepathy (English, Portuguese, Spanish)

This intricately-handled, simple sword rings with the subdued chants of rebellion when drawn. Bolivar’s Virtue is a +3 dancing valiantE scimitar. A wielder with the tactician ability reduces its activation time to a free action without expending a daily use of the ability; wielders without this ability can spend a swift action to gain the Lookout feat for one minute and grant it to allies within 30 feet. Once per day on command, the sword fills the wielder and allies within 30 feet with extreme bravery (as blessing of fervorAPG).

Bolivar’s Virtue has blindsense 120 ft. and can communicate with the wielder via telepathy. Maria Teresa wishes to further Bolivar’s legacy and once per day as a swift action, the wielder may call upon her to gain a +4 luck bonus to attack rolls and saving throws for two minutes. Any attempts to commit evil acts or tarnish Bolivar’s name or legacy require a successful DC 25 Will save to prevent the spirit of Maria Teresa from taking over the wielder’s actions for 24 hours.

DESTRUCTION
Bolivar’s Virtue crumbles to dust if brought to Madrid after being wielded by an evil creature to overtake Bolivia, Colombia, Ecuador, Peru, and Venezuela.
Paraguay
After the return of magic the people of Paraguay longed for the times of myth and legend, its citizens withdrawing to a secretive, reclusive lifestyle for over a century. Their work completed, a set of spirits emerged—the seven demon children of Tau y Keraná, horrors that now torment a different village every week.

**Tau y Keraná’s Seven Demon Children**

Peru
In 2064 a tremendous surge of magic energy flowed through a leyline centered under Machu Picchu, infusing stones within the ruin and drawing forth the spirits of the ancient Incas. These apparitions rebuilt the empires’ palace with the use of dimensional bricks pulled into Earth from another plane, reconstructing a planar-powered super temple. When word of the sacred site reached the rest of the world, King Karrand took Machu Picchu for himself. He drew upon the spirits and the planar energies within to further fuel his magnificent armor and gain access to untapped potential from outside the known universe. It was this power that allowed him to dominate a large portion of Peru, which he rules to this day with a metallic fist. Local rumors hold that Karrand searches the multiverse for something of great importance, but few dare speak of what it may be.

Uruguay
After a UFO crashed into the city of Trienta y Tres in 2071, conspiracy theorists the world over flocked to Uruguay. An investigation revealed a marketing hoax prompting many of these theorists to leave, but the few that remain claim conspiracy and the nation is troubled by guerilla theorists intent on taking on the government to uncover the truth.

Venezuela
As economic crises spiraled out of control, Venezuela was forced to find any means necessary to stabilize its economy: the answer was war. The Venezuelan PMC was formed in 2026 and the entire nation focused its efforts on the war economy; now the majority of the country’s labor creates armor and weapons while youths learn to love their army through school-taught propaganda. Wherever war is to be had, Venezuela is there.

PMCS AND REVOLUTIONARIES
The majority of Latin America’s nations have at least one PMC (private military contractor) on payroll to defend citizens against the constant threat of rebels. Dozens of factions and groups make up the political and cultural landscape, but these are a few of the major players.

El Bosque PMC
After the environmental disasters caused by the great eclipse in 1991 and the runoff of FludiPur, a group of environmentalists formed this PMC. El Bosque’s main mission is the defense of nature—so much so that flora and fauna are counted among their number, fighting alongside its soldiers in a struggle to find a place to call home.

Central Unido
A single, extensive PMC known as Central Unido covers the defense of all of Central America, comprised of soldiers from every country within it. The PMC finds itself pulled in different directions by these varied nations, each using the military organization for their own needs. Its leader, Natalia Perez, recently set a stance to separate it from the politics of its use: her troops currently reside on a floating platform hovering over Costa Rica, only answering confirmed calls for emergencies.

CIA
The CIA (or El CIA, as it is commonly referred to) remains a sizable force intent on furthering US goals in Latin America. Their main base of operations is in the Panama Canal Zone at Fort Gullick. Although the US denies it vehemently, those in the know confirm that the fort is used for various forms of brainwashing and hypnotism to create sleeper agents scattered throughout Latin America; all of its agents (both active and sleeper) do their best to manipulate from the shadows.

Cruz Azúcar
Seated in Havana, the rebels (Sugar Cross) to its communist roots. Their efforts constantly cross with the Hijos de la Revolucion and the two struggle to establish their own ideals on the island nation and though this stalemate keeps Cuba free, its people worry that the scales may be easily tipped
The creatures that roam Latin America vary wildly in ferocity and terror but most are ordinary plants and animals enhanced by magic or genetic manipulations. These creatures generally gain the benefits of an awaken spell and the advanced or giant simple templates. However, some of them have the fey, funga, mutan, or vahana templates. The fiercest of these creatures is known simply as El Titan—the massive awakened dinosaur stalks the mountains and jungles of Peru and few dare search for the beast, let alone awaken spell and the advanced or giant simple templates. The concealed tribes of the jungles and mountains of Latin America are content to remain hidden but their seclusion is threatened by modernity’s pervasive reach. Each revolution and excursion into the wilderness threatens contact and to combat this, many tap into the revitalized magic of their lands, fighting against encroaching civilization with unseen forces civilization will never understand. Some are bold enough to kidnap people and return them back to the world after a few days; afterward these individuals mumble insidious secret incantations that pacify entire armies or undo obtrusive settlements.

Native Tribes
The concealed tribes of the jungles and mountains of Latin America are content to remain hidden but their seclusion is threatened by modernity’s pervasive reach. Each revolution and excursion into the wilderness threatens contact and to combat this, many tap into the revitalized magic of their lands, fighting against encroaching civilization with unseen forces civilization will never understand. Some are bold enough to kidnap people and return them back to the world after a few days; afterward these individuals mumble insidious secret incantations that pacify entire armies or undo obtrusive settlements.
Launched in 2064, Lucrum was a marvel of modern technology—a literal city in the sky. Created by combining the wealth and manpower of six proto-hypercorporations, it is the wealthiest and one of the most influential cities in the world. Most of that wealth and power is spent on maintaining their control over what they have; they field an enormous military to keep the streets safe by force and spend enormous amounts on ludicrous displays (like the solid gold Lucrum Tower). The overlords of Lucrum keep the bytecoins flowing with incredible technologies that they sell to the highest bidder—almost always other hypercorporations.

For the last decade Lucrum has floated not in the sky, but on the surface of the Atlantic Ocean. The massive magnetic engine that keeps it aloft only activates now to fly it to international waters where the mega-metropolis can land its imposing presence wherever its rulers please.
2044: Pipe Dream
Hin-Fa Multinational begins seeking a location where they can be completely free of national laws. After several failed attempts of building self-sustaining cities in Antarctica, the idea is tabled.

2061: The Founding of Lucrum
Dynixcore and Raeon Industries construct the first RAU. Interested in seeing how far they can make this technology work, they steal plans for a self-sustaining city from Hin-Fa Multinational and begin construction immediately on an offshore platform in the Indian Ocean. During construction they identify a number of concerns they are unable to solve on their own and reluctantly create the LUCRUM Foundation together with BioSpecs, DRAPA, the collected interests of the Koke Cousins, and Fawkes News.

2064: Lucrum Takes Flight
Construction is completed on the flying city of Lucrum, a self-sustaining city capable of magnetic flight. They proclaim themselves to be their own national power, free of any pre-existing government, and take to the skies. From their lofty position they begin deploying “operational teams” across the globe. These assassins, saboteurs, and thieves are sought after by all national authorities and considered to be enemy combatants when encountered; however with the finest technologies and enchanted resources at their disposal and a continually supported pro-corporate culture spreading across the globe, the profession rapidly increases in popularity.

2071: The Lucrum Boom
Lucrum’s size, power, and legal freedom leads to it gaining dramatic popularity from not just hypercorporations, but nations and even the individually wealthy. The price of hundred cubic feet of real-estate in the mega-metropolis skyrocket to tens of thousands of bytecoins, then millions. Commodity prices likewise skyrocket, both for items in Lucrum, then for items from the flying city.

2073: The Lucrum Crash
With only the ultra-rich capable of living in Lucrum, any possible work force is either pushed out of the city or onto its streets. The LUCRUM Foundation evicts hundreds of formerly wealthy citizens, using their apartments to create huge, slum-like tenements for their employees to live. Thousands more leave, though Lucrum employees are still required to live in their assigned quarters (some kept there under threat of “extreme legal action”).

2078: Cleaning House
An unknown strike force assassinates hundreds of Lucrum citizens. Many are seemingly random, but it also includes the CEOs of Fawkes News and at least twenty-tier-2 citizens, all heavily protected. The killer or killers always carefully removed the target’s left eye, but left no other traceable evidence. Dozens of individuals, mostly *alter sapiens*, have tried to take credit for these murders, but none can satisfactorily explain how they managed to pull it off.

2081: Founding of the Thought Police
After a network of foreign spies is uncovered with ties high up in Lucrum, the Thought Police are founded. These telepaths and manipulators work outside Lucrum’s normal system, tracking and manipulating the people of the city. They begin to integrate propaganda into every aspect of Lucrum daily life, tailoring it directly to the people who they are manipulating.

2089: The Fall of Lucrum
The Monopole, the city’s magnetic engine, is closed unexpectedly. All citizens who had worked in or with the technology disappear overnight, prompting the LUCRUM Foundation to staff the technological wonder with robots. Increasing costs and city weight are cited as reasons that the Monopole’s output needs to be reduced, forcing it to land in the Atlantic Ocean where it remains a mobile island. An enormous reward is offered for any feasible technologies to once again return Lucrum to the skies.

2092: Alter Laws
Soldier Corps and King Karrand meet on the streets of Lucrum, resulting in a high-power brawl that does trillions of bytecoins of damage and kills hundreds of bystanders. A law is passed forbidding any *alter sapiens* from setting foot on the floating city—it is estimated that nearly five hundred *alter sapiens* go underground, though for the most part all of them leave for more accepting locales.

2095: That’s No Star
Lucrum launches a series of satellites into low-Earth orbit. The hypercorporations claim them to be a network of dedicated communication satellites, but only days after the first launch one of them alters course to intercept and destroy a high-atmosphere flight.

2097: War on Lucrum
A Lucrum operative team is discovered in the middle of an operation in France, attempting to rig a series of local elections. Overnight a coalition of European countries form an alliance against the mega-metropolis. Many of these national powers go so far as to begin amassing a powerful navy with the intent of sinking the hypercorporate city once and for all.
Under the Hypercorporate Thumb

Lucrum is a hypercorporate city through and through—every business is run by a hypercorporation, every law is written by a hypercorporation, and every person works for a hypercorporation. People are all equal in the eyes of the law, protected, cared for, and guided by the power and the wisdom of these great and powerful companies.

The LUCRUM Foundation

Every building, street, and arguably every person in Lucrum is owned by the LUCRUM Foundation. This powerful hypercorporate alliance was formed in 2061 when Dynixcore and Raeon Industries reached out to their allies with the intent of constructing a city free of the influence of any nation. At the time of its founding, these hypercorporations were selected with the intent that Dynixcore and Raeon Industries would easily be able to sway them but today, the six founding members of the LUCRUM foundation are roughly equal in power, stature, and influence.

While the six founding members of the foundation (BioSpecs, DRAPA, Dynixcore, Raeon Industries, the collected interests of the Koke Cousins, and Fawkes News) hold by far the most sway in the foundation, there is no hypercorporation on Earth that doesn’t aim to influence the doings of Lucrum. In recent years, Valhalla Technologies has been making increasingly aggressive bids for power within the mega-metropolis; an alliance with BioSpecs CEO Tasha Taes to pioneer safe biological implants has given many reason to suspect that they will be the next major shareholder in the foundation.

Alter Laws

Lucrum has a great many laws that apply to a great many things. Most of these edicts are similar to those of any other country, but one has been taken to a dangerous extreme:

Any Alter sapiens discovered within the bounds of Lucrum have precisely 2 hours to turn themselves in peacefully or they will be considered enemies of the state and executed on sight.

Established in 2092, this law exists in order to protect the populace from rogue or even careless Alter sapiens. Once they have turned themselves in, Lucrum registers and catalogues Alter sapiens. What happens afterwards depends on the individual—those with weak minds are often manipulated, charmed, or methodically brainwashed into joining one of Lucrum’s operative teams. Any Alter sapiens with strong political value are released under close surveillance or ransomed off to the highest bidder, but particularly dangerous or rebellious Alter sapiens are never seen again.

Corporate Sabotage

While the hypercorporations that comprise the LUCRUM foundation play nice in public, they are in a perpetual war for power with one another. Hypercorporate espionage and even sabotage are daily occurrences in Lucrum, most often through the use of off-the-books operatives of all kinds. Discretion is required however, and operatives who reveal their true intentions or employers can incite a dramatic backlash—operatives go to great lengths to punish agents who betray them, digging into their histories and personal lives to strike back where it most hurts. The only counterbalance is the gratitude of another hypercorporation, who employ teams dedicated to keeping their own operatives hidden from opposing groups even as they try to uncover the operators used by their opponents.

Hypernet Access

Despite Lucrum’s hypernet access being second to none, use of the global network is strictly regulated and monitored. Only Lucrum sanctioned VR sets or hyperjacks can access the ‘net within Lucrum, and all access is carefully monitored and recorded by The Server. The Server is a secret AI housed in a massive datacenter beneath the city; whenever someone from Lucrum attempts to deal with classified information or visit a restricted area (such as the Darknet), it can cut them off in a fraction of a second.

How the server knows what is sensitive or restricted information is unknown, but many suspect The Server to be an illegal-AI and that it houses a vast number of hypercorporate secrets. Eschewing the use of robotics for security reasons it is tended and maintained at all times by the cult-like server farmers lead by Mattias Vitticus. They wander endlessly up and down the Server’s physical and digital hallways, ensuring the safety and stability of the system.

Hypercorporations Our Friend

There is one fact constantly pressed into the minds of every citizen and visitor to Lucrum: the hypercorporations are doing what is best for everyone. Monitors on every street corner reiterate Lucrum’s many laws, while those in people’s homes can select from only a relatively small number of premium hypercorporate-funded channels. At all hours beneath the noise of the city is an almost subsonic hum: the sound of millions of tiny speakers chattering away that Lucrum is great, hypercorporations are good, and lawbreakers are dangerous anarchists.

Even printed material in Lucrum is dominated by the hypercorporate agenda. Every book in Lucrum undergoes a special nanite treatment before it can be distributed to the public. This treatment makes it virtually impossible to destroy books, but also allows Lucrum to manipulate their contents post-printing in case any anarchist messages are discovered hidden in the text.
Lucrum Task Forces
Lucrum is one of the few places on Earth where only hypercorporations hold power and as a result it is unrestricted in its ability to amass arms of any kind. The LUCRUM Foundation openly admits to possessing biological weapons and weapons of mass destruction, yet even these are less globally feared than Lucrum Task Forces. Uninhibited by national or international law, these soldiers are international mercenaries and assassins. Every member is highly trained, biologically enhanced, and equipped with the best gear bytc locals can buy (and often better), and unwavering in loyalty to their hypercorporate masters.

Primarily, Lucrum’s task forces are self-contained, ten man units. However, in rare circumstances they have been known to contract operators with unique abilities—especially alter sapiens with magical abilities that allow them to complete their goals with less firepower required. Each task force is carefully organized with slightly different skills, but every soldier on the same task force is fully trained in all the same skills as the others (as they always anticipate casualties). Though Lucrum’s task forces are primarily armed by its military supplier, DRAPA, each hypercorporation maintains their own private weapons development division—just in case.

Order In the City
People in Lucrum are classified under one of five tiers. These tiers define their lives in the city—the higher the tier, the more power a citizen controls. This system of classification extends to every aspect of life: larger living spaces, better food, more freedom, and most importantly, the ability to set the laws those of lower tiers must follow.

The vast majority of citizens in Lucrum (nearly 4 million people) are fifth tier citizens. All aspects of their lives are touched upon by Lucrum’s many laws, but in the few hours they have each day between work and sleep they are relatively free of responsibility. While every need is met by the city—food, housing, entertainment and the like—they aren’t given any choice in these things. They live in the small apartments provided for them and they eat the meals presented without option for complaint. Fifth tier citizens don’t have an official dress code and typically wear a simple, white jumpsuit-style outfit.

Roughly one in ten citizens of Lucrum (some four hundred thousand) are fourth tier citizens. These are the skilled workers, the managers and experts. Their work days are slightly shorter and their accommodations are better, but there is otherwise little to distinguish them from their fifth tier brethren. During the day they are required to wear a uniform white jacket with red shoulder markings to denote their status. Most visitors to the city are given this status temporarily, along with the appropriate legal status and requirements.

There are approximately twenty thousand third tier citizens in Lucrum. These are the lowest executive managers, people with some insight into hypercorporate workings and responsible for the execution of the vision of higher tier citizens. They have a great deal of freedom as to how and when they work, where they live, and what they do, though they remain subject to scrutiny by their superiors. At all times outside of their personal quarters, third tier citizens are required to wear uniform white jackets with orange shoulders. They have the right to have lower tier citizens arrested for disobeying orders, though punishments for such infractions are typically mild.

Fewer than one thousand second tier citizens live in Lucrum, at all times recognizable by their uniform black suits with green shoulder markings. These citizens consist of the board members and executives of hypercorporations other than those in the LUCRUM Foundation. They are able to issue any laws they want, which carry a wide variety of punishments if they are broken. In general, they are only loosely subject to Lucrum’s many laws.

There are exactly six first tier citizens in Lucrum, the CEOs of the major corporations who make up the LUCRUM Foundation. They are all but exempt from the city’s laws and are capable of issuing any sort of law they choose at any time. Though the laws they issue have a variety of repercussions, for a citizen of lower tier to disobey a direct order from a first tier citizen is a criminal offense that carries the death penalty.

Anyone in Lucrum unlawfully, whether smuggled through magic or more mundane means, are unranked citizens. They are not recognized by the system, nor do they have any rights in it. They can be arrested, detained, and even executed at the whims of the higher-tier citizens if given the slightest reason.
RAUs

Lucrum's original construction may seem the work of magic (and some of it was), but the vast majority of it was constructed by means of Rapid Assembly Units. These enormous mechs are even stronger than their building-sized frames would suggest and are capable of moving hundreds of tons of material at once. Using a combination of their prodigious strength, nanite-welding, and extraplanar energy sources, each of Lucrum’s four RAUs can construct entire buildings in mere hours.

Though the RAUs are no longer in active use, the four remaining units are housed in the city to be used when large-scale repairs are needed. Dynixcore continues to improve upon these remote-controlled behemoths, most recently with dimensional-flux welders capable of drawing raw materials from other planes—or banishing them there. Each limb the size of a large truck, this robot's humanoid torso is mounted atop a pair of tank-like treads. The ends of each of its fingers sizzle and glow with heat.

### RAPID ASSEMBLY UNIT

<table>
<thead>
<tr>
<th>CR 15 — 51,200 XP</th>
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<tbody>
<tr>
<td>N Colossal construct (robot)</td>
</tr>
<tr>
<td>Init +5; Senses darkvision 120 ft., low-light vision; Awareness +19</td>
</tr>
</tbody>
</table>

#### DEFENSE

| AC 29, touch 3, flat-footed 28 (+1 Dex, +26 natural, –8 size) |
| hp 240 (20d10+80 plus 50 hp force field) |
| Fort +8, Ref +7, Will +7 |

**Defensive Abilities** hardness 10; **Immune** cold, construct traits; **Resist** electricity 30, fire 30

**Weakness** vulnerable to critical hits, vulnerable to electricity

#### OFFENSE

| Speed 50 ft. |
| Melee 2 slams +24 (2d8+12 and plane shift) |
| Ranged integrated plasma cannon +13 touch (5d6 plasma, Range 200 ft.) |

**Space** 30 ft.; **Reach** 30 ft.

**Special Attacks** combined arms, dimensional-flux array, dimensional-flux strike, plasma cannon (no reload, no misfire)

**Spell-Like Abilities (CL 20th; concentration +21)**

- At will—fabricate

#### STATISTICS

**Str 35, Dex 13, Con —, Int 12, Wis 9, Cha 1**

**Base Atk +20; CMB +40; CMD 51**

**Feats** Combat Expertise, Combat Reflexes, Deadly Aim, Great Fortitude, Improved Initiative, Iron Will, Point-Blank Shot, Precise Shot, Power Attack, Run, Technologist

**Skills** Awareness +19, Knowledge (engineering) +22, Search +21

**Languages** Chinese, English

**SQ** comprehensive database

**Environment** Lucrum

**Organization** solitary or sprocket (4)

**Treasure** none

#### SPECIAL ABILITIES

**Combined Arms (Ex)** When taking a full attack action, an RAU can attack with melee and integrated ranged weapons simultaneously.

**Comprehensive Database (Ex)** RAUs can use its Knowledge (engineering) skill in place of any Craft skill.

**Dimensional Flux Array (Ex)** By overloading its engine as a full-round action, an RAU can fire a pulse that tears through the planes, creating a beam either 10 feet wide and 60 feet long or 5 feet wide and 120 feet long. Any creatures or objects caught in the pulse are transported (as plane shift) to another dimension of the RAU’s choosing (DC 21 Will save negates). Everything in the pulse must be plane shifted to the same plane and arrives in the same orientation and relative position it was before being shifted. After activating the dimensional flux array, the RAU is staggered for 1d4 rounds. This ability is Intelligence-based.

**Dimensional Flux Strike (Ex)** An RAU’s weapons are all fitted with dimensional-flux welders and reach into all dimensions. All of an RAU’s attacks are considered to have the ghost touch quality and bypass any bonuses to AC from force effects (such as mage armor or a ring of force shield).
Secret Societies
With hypercorporations having such extreme control over the city, a great many rebellious groups have crawled up from the shadows. These secret societies, as they are collectively known, are ways for the people of Lucrum to exercise their freedom outside of the strict grasp of city authorities. Despite their attempt at secrecy, none are truly sure how much of their organizations are known to the Thought Police and hypercorporations.

Many of these societies are utterly harmless, existing only to let their members freely indulge in an otherwise restricted activity but some are much darker, worshiping great old ones or plotting the ultimate downfall of the floating city. Yet more are somewhat in between the two—people angry or desperate for freedom in a rigid life. They sabotage offices, harbor fugitives, and use the network of tunnels beneath Lucrum to great effect. The city’s resident freedom fighter, Wild One, uses these secret societies to their fullest potential. Living among them, he spreads his message of freedom from hypercorporate shackles while at once threatening to report anyone who so much as breathes a word of his existence. Members of secret societies are sufficiently concerned at the depth of Wild One’s knowledge of their doings, keeping his secretive life safe and intact for years now.

Thought Police
Perhaps Lucrum’s most powerful tool in keeping their populace in check are the Thought Police. Officially a branch of Fawkes News, these psychics and saboteurs move about the city’s populace, invisible. They observe people’s actions, listen to their conversations, and even read their thoughts. Most of the time these morale officers leave the people to their own devices; they aren’t concerned with petty rule breaking or even egregious crimes like theft or murder. What they are on constant alert for is any sign of rebellion—of the spark that might set the peoples’ hearts ablaze (not that they expect such a thing to happen, but Lucrum doesn’t exist by leaving things to chance.)

When the Thought Police do take action, their strikes are subtle. Commonly they reassign people to new positions to keep rebellious minds occupied, or lead free spirits into self destructive spirals—however they might effect the greatest change with the least disruption is the tactic they employ. When the need does arise, they are capable of striking quickly and decisively, but even when forcibly abducting a citizen from their home they prefer to “rehabilitate” when possible rather than killing them.

The City of Lucrum
A dense grid of narrow and soaring skyscrapers, the floating city of Lucrum is nearly a perfect circle ten miles from edge to edge. The exception to its circular shape is at the stern of the city where a five-mile wide, two mile long airport abuts the city’s commercial district and caters to the perpetual stream of air traffic. Despite the city floating on the surface of the sea, Lucrum has deliberately avoided making itself accessible by boat—the LUCRUM Foundation maintains that the city’s eventual intent is to once again take to the air.

The vast majority of the mega-metropolis is comprised of towers twenty to forty stories tall, and at the center of it all is the city’s crown jewel: Lucrum Tower. The city has a comprehensive underground network as well, though most of it is off-limits except to robots or maintenance personnel. With the base of the city being seven stories thick there are hundreds of miles of tunnels in all. Some of them are wide enough to drive a car through while others are barely large enough for a halfling to crawl. Most of the space is dedicated to city utilities and maintenance or to house the city’s enormous engine, the Monopole.

Biofarms
Lucrum is self-sufficient in every way: it generates its own power, produces its own goods, and in the biofarms it grows its own food. There are several biofarm locations throughout the city for ease of distribution, but most of the mega-metropolis’ food is grown in Farm 3, a complex that occupies only a dozen city blocks yet produces nearly 90% of the food supply.

In order to meet this demand Farm 3 uses dozens of hyper-efficient microclimates, each producing a handful of ‘superfoods’ in incredible quantities. It also doubles as Lucrum’s primary waste processing facility, sifting through the city’s garbage for every molecule of organic waste for use as fertilizer before sending other materials to be reprocessed elsewhere.

Though the public at large remains unaware of it, Farm 3 reprocesses not only their waste, but their bodies as well. Cremation is mandatory in Lucrum: all corpses are taken to a facility beneath Farm 3 so that every useful mineral can be extracted before incineration. Oddly, this process is entirely off limits to citizens below tier 2, leaving many to question if the ashes returned to them truly belong to their loved ones.

Lucrum Tower
For those within the grasp of the city’s many hypercorporations, Lucrum tower may as well be the center of the world. Sometimes called Executive Tower, Lucrum Tower’s fifty story height makes the skyscraper the tallest thing in the mega-metropolis—it is also the most eye-catching, being primarily built from a gold-composite
Lucrum Zoological Institute

One of the largest indoor zoos in the world, the Lucrum Zoological Institute sprawls across a half-dozen city blocks and places as much focus on form as it does on function. As one of the few buildings in the floating city to do so, it becomes abundantly clear that the institute doesn’t follow quite the same rules as the rest of the city.

The science-minded curators openly welcome researchers from all disciplines to their halls to study natural and supernatural creatures of all kinds. Though these experts come from across the globe, only a select few are given access to the institute’s inner sanctum. Within the winding passages beneath Lucrum, thousands of supernatural creatures are carefully catalogued, studied, and dissected under the watchful eye of the facility’s owner, Pockets. Pockets undertakes few research projects herself, focusing her time and energy on application. Every data point that passes through the Lucrum Zoological Institute is studied, analyzed, and weaponized.

Those that she can’t sell to DRAPA or BioSpecs (or one of their competitors) are applied to her innocent front-facing company (Pocket Toys) and sold to the public.

Monopole

The engine responsible for the city’s gravity-defying flight is the particle accelerator known as the Monopole. Despite its small size (as far as such accelerators go) it generates a disc of magnetic force beneath the city that buoys the entirety of Lucrum upon the Earth’s natural magnetic field.

For the last decade, the Monopole has been entirely sealed off save for automated maintenance personnel. The circumstances around the disappearance of all Monopole staff remain classified, the LUCRUM Foundation citing an external attack followed by funding cuts. Since that fateful day in 2089, no living creatures have been allowed to so much as see the technological wonder’s interior.

Room Nine

Room 9 is something of an open secret in Lucrum—the confidential room within the clandestine complex of the Thought Police is said to be where violators of the city’s laws are taken to be “instructed” as to proper behavior within the hypercorporate city. Those few who admit to having been brought there tell that within, they are “taught” to overcome their worst fears (including that of being too obedient of a citizen).

Despite minimal proof of the room’s existence, to date no means of divination—magical or mundane—has uncovered the location of Room 9. Some use this as proof that the dreaded chamber doesn’t exist at all, that it is merely another means of controlling the populace. Others see this as proof instead that the Thought Police are capable of shielding themselves from any sort of inquisition.

The Server

Though Lucrum’s hypernet access is second to none, use of the global network is strictly regulated and monitored by means of the Server. Whenever someone from Lucrum attempts to deal with classified information or visit a restricted area (such as the Darknet), it can cut them off in a fraction of a second. The Server is housed in an innocuous office building that extends nearly as far beneath Lucrum as it does above. Watched over by a cult-like sect of maintenance engineers, the building holds more than merely racks of servers. Like Lucrum itself, the Server is entirely self-sustaining: it has in-house facilities for the repair, construction, and even invention of new hardware.

Despite the combined security of all six members of the LUCRUM Foundation, more than once the cult of the server has been breached by the hacker organization Anonymous. The hacktivist group has yet to expose any of Lucrum’s biggest secrets, but whether they weren’t able to penetrate the inner workings of...
the Server or if they have some other motive the group refuses to say. With the ire of a European alliance, the rulers of the mega-metropolis fear that if it is revealed they employ the use of an unrestricted-AI, the entire world might unite against them (prompting them to offer a 10,000,000 bytecoin bounty for the members of Anonymous responsible for breaching the Server).

**The Underground**

Lucrum's base is approximately a hundred feet thick and criss-crossed by uncountable miles of tunnels. The largest of these see near-constant use serving as utility pipelines and rapid transit networks. Smaller passages are used instead as maintenance tunnels, crawl spaces, and storage rooms, many of them abandoned more days than they see use. It is here that Lucrum's many secret societies call home, amid the dimly lit cabling and bulkheads on which the city sits.

It isn't just Lucrum's secretive citizens who call the underground home. Many of these tunnels open along the perimeter of the city, providing comparatively easy entrance to anyone who can slip past the mega-metropolis' automated perimeter defenses. Beneath them dwell strange creatures—there is no official acknowledgement of the existence of the otherworldly monsters that lurk in the passages at the very bottom of the floating city, but the common belief is that they are tied to the similarly unexplained closing of the Monopole.

Though the organization has long since been destroyed, the remnants of the Farrothlian Enchanter's hideaways have become a favorite gathering spot for the most subversive elements of Lucrum, laden as they are with arcane and mundane traps that are usually too primitive or cleverly hidden for spy drones to notice before being triggered.

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**Metamaterial: Nanite-Infused**

Lucrum is one of the world's leading consumers of nanotechnology, working it into every structure and good on the floating city. However, basic nanotechnology is readily available in nearly every market worldwide. These microscopic robots are each programmed with instructions as to the ideal state a particular object should be, and work constantly to strengthen and repair it. A nanite-infused object increases hardness by 5, doubles its original hit points, and gains fast healing 1. This constant manipulation of the object interferes with the ability to enchant it—in addition to the cost of adding nanites to a base item, it costs an additional 2,000bt to enchant an object with nanite-infused material. Any item can become nanite infused. For each doubling of the cost of the nanites, increase the object's hardness by 5 and increase its fast healing by 1.

<table>
<thead>
<tr>
<th>Type of Item</th>
<th>Nanite-Infused Cost Modifier</th>
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<tbody>
<tr>
<td>light armor</td>
<td>+2,000bt</td>
</tr>
<tr>
<td>medium armor</td>
<td>+5,000bt</td>
</tr>
<tr>
<td>heavy armor</td>
<td>+10,000bt</td>
</tr>
<tr>
<td>weapon or shield</td>
<td>+1,000bt</td>
</tr>
<tr>
<td>other item</td>
<td>+1,000bt/lb.</td>
</tr>
</tbody>
</table>
Haven of Hypercorporations & Operators

Everything but the core of the Big Apple rotted away as the 21st century rolled on, the wealth of burgeoning technologies feeding huge waves of investment that turned Manhattan into a chrome wonderland while subjugating all of the districts around it. It seemed as if the metropolis was on the verge of bloody class warfare until the tachyon flux—operators from around the world descended onto New York looking to build reputations in the chaos. The NYPD was utterly overwhelmed and as the crime rate soared the city’s government was convinced to take a drastic step in a new direction, absorbing Newark and a dozen smaller cities north and south to create Neo York, a shining megalopolis of the future protected by sanctioned and deputized alter sapiens assisting divisions of regular police officers.

As more and more hypercorporations moved into Neo York in the decades that followed, the radical new system of civilian protection proved to be incredibly effective. Crime rates were driven down significantly and the aggressive divide between the elite and working classes was soothed. With the results of the alter sapiens deputization program clear, many other major cities across the world adopted similar policies and it seemed as if civilization would take care of its own, at least in the city that never sleeps. Though the prosperity of the Big Apple has continued, in the two decades since the effectiveness—and purity—of the people defending it has declined dramatically. In addition to private security forces on their own grounds, the megalopolis’ many byways and public spaces are patrolled by well-bribed humans and alter sapiens alike.

Where there’s opportunity, however, there will be operators—no matter what measures are taken to prevent hypercorporate sabotage, theft, or cutthroat business practices. The gritty heyday of unchecked crime is long behind Neo York, but its tradition as a place for upstarts to make a name for themselves remains—if you want to be somebody, a gig or two here gives you a reputation overnight. One worth dying for.

A-Class Licenses & Automated Vehicles

In the world’s largest metropolitan area, the vast majority of vehicles are automated and cannot be accessed by a driver without hacking (against a “veteran” hacker). Only individuals possessing an A-Class license (quite difficult to acquire through either legal and illegal means—either a 4 hour closed-course test with four DC 22 Vehicular Control checks or 5,000bt in bribes) are able to operate a vehicle manually.

For the most part this makes life in the city easier and does an excellent job of managing the grind of traffic while providing safer streets for pedestrians. Using a ground-based car or van is a free service in Neo York and for a premium (about 1bt per mile), one can take to the air in a skycar or plasmavan. However there are always anomalies in any system and with millions of vehicles being regulated, every day one or two go wild, traveling of their own accord and wreaking havoc throughout Neo York. Although the bounty for stopping a rogue vehicle considerable (whether on the streets for 4,000bt or in the sky for 7,000bt), only deputized alter sapiens or NYPD are protected from legal charges in the event a passenger inside is injured or worse.

Free-range taxis (requiring one of a limited number of T-Class licenses) are common, and allow manual operation of vehicles in certain districts or times of the day or night—though the NYPD has the ability to assume control of any T-Class driver’s car without need for a cause or warrant. Shipments coming into the city receive a 24-hour pass for travel, but otherwise the only cars on the road or in the air are heavily scrutinized by fleets of “adept” hackers employed by the Neometro Transit Authority (NTA).

Deputies of Neo York

There are tens of thousands (and by some counts hundreds of thousands) of alter sapiens actively patrolling Neo York. Though they generally keep a look out for and respond to criminal activity, their opinion on the safety of the community versus that of a hypercorporation’s assets varies greatly from deputy to deputy. A great many of them take bribes, but the most shameless and desperate accept outright sponsorship from hypercorporations to act on their interests. Being a lucrative and fairly secure position, becoming a deputy in Neo York is extremely difficult, typically involving a slew of backdoor negotiations, pandering, and a waiting list thousands of names long.

Though on the whole the megalopolis’ Neo Deputies boast a range of powers as diverse as the city’s population, the NYPD has a noted preference for what types of alter sapiens are employed in a law enforcement capacity. Individuals powered by devices they’ve designed themselves (typically armor; page 143) or possessing extraordinary control over energy (usually through blasts; page 135) are the most common, but exceptional ex-soldiers (or mercenaries; page 141) typically make the cut as well. If the NYPD doesn’t think they could take down an alter sapien that goes rogue, they avoid making that situation a possibility.

Neo Deputies are somewhat outside the standard police hierarchy and even the most influential among them remains beholden to their NYPD Inspector. Given consistent and effective behavior, Neo Deputies can be promoted from Neo-Officer to Neo-Detective, Neo-Sergeant, and ultimately Neo-Captain, each with
ROGUE AUTOMATED VEHICLES AND YOU

There are a variety of vehicles that travel the roads and skies of Neo York and though most of these are simple two or four door sedans, any of them can be lethal when automated driving and response systems go haywire. Stopping or destroying a rogue automated vehicle is a simple task in theory but can become exceedingly dangerous and extremely complex in execution, escalating to an outright fatal challenge the longer a skycar or plasmavan runs rampant. For every 10 rounds an automated vehicle is rogue, it gains a cumulative +1 bonus to Vehicular Control (increasing AC by +1, the Reflex save DC or Acrobatics/Athletics DCs to affect it by +2, and the vehicle's ramming damage by +2).

There are a number of ways to stop a rogue automated vehicle:

• Taking out the sensor arrays of an automated vehicle (typically 2 in the front, one on each side, and one on the back) requires called shots made at a –8 penalty. Each sensor array removed lowers the vehicle's VC (and therein AC) by –1; once two or more sides of its sensor arrays are blinded or shot out, the rogue vehicle is blinded and cannot move in the direction the sensor arrays faced.
• An attacker with Precise Shot only takes a –4 penalty to fire at sensor arrays.
• Touch attacks made by splash weapons (such as a paintball gun) are made at the automated vehicle’s AC –5.
• An automated vehicle reduced to 1/2 hp gains the broken condition but does not stop running until reduced to 1/4 hp. A broken automated vehicle’s AC, Accel/Speed, Ram, and DCs are reduced by 1/2.
• Jumping onto, flipping over, falling atop of, and other actions that can be taken to affect an automated vehicle are made with Reflex saves, Acrobatics checks, and Athletics checks against the DCs listed in Table 2-5: Automated Vehicles.

Automated vehicles are rarely equipped with weapons, instead usually ramming creatures (and vehicles) that cross their path. A rogue vehicle is reduced to half speed after making any ram attack unless it succeeds a Vehicular Control check against the defender’s CMD, in which case it avoids deceleration and takes only 1/2 normal damage from the collision.

The full statistics for the vehicles below are in Chapter 8: Hyper Equipment. The table below is for skyway vehicles, not hyperway vehicles; for ground-based vehicles increase Acceleration by +20 ft., Speed by +50 ft., multiply ram damage by 1.5, increase Reflex DCs by +3, and increase Acrobatics/Athletics DCs by +3.

Table 2-5: Automated Vehicles

<table>
<thead>
<tr>
<th>1d100</th>
<th>Vehicle</th>
<th>AC</th>
<th>Hardness/hp</th>
<th>Accel/Speed</th>
<th>Ram</th>
<th>Reflex</th>
<th>Acrobatics/Athletics</th>
<th>VC</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-5</td>
<td>Hoverbike</td>
<td>23</td>
<td>6/50</td>
<td>40/100 ft.</td>
<td>2d6</td>
<td>30</td>
<td>25/18</td>
<td>+15</td>
</tr>
<tr>
<td>6-36</td>
<td>Civilian Skycar</td>
<td>21</td>
<td>5/180</td>
<td>70/250 ft.</td>
<td>5d8</td>
<td>27</td>
<td>23/22</td>
<td>+14</td>
</tr>
<tr>
<td>37-50</td>
<td>Civilian Plasmavan</td>
<td>18</td>
<td>6/200</td>
<td>40/200 ft.</td>
<td>4d6</td>
<td>24</td>
<td>21/24</td>
<td>+13</td>
</tr>
<tr>
<td>61-75</td>
<td>Armored Skycar</td>
<td>21</td>
<td>8/320</td>
<td>50/200 ft.</td>
<td>5d8</td>
<td>21</td>
<td>19/23</td>
<td>+12</td>
</tr>
<tr>
<td>76-90</td>
<td>Armored Plasmavan</td>
<td>15</td>
<td>10/400</td>
<td>30/150 ft.</td>
<td>6d8</td>
<td>18</td>
<td>17/25</td>
<td>+11</td>
</tr>
<tr>
<td>91-100</td>
<td>Semi-Truck</td>
<td>12</td>
<td>12/720</td>
<td>20/100 ft.</td>
<td>10d8</td>
<td>15</td>
<td>15/30</td>
<td>+10</td>
</tr>
</tbody>
</table>

more respect, responsibility, and pay. When the need arises—to avert catastrophes or disasters where the regular police officers and standard Neo Deputies at hand are insufficient—Neo-Captains are able to use city funds to hire Contract Deputies, most of whom are operators. Those that ply their trade inside of the confines of Neo York thus come to know the centralized authority figures in the city fairly well; the cops sometimes need the extra help and are always on the lookout for these criminals, but in turn make sure not to upset any prominent lawbreakers or hunt them too harshly (in the event their expertise is suddenly in demand).

THE ROCKSWORKS

Though completed almost 200 years ago, for over a century the massive underground network of trams, elevators, and tunnels running beneath the metropolis went largely abandoned, declared heretical by the Catholic Church and prowled by its agents in the theocratic wars. After the creation of the religious trust against the Sange, Neo York’s booming population led more and more of the enormous complex to be used as permanent housing for denizens—demigrants and disenfranchised alike.

Today the Rocksworks provides a clandestine means of travel for those brave or dangerous enough to chance an encounter with an underground gang or whatever experiments hypercorporate labs decide to test in the tunnels. Though the Rocksworks were once almost entirely home to demigrant gangs, after the alter sapiens depuration program quelled the crime spikes of the 2060s most of the city’s top-side gangs fled beneath the streets. Today the disorganized collectives in the tunnels are beyond count, though a few stand out above the rest.
DEMIGRANTS ("DEMIS")
Bands of halfling and gnome pickpockets, elven gun mages, and a litany of other relatively human-like demigrant groups roam the uppermost reaches of the Rockworks, staying close to the surface where they ply their trade (typically targeting low-level hypercorporate workers and tourists).

FORGERS ("STOUTS")
 Virtually every maintenance station built into the Rockworks is fiercely protected (and constantly in use) by one of the scores of Forger clans. Though being a dwarf isn’t a requirement, most of these gangers tend to be stoutfolk, and every one of them has an aptitude for technology in one way or another. Operators frequently make use of several different Forger clans to modify or repair their equipment and despite being generally disagreeable, many gang leaders are practiced fences with connections all over Neo York.

LEGACIES ("WORKERS")
Under the combined forces of Neo Deputies and the NYPD in the 2070s, the gangs of the city quickly fell into disarray and retreat. The few that held their ground made a bloody mess on the way to their demise, forcing the remaining organizations to take to the Rockworks, and stake out the territories they’ve fiercely defended ever since. Typically their aggressive tendencies are directed at one another (fueled by perceived encroachments on territory or interfering criminal practices), but anyone that offends a Yorker should tread the tunnels carefully, as they’re not afraid of uniting against a common threat.

UNDERDEMIGRANTS ("GREENIES")
For the least-human denizens of Neo York, life on the topside of the city is nothing but a dream. Though regular businesses are required to hire indiscriminately, hypercorporations rarely employ with the same open mindedness. Only the best and brightest goblins, orcs, and tieflings avoid the cycle of gang culture that persists in the deepest parts of the Rockworks, leaving the rest to a tough life of struggle in the depths of Neo York’s underbelly.

NEW CITY, OLD CRIME
Much of Neo York’s organized crime was wiped out by slick hypercorporate executives or the deputy surge of the 2070s, but not all, and those who remain didn’t just survive, they evolved. Though in some respects things are the same as they’ve always been, most of the foundations of the city’s criminal underworld have ultimately come to rely on demigrants in one respect or another. Just as they did in days past, mob bosses frequently solicit bribes to Neo Deputies and NYPD alike, as well as city officials and anyone that’s too trouble-some to have killed.

THE MAFIA’S UNHOLY PACT
The Bonanno and Colombo families rode too high on the crime waves of the 2060s, and have been ultimately disbanded by the growing stability of Neo Deputies (albeit not until 2092). The Gambino, Genovese, and Lucchese have survived thus far, but at a price; the Sange, sensing opportunity, seized on the remaining crime families weakened by the efforts of the NYPD and deputized after sapiens. With the aid of countless undead agents and the powerful necromancers of the European crime organization, the three families cut off ties with their brethren in Italy and have consolidated their power to become a force even hypercorporations are hesitant to cross.

OCCULT AND THE KGB
A ruthless disregard for life and the brutal competency of ex-KGB enforcers kept most of the structure of Russian organized crime intact throughout the authoritative repri-sal of the 2070s. Not long after, however, a new player changed how the group functioned: Anna Vyurbova III (N Female human psychic 16; Rasputin Redesign Challenge on the Paizo Blog). The protegé of Grigori Rasputin (who spent the 2050s establishing his authority as the head of organized crime in Russia), Anna followed in the footsteps of her mother and her mother’s mother, and as a reward for her devotion the master of the occult gives her free reign to rule over Neo York operations as she sees fit. Her troll enforcers first appeared in the 2080s, but today it’s not uncommon to see one of the hulking green brutes standing guard at a fine restaurant or elite bar, and rumors abound of what other otherworldly implements the Russian Mob have up their sleeves.

TRIADS AND THE GANGS
The Triad prospered throughout the bloodshed of the Great Rebellion, both at home and abroad. Firmly entrenched and well-acustomed to the aid of magic, when Neo York brought the hammer down on crime, the Triads consolidated their resources and began utilizing a methodology they’ve succeeded with since: hiring lesser gangs to do their dirty work for them. Low-level Triad bosses frequent the Rockworks to pick out talent, supporting underground culture while using it as an employee farm for every crime where a patsy is cheaper than a specialist. When expertise is required, Mid-level Triads hire out operators with the skills required for whatever criminal enterprise is underway (mystically divining the most reliable candidates).

YAKUZA AND HYPERCORPORATIONS
With an eye to the future, the Yakuza heavily entrenched themselves amongst the emerging hypercorporations of Neo York at the first opportunity. Their business relationships have allowed the criminal organization to continue their blackmailing, counterfeit, and smuggling operations with little interference from competitors or law enforcement (frequently under the guise of legitimate services for hypercorporate clients). The Yakuza are extremely fond of employing operators—completely deniable and entirely expendable assets seamlessly fit into their business model.
A GAME OF CEOs

Virtually every hypercorporation has a holding somewhere in Neo York, if only to better enable operations against businesses with real interests in the Big Apple. There are several organizations that have established themselves as major players in the city, however, firmly established among the movers and shakers. While most of the hypercorporations listed in Chapter 3: Organizations have property holdings somewhere in the city, the companies below are the most prevalent and active. With such a proliferation of high-value targets in such a tiny area, it’s no surprise that there are dozens if not hundreds of professionally executed abductions, assassinations, frauds, infiltrations, sabotages, thefts, and other operations every single night.

Biospecs: Biospecs is a major bio-engineering company, the evolved unionization of several agrarian firms from the 21st century. In addition to headquarters on Manhattan Island, they have production facilities in Newark and Staten Island.

DigiLife: This entertainment software company owns and runs the Thrillville amusement park server and a host of other popular digital properties including the original Worlds of Veranthea game. All of their assets in Neo York are on Manhattan Island.

DRAPA: Originally a subset of DARPA that became its own legal entity as a research technologies lab in 2042, this hypercorporation blossomed in the 2070s on the back of military technologies in high demand after the tachyon flux. Now they have high-value production facilities in Newark, headquarters in Manhattan, and scores of retailers throughout the Bronx and Brooklyn.

Merlin Industries: One of the highest security buildings in all of Manhattan Island is the headquarters and principal research facility of Merlin Industries, the world’s leader in arcane artifacts and high level industrial magics (often with contracts that include invasive user agreements). They also have production facilities in Newark for less volatile, more widely distributed durable magical goods.

Raeon Industries: Widely known across the world for the quality of their quantum circuits and hyperboards, Raeon Industries is the foremost hypercorporation in the field of computer hardware. In addition to their Manhattan headquarters and R&D lab (housed in separate skyscrapers) they keep numerous smaller production facilities in Newark, headquarters in Manhattan, and scores of retailers throughout the Bronx and Brooklyn.

Shen-Chi: The only major hypercorporation in Neo York that lacks a presence on Manhattan Island is Shen-Chi—instead their headquarters and a litany of production facilities are littered across Queens, mass-producing potions and other consumable magical items for the public at large.

Viztao Technologies: Although ostensibly they focus on the revitalization of history (both in-depth archaeology that includes highly advanced dating methods, magical restoration, data aggregation, compilation, and refinement), Viztao Technologies primary interests lay in the nature of divinity. Their headquarters in Manhattan houses numerous captured divine beings alongside priests and other individuals that have been touched by the forces of “good” and “evil.” Though rumored to have facilities in Queens, there is no official public acknowledgement that they have holdings outside of the Elite Isle.

Table 2-6: Neo York Hypercorporations

<table>
<thead>
<tr>
<th>Hypercorporation</th>
<th>Focus</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alinear Tech</td>
<td>Magic &amp; Tech R&amp;D</td>
<td>Staten Island(^{HQ}), Newark, Brooklyn</td>
</tr>
<tr>
<td>Ballistralde</td>
<td>Private Security</td>
<td>Manhattan(^{HQ}), The Bronx</td>
</tr>
<tr>
<td>Centurion Systems</td>
<td>Shipping Logistics</td>
<td>Manhattan(^{HQ}), Brooklyn</td>
</tr>
<tr>
<td>Draddi Innovations</td>
<td>Occult R&amp;D</td>
<td>Newark(^{HQ}), The Bronx</td>
</tr>
<tr>
<td>Eldritch Industries</td>
<td>Magical R&amp;D</td>
<td>The Bronx(^{HQ})</td>
</tr>
<tr>
<td>Fastsec</td>
<td>Engineering</td>
<td>Brooklyn(^{HQ}), The Bronx</td>
</tr>
<tr>
<td>Gobseco Entertainment</td>
<td>Agents</td>
<td>Queens(^{HQ})</td>
</tr>
<tr>
<td>Halfwindi</td>
<td>Demigrant Products</td>
<td>Queens(^{HQ}), Manhattan(^{HQ})</td>
</tr>
<tr>
<td>Indigitech</td>
<td>Data Acquisition</td>
<td>Manhattan(^{HQ})</td>
</tr>
<tr>
<td>Jerssedi Solutions</td>
<td>Software Design</td>
<td>Manhattan(^{HQ}), The Bronx</td>
</tr>
<tr>
<td>Kalvahn</td>
<td>Magical Research</td>
<td>The Bronx(^{HQ})</td>
</tr>
<tr>
<td>Lorratta</td>
<td>Construction and Realty</td>
<td>Manhattan(^{HQ}), Staten Island</td>
</tr>
<tr>
<td>Marein Systems</td>
<td>Security Systems</td>
<td>Newark(^{HQ}), Staten Island</td>
</tr>
<tr>
<td>Norrasan</td>
<td>Food Distribution</td>
<td>Queens(^{HQ}), Newark</td>
</tr>
<tr>
<td>Oriviachan</td>
<td>Toy Manufacturer</td>
<td>Manhattan(^{HQ}), Newark</td>
</tr>
<tr>
<td>Peretta Arms</td>
<td>Weapons Manufacturer</td>
<td>Manhattan(^{HQ}), Staten Island</td>
</tr>
<tr>
<td>Qui’qqopoth Promotions</td>
<td>Entertainment</td>
<td>The Bronx(^{HQ})</td>
</tr>
<tr>
<td>Rising Sun</td>
<td>Weapons Manufacturer</td>
<td>Manhattan(^{HQ}), Staten Island</td>
</tr>
<tr>
<td>Sheik’s</td>
<td>Restaurant Chain</td>
<td>Newark(^{HQ}), Queens</td>
</tr>
<tr>
<td>Terra Firma</td>
<td>Waste Management</td>
<td>Newark(^{HQ}), Staten Island</td>
</tr>
<tr>
<td>Uplyft</td>
<td>Transportation Services</td>
<td>Queens(^{HQ})</td>
</tr>
<tr>
<td>Valhalla Technologies</td>
<td>Bodytech Manufacturer</td>
<td>Manhattan(^{HQ}), Staten Island</td>
</tr>
<tr>
<td>Worrall Global Retail</td>
<td>Robot Manufacturer</td>
<td>Manhattan(^{HQ}), The Bronx</td>
</tr>
<tr>
<td>XYZ</td>
<td>Entertainment</td>
<td>Manhattan(^{HQ}), Staten Island</td>
</tr>
<tr>
<td>Yonyon</td>
<td>Games</td>
<td>Brooklyn(^{HQ}), The Bronx</td>
</tr>
<tr>
<td>Zappaz!</td>
<td>Clothing Manufacturer</td>
<td>Manhattan(^{HQ}), Queens</td>
</tr>
</tbody>
</table>

\(^{HQ}\) These boroughs are where hypercorporation headquarters are located; other locations perform other functions.
To combat rising sea levels and accommodate an ever-rising population, over the last century the Big Apple has paved overtop many of its rivers, erected sea walls to protect its coasts, and moved the borders of nearly every district. Distinct ethnic groups band together in small communities in “True New York”, hypercorporations own practically all of Manhattan, and only one last great refuge of nature persists in the Central Park Bio-Dome. Despite these changes, the megalopolis is the same bastion of opportunity it’s always been—especially for operators.

**Brooklyn, Jersey City, Long Island, Queens, The Bronx: True New York**

**Density of *alter sapiens*: Medium (35%-50%), Low (The Bronx: 10%-20%)**

Locals and lifetime residents of the world’s biggest city refer to these boroughs as True New York, where the core of the Big Apple remained even as the tree of commerce grew all around it. This is the territory of the working classes of Neo York—cubicle junkies, bodega clerks, T-Class taxi drivers, artisans, and anyone who can’t afford a high-rent room on Manhattan Island, the relative “safety” of Staten Island, hypercorporate housing, or find a place to live in the Bronx. The most reasonably priced restaurants and specialty stores can be found in Queens, Jersey City is home to the hottest clubs and elite urban fashion boutiques, and Brooklyn is a smattering of historically protected sites, homes, and relocated museums.

The 2060s saw a renaissance of the arts in the Bronx, one that united the community against the violence permeating the city. Banding together into nearly-militant neighborhood watch groups, they collectively routed criminal activity from the borough through grassroots efforts, occasionally aided by local *alter sapiens*. Those that are still alive are the Neo Deputies of the Bronx now, though most have retired and passed on their training, legacy, or mantle onto younger (and typically more susceptible) successors. Some of these brash young deputies have been persuaded by nascent gangs or bribed by hypercorporations both within and outside of their jurisdiction, but on the whole they are the most altruistic and honest of Neo York’s defenders. True New York is also a haven for burgeoning and upstart businesses, spurred onward and encouraged by a much more positive reception here than elsewhere in the megalopolis.

**Manhattan, The Hamptons: Elite Isles**

**Density of *alter sapiens*: Extreme (65%-80%)**

With the sole exception of the multi-terraced bio-dome of Central Park (which descends down into and is largely sustained by the Rockworks), Manhattan Island has become the exclusive home to the elite elements of society, living in skyscrapers that tower thousands of feet into the air, interconnected by dozens of bridges that form a metal and concrete web across the sky of the city. Major hypercorporations possess holdings that dominate the
Avoiding the Heat

Operators frequently get in over their heads and have to deal with a strictly controlled and heavily regulated city-wide control of transportation after any skirmish with the police. Working without an escape route or hideaway is ill-advised (usually resulting in capture before too long) and appropriating a vehicle is no simple task. There’s a brisk business for A-Class drivers to ferry fugitives from out of Neo York and into the nearby mountains (Adirondacks to the north, Poconos to the south, Alleghenies to the west) or from out of the metropolis’ ports and into international waters, ostensibly “safe” from police jurisdiction. For parties unwilling to abandon the city or those dedicated to tying up loose ends after a gig goes sideways, there are many quiet, discreet, and well-protected safehouses in the Rocksworks (costing between 5bt to 50bt a night, depending on the quality of its lodging and services) willing to hide anybody for a while.

**NEWARK: OLD JERSEY**

Density of *alter sapiens*: Low (15%-25%)

If Neo York could be said to have a workmill, Newark would be it. After being one of the first cities to implement closed circuit security cameras across the urban landscape, hypercorporations were quick to pick up the broken pieces of Newark when it went up for sale in the 2070s (leaving no room for residential housing outside of in-house workforces). Employees by the millions file into a variety of manufacturing facilities, research laboratories, data-aggregation complexes, and production facilities in Newark; a worldwide hub of shipping and industry. The NYPD enjoys a particularly strong presence here to deter worker uprisings, riots, and any other public disturbances that might disrupt work flow or cause expensive collateral damage. Beyond that, most hypercorporations also hire their own in-house sec-ops operator (generally an *alter sapiens* that has all the legal authority of a deputy so long as they are on the business’ property).

The other major asset of the district is the Newark Airport, one of the only legal and approved means to travel internationally from Neo York. It is heavily guarded, staffed with *alter sapiens* for security alongside a small army of netjacker. Smuggling still occurs of course, but not without numerous transactions of bytecoins in bribes.

**STATEN ISLAND: COP LAND**

Density of *alter sapiens*: Low (10%-20%)

Staten Island is home to so many more NYPD officers (and other law enforcement officials) than any other district of Neo York that locals collectively refer to the borough as Cop Land. There are *alter sapiens* deputies here, but as they are exclusively drawn from current and former members of the NYPD it a very orderly sort of place. The paved streets are a haven of peace and security in the city, and only the hypercorporations that cut the right deals with the right departments can function in peace. Major weapons and security industries keep dozens of small facilities in this part of the city, coercing the local law enforcement with a combination of vague concerns and monthly stipends to ensure the vast majority of properties are carefully watched over by one outfit or another. There’s also the (aptly named, many say) Fresh Kills Landfill, a relic of the 20th century revived with the explosive growth of Neo York throughout the 21st century.
WALLACHIA
A country with a long history of magic and opposing energies, modern Wallachia had its beginnings with Vlad Dracula—history’s dreaded Vlad the Impaler. Both a prince of Wallachia and the progenitor of vampires, his circle of undead spawn continued to shape the nation and those around it even after his perceived demise. Their influence helped to build the country through the industrial and digital ages, and when their leader finally returned after centuries in slumber, they aided his rise to power once more.

Wallachia is a nation of shadowy loyalties and intrigue; when grudges can last generations, politics get far more complicated. Though outwardly humanitarian—offering free entry and a path to citizenship for any animated seeing asylum, making the nation a popular staging ground for rights movements of all kinds—this supposedly benevolent stance fundamentally disagrees with how the government truly functions.

1448–76: The Rise and Fall of the First Vampire
After being ousted from his brief first reign, Vlad Dracu ula wanders the remote Maramureș, following stories of ancient power. These turn out to be true and, after descending a large, mysterious well, he emerges as a new creature all together: the first vampire. Using his new powers to create undead allies, Vlad is eventually able to take back his throne.

In the 1450s, as Vlad fights the Ottomans, the Moldavian positive energy font imbues a young knight—whose identity is largely lost to history—as an avatar of the light. The knight leads a subtler war, destroying vampiric boyars. Vlad’s power and status insulate him from this adversary, but their history is far from over. In 1476 Vlad reclaims his throne a third time. During the two months he is able to keep it, he focuses on creating more vampiric fledglings, giving them instructions on how to run the country should he fall. He predicts a triumphant return, however, to bring in a golden age for his children.

Vlad’s fears of being defeated turn out to be true as he is attacked on the road between Bucharest and Giugiu by the holy knight. The battle between the opposing forces ends ultimately in balance, with the champion passing on shortly after decapitating the vampire. The corpse immediately turns to dust and shocked Ottoman soldiers instead take the head of one of Vlad’s Moldavian bodyguards, claiming it is the prince. The ashes are collected by one of the First Vampire’s faithful and put into an urn; it passes through numerous hands over the years before it is eventually lost off the coast of Egypt.

1477–1897: Vampiric Influence in Wallachia
Vlad’s fledglings grow in power and influence. Hoping to expand Wallachia’s borders, they ultimately instigate the Wallachian and Moldavian rebellions, eventually leading to a united Romania.

When the tachyon flux hits in 1876, the undead energy font activates and vampires find that they can create their own spawn, quickly surging the undead population (prompting other animated to appear all over the world as well, albeit in smaller numbers). Moldavian font answers, catching botanist Iona Dalca in the blast and infusing her with both positive energy and the spirit of the Moldavian knight. Calling herself Aurora, Iona takes up the knight’s cause and focuses on culling the ranks of the undead both at home and abroad.

Aurora and the vampiring-hunting acolytes she trains have great success in keeping the undead in check and their exploits eventually become known to the world at large. Author Bram Stoker writes his book, Dracula, drawing inspiration from Dutch acolyte Gerarda Nagel for the character of Abraham VanHelsing.

1916–1920: A Country for the Undead
At long last Vlad’s undead servants obtain one of their major goals: the annexation of Transylvania. While Romania’s involvement with the Entente Powers goes poorly, vampiric presence at the Paris Peace Conference is able to influence crucial votes and soon Transylvania absorbs Romania, solidifying the vampiric power base. While no official statement is made, the animated presence within the country becomes a quietly accepted, fact (if not a relished one).

1943–1945: The Great War
The country strives to stay neutral during the war, but a shock squad of Muzhchiny Zhivotnykh arrive to push the issue, threatening invasion should Transylvania refuse to comply with the Soviet Union. In the ensuing political scrambling the king abdicates to the new Prime Minister Ion Antonescu, leading to the adoption of Nazi-like policies. Hundreds of thousands of mortals are killed in the resulting Holocaust; and the undead, with their political position severely weakened, plot revenge. They make a clandestine deal with the Liberty Corps and leverage their remaining support in the country’s Communist Party behind King Michael and his coup, convincing them to force Antonescu to sign an armistice agreement with the Allies.
Later, the vampires use similar tactics as before to retain their authority and influence, despite Soviet efforts to the contrary. Tensions between the USSR and Transylvania rise, but reinforcements in the form of American and Western European vampires returning to the fatherland help keep the situation civil. They later form an uneasy alliance with the Wolves of Stalin to deal with the mutual issue of unstable Muzhchiny Zhivotnykh warlords.

1945–1991: After the War
Partially out of spite for the Soviets, the vampires cultivate democracy in the country. They are opposed in this by secret Soviet agents and relations remain strained. Eventually however, democracy wins out, quality of life increases, and Transylvania becomes a notable economic contender on the world stage. The oldest of the vampires approve of all of this, trusting in predictions that soon their progenitor will return and be well pleased.

1991: The Return of a Prince
At the bottom of the Pacific Ocean Vlad’s corporeal form begins to coalesce. After indulging his centuries-old hunger in Thailand, he begins the journey back to Wallachia. All vampires sense his return and many flock to greet him. They rejoice that he is physically whole, but see that he is mentally very much changed: usually nationalistic and full of fervor, but sometimes speaking only of a return to night and fear for mortals. None are foolish enough to question the prince in either mood.

After meeting with his former inner circle, Vlad takes stock of this newly civilized world and decides that a vast kingdom is forming, taking the place of the Ottoman Empire. Wanting to be able to meet this threat, Vlad forms an organization reminiscent of his father’s Order of the Dragon. During this time he orders his body buried so that he might enter a restorative slumber while his fledglings prepare his domain for him.

2020–23: Rise of the Sange
Upon awakening Vlad recruits the Sange, agents dedicated to searching out his potential enemies and gaining power and influence throughout the world. They are initially very successful, though somewhat held in check by an allegiance between the world’s most powerful theocratic organizations (which end their internecine conflicts when the undead cabal emerges) led by Aurora and her acolytes. When the worst of the threat seems to have past, she returns to Wallachia and stations one of her most dedicated followers (the dhampir Adela Albescu) as her liaison to the theocrats.

Blood Magic
With so many vampires in Wallachia, it’s no surprise that the inherent power in blood has been sought after, researched, and unlocked.

Power in the Blood (Metamagic)
By sacrificing part of your essence you can increase the power of your magic.
Prerequisites: Toughness, caster level 3rd
Benefit: As a swift action you can willingly inflict hp damage to yourself in order to gain access to a metamagic feat with a level increase of +1 that you do not already have for one round, regardless of whether you meet the prerequisites. If you already have access to a given metamagic feat, treat the spell’s final adjusted level as 1 lower.

The inflicted damage must be equal to 2d6 + initial adjusted spell level and cannot be healed by mundane or magical means for 24 hours.

Improved Power in the Blood (Metamagic)
By ever-greater sacrifice you learn increase the power of your magic further.
Prerequisites: Power in the Blood, Toughness, caster level 6th
Benefit: Your Power in the Blood feat improves, allowing the use of a metamagic feat with a level increase of +2 that you do not already have for one round, regardless of whether you meet the prerequisites. If you already have access to a given metamagic feat, treat the spell’s final adjusted level as 1 lower.

The inflicted damage must be equal to 4d6 + initial adjusted spell level and cannot be healed by mundane or magical means for 24 hours.

Greater Power in the Blood (Metamagic)
By mastering the power of blood magic you can gamble for still more power.
Prerequisites: Power in the Blood, Improved Power in the Blood, Toughness, caster level 12th
Benefit: Your master over Power in the Blood becomes deft, allowing the use of a metamagic feat with a level increase of +3 that you do not already have for one round, regardless of whether you meet the prerequisites. If you already have access to a given metamagic feat, treat its actual level as 1 lower for determining the spell’s final adjusted level.

The inflicted damage must be equal to 7d6 + initial augmented spell level and cannot be healed by mundane or magical means for 24 hours.
2024: A Ruler Once More
Finally ready to assume public authority once more, Vlad Dracula is "elected" to power, renaming the country to its ancestral name of Wallachia. While there is a parliament in place, most of them are either vampires or under the sway of one and Vlad treats his ministers as new aristocracy, giving them unprecedented power. Aurora forms a dedicated Wallachian resistance movement known as the Children of the Dawn that works legitimately to change the government where they can, otherwise isolating and assassinating vampiric politicians as rapidly as possible.

2030: An Undead Haven
The criminal underground as a whole begins to push back against the Sange’s presence; in response the group shifts their focus to Africa, where their efforts come to disastrous results in Zimbabwe. The backlash is swift and bloody, leading to undead (legally recognized at this point as "animate" citizens) being declared hostile targets. Wallachia publicly condemns such brutish practice and opens their borders to any arisen in need of asylum, gaining them praise and support from several rights groups.

2040: National Tensions
The continual influx of refugees into the country is met with hostility from multiple sides. The living protest that their country is being taken from them, while several existing animated communities launch campaigns of various levels of subtlety and legality to ensure that their territory and rights are not infringed. The dhampir Alex Lungu rises to national fame for his attempts to find middle ground between the living and the undead, traveling the country and giving stirring speeches that inspire a new age of nationalism. Ze is eventually killed by a member of Dawnhammer, a violent splinter group of the Children of the Dawn, but Alex’s passing results in better relations between the two sides in honor of zir efforts—April 25, the date of zir birthday, is declared a national holiday in a ceremony where zir assassin is impaled in Târgoviște before the parliament building at Vlad’s orders.

2045: A Rise of Undead
The influence of negative energy in the country grows and a new problem emerges—corpses of the freshly dead rise unexpectedly as mindless zombies. Heated debates on the ethics of the issue become the topic of the day until finally necromancers, so long banned from the country, are brought in as specialists to manage the problem. Many of the most powerful form Necromancy to begin construction of massive factories in which to utilize this tireless source of labor. Necromancy trade schools are tentatively allowed to open, and production of non-magical goods begins booming. The Wallachian government pours money into ways to improve their undead workforce, much to the outcry of animated rights groups.

2055–2059: A New Playing Field
When the Hypernet comes into being Wallachia’s corporations are fast on the uptake, but the Children of the Dawn are faster; working with several anti-corporate groups (including Anonymous) they are able to establish a digital beachhead and draw netjackers into their ranks. In later years several Darknet servers are affected by Wallachia’s negative energy, resulting in digital manifestations of undead and making several servers particularly hazardous.

2070–2079: Rise of the Hypercorporations
The corporations of Wallachia change with the time, many of them becoming hypercorporations. Their operator teams are strictly curtailed when several are found slaughtered—public opinion points to the Sange but no official press release is made. Negotiations are carried out between hypercorporations and the government, many of which go nowhere until the prominent CEO of Through the Woods is mysteriously murdered. A deal is struck by Vlad himself that vastly limits the powers of hypercorporations within the country’s borders.

2090–2099: The Present Day
Tensions between BioSpecs and the Wallachian government are at an all time high; the company is suspected of withholding information, and the Sange have taken personal offense. Nothing can be proven, but with the Sange, nothing needs to be. There have been numerous reports of necromancers acting the part of thugs, using their power over undead to terrify animated citizens—calls to shut down zombie-run factories, for the regulation of necromancy, and for the end of necromantic education are increasing, but much to the outcry of animated rights groups, the Wallachian government continues to invest in their undead workforce. The Children of the Dawn have attempted to capitalize on this political unrest but have their own problems; despite best efforts, a schism is threatening to tear them apart. Meanwhile, the decadent vampire nightlife parties on, most of them willfully oblivious to the threats looming in the future.
THE BLOOD STATUTES
As animated citizens became an increasingly more common occurrence the government passed a series of laws—collectively known as the Blood Statutes—meant to protect the living and undead alike. Some of the highlights are as follows:

- Destruction of an animated person is tantamount to murder. This includes animated persons who are capable of reforming after destruction; in certain cases this may be considered attempted murder instead.
- The controlling of animated persons via necromantic means is considered mental assault. Animated persons under the influence of such means are not held liable for their actions during that time.
- The production and sale of holy water and similar items is strictly regulated.
- Any use of channeled energy capable of harming any person, animated or otherwise, is strictly limited and never to be used in a public space without special permissions.
- Animated persons who require organic sustenance (including blood and flesh) must apply to the government in order to acquire such items in an ethical and humane manner that preserves the dignity of all parties.
- The capture and/or destruction of animated persons incapable of sentient action must only be undertaken by licensed professionals, though defense of self or another is allowable in extreme circumstance.

ORGANIZATIONS OF INTEREST

THE SANGE
Formed by Vlad with the intention of finding his potential enemies before they act against him, the Sange has become its own monster in recent decades. Its loyalty is unwavering, however, and very much the same: to Vlad, at all costs. In the current government they have taken on the role of secret police, rooting out traitors and combating the efforts of the Children of the Dawn.

Membership in the Sange is limited to vampires and their spawn, and those who wish to join are thoroughly scrutinized to ensure their loyalty. Betrayal to the organization is never tolerated and usually results in the offender, their fledglings, spawn, and potentially any persons close to them (animated or living) being impaled just before dawn and left to suffer as the sun rises. This is not often a problem, however, as most vampires see Vlad as the closest thing they have to a god. Only those closest to him know of his increasing madness and they have—wisely—revealed it to no one. The hierarchy is fairly rigid, with older vampires generally having precedent over the younger. New members are known as Novitiates, squad members as Serjeants, squad leaders as Scarlet Knights, higher management as Knight Commanders, and the head of the Sange (currently a member of Vlad’s original circle known as Vornic) is known as either Knight Marshal or the Right Hand. There is also the Council of Eldest Blood, a collective of senior vampires that make many of the group’s policy decisions.

The Sange have managed to make many enemies over the decades. The most public is that with the African Union, leading Sange forces to make often petty attempts to disrupt the AU’s import and export lines. Less well known, however, is their ongoing feud with The Scales, who view Wallachia as a whole as a perversion of Death’s plan and constantly plot for how to bring an end to the undead nation.

CHILDREN OF THE DAWN
While they were officially formed in 2024, the Children of the Dawn have existed in one guise or another since the late 1800s. By 2099 the group has modernized—they own several hypercorporations and employ netjacks, graffiti artists, and operators alike to aid in their crusade. The group has a particularly strong Hypernet presence, with several highly-guarded servers that act as meeting halls for the various chapters. It is from here that they mount their assault on some of Wallachia’s other hypercorporations, most notably the propaganda machine DuskTone and the medical supply company Haima Unlimited.

Membership in the Children of the Dawn is fairly informal and, while there are no specific restrictions, their ranks are generally dhampir. Humans are not uncommon however, and half-breeds of all sorts—particularly fetchlings, half-orcs, and tieflings—can also be spotted regularly. There is an oath one takes when joining, but there are no special ranks aside from that of acolyte; this rank is one that only Aurora can bestow and involves entering her inner circle and receiving intense training in the art of destroying the undead. Acolytes are almost always dhampir and most of them have trained in the art of monster hunting in one form or another (generally they have class levels in inquisitor or ranger). Aurora is the nominal head of the Children, but many of her administrative duties are left in the hands of her acolyte Silvi Popescu.

Like any passionate organization, the Children of the Dawn are under the constant threat of schism. Aurora is an inspiring and dedicated leader, but her view on undead is unyielding and final: they must be destroyed, whatever the cost. Many of the organization’s members, particularly the dhampir, find this view impractical, while others fall on opposite sides of the spectrum. The most famous splinter group is
Dawnhammer, a militantly anti-undead faction that made a bid for fame in the form of the assassination of activist Alex Lungu. They ultimately disbanded after the execution of the assassin, however.

**PRINCIPALITIES**

Though united, the three principalities that now make up Wallachia still maintain their own identities and pride. There is a degree of princely favoritism, however—Old Wallachia is first in Vlad’s eyes, with Transylvania receiving its own rewards and Moldova as a distant third.

**MOLDOVA**

Moldova is the center of most of the human and mortal population in Wallachia and includes Western Moldova, Bucovina, Bessarabia, and the Hertza region. By comparison to Transylvania in particular, the land is lush and vibrant. It is also the source of much of Wallachia’s farmland and is notable in the country for refusing to utilize undead labor, preferring instead to tend the earth with robots.

**OLD WALLACHIA**

Old Wallachia is the country’s center of culture and nightlife, as well as its political seat. This region includes Muntenia and Oltenia, and has also incorporated both Northern and Southern Dobruja. The capital city of Bucharest is here in Muntenia, as well as the city of Târgoviște, the site of Vlad’s personal residence. A majority of the country’s dhampir population feel most comfortable here, and many prominent vampires keep secondary residence in the capital.

**TRANSYLVANIA**

The home of most of the county’s vampire population, Transylvania is made up of Ardeal, Banat, Crișana and the Maramureș. The latter houses the negative energy font that so affects the country; aside from vampires and their mortal vassals, Transylvania is home to dire animals and malignant fey.

**VAMPIRE HUNTING THROUGH THE AGES**

The Children of the Dawn have had a presence both in Wallachia and abroad since the *tachyon flux*. Initially the group was informal; they received training in combating the undead from Aurora and then sent out to various regions to teach others.

**Demicrisis:** When vampires spread beyond Wallachia’s borders and undead began appearing all over the world, the paladin herself went abroad. Sometimes one step ahead of the undead menace and sometimes one step behind, she trained locals and established chapters of a secret society known then as the Hand of Light. The most skilled and passionate of these trainees followed her as acolytes.

**Cold World Wars:** During the WW2 the vampires were at a political disadvantage and made few bids for power. While the Hand of Light members not directly involved in the war worked to curtail activity in their areas, Aurora and her acolytes took time from their crusade serve as guards and guides to those fleeing from both the Nazi and Transylvanian.

**ModernCorps:** The Hand of Light diminished as its traditions and members were absorbed into Masonry and the like. There is a huge spike in membership upon Vlad’s return, however, and it is this group that protects the world until the Children of the Dawn are formed.

**HYPERCORPORATIONS**

Given Wallachia’s balance between the forces of positive and negative energy, there is ample opportunity for hypercorporations of all stripes—provided they are willing to work with the Sange.

<table>
<thead>
<tr>
<th>Hypercorporation</th>
<th>Focus</th>
<th>Locations</th>
</tr>
</thead>
<tbody>
<tr>
<td>Automan’s</td>
<td>Transportation</td>
<td>MoldovaHQ, Old Wallachia</td>
</tr>
<tr>
<td>BioSpecs</td>
<td>Genetic Engineering</td>
<td>MoldovaHQ, Old Wallachia</td>
</tr>
<tr>
<td>Cabriole Kingdom</td>
<td>Furniture</td>
<td>MoldovaHQ, Old Wallachia, Transylvania</td>
</tr>
<tr>
<td>DuskTone</td>
<td>Entertainment</td>
<td>Moldova, Old WallachiaHQ, Transylvania</td>
</tr>
<tr>
<td>Haima Unlimited</td>
<td>Medical Supplies</td>
<td>TransylvaniaHQ</td>
</tr>
<tr>
<td>Krasnolud</td>
<td>Medical Cosmetics</td>
<td>TransylvaniaHQ</td>
</tr>
<tr>
<td>Necromangement</td>
<td>Entertainment</td>
<td>Moldova, Old WallachiaHQ, Transylvania</td>
</tr>
<tr>
<td>Through the Woods</td>
<td>Shipping</td>
<td>Transylvania</td>
</tr>
<tr>
<td>XYZ</td>
<td>Robotics</td>
<td>ManhattanHQ, Transylvania</td>
</tr>
<tr>
<td>Zappaz!</td>
<td>Textiles Manufacture</td>
<td>Old Wallachia, Transylvania</td>
</tr>
</tbody>
</table>

*HQ* These principalities are where hypercorporation headquarters are located; other locations perform other functions.
**UNDEAD IN SOCIETY**

By 2099, animated citizens are a widely accepted group and make up the largest minority in the country—vampires are not the largest subgroup in this category, but they are the most politically powerful. Intelligent undead are also respected, provided they mask their hunger and rot in polite company. Mindless undead, however, are an uncomfortable aspect of society; practically speaking they have little use and are a source of potential epidemic, and morally speaking they occupy a strange gray area. However, they are protected by certain aspects of the Blood Statutes. An even more morally distressing prospect is that these zombies are also a form of capital punishment for certain crimes, ensuring that a criminal will pay their debt to society in the next life in a Necromanagement-run factory.

Necromancers and dhampir both inhabit gray areas of society. Use of necromantic arts is strictly limited via the Blood Statutes and as a group they are constantly scrutinized by the rest of the population. Dhampir are trusted by other mortals to varying degrees, mostly dependent on their loyalties, but also on their resemblance to their forebears—animated may be mostly accepted, but vampires are still a ruling class distrusted by the citizenry at large.

**OPERATORS AND OPPORTUNITY IN WALLACHÍA**

While operators tend to be less prevalent in Wallachia than in other regions (mostly due to the aggressive nature of the Sange) there are still many opportunities in the country. Operators can generally search for and acquire work without fear, as long as they stay out of the vampire gang’s business—though what that business is can be hard to know.

**DUNGEONEERING**

Wallachia is an old country with plenty of castles and ruins still hiding their secrets. These are among a few locations operators might be asked to scour for items of old power.

**CRUMBLING CASTLES**

Many of the castles in the country were given over to Vlad’s ministers, whom he has set up as modern-day aristocracy, and until he has need of them many are content to lord over their holdings. Some—particularly the fortified churches—are in ruin, occupied by something altogether different. Clans of werewolves (both mystical and isolationist throwback descendants of Muzhchiny Zhivotnykh), strange dark fey, and other such creatures can be found in these decaying fortifications, and most of them have magical secrets tucked away. Operators are often hired to retrieve such things, occasionally to bring back a “sample” of a previously unknown magical beasts, or sought out by vampire aristocrats to eliminate rivals (though such a deal rarely ends happily for operators when deniability is on the line). Below is a table of possible encounters in these ruins, though encounters with more powerful fey are not out of the question. In particular, there are rumors of a territorial dispute between a powerful hamadryad and an erlking over a particularly choice holding, and even whispers of a great wyrm green dragon.

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**THE SEARCH FOR THE WELSPRING**

The legends surrounding this artifact are few and largely unreliable. Most agree that it takes the form of a pure silver basin, continually filling with water but never overflowing, and theories claim that this is in fact not water at all but positive energy in liquid form instead. The effects of drinking it are also a matter of conjecture, but Aurora’s hope is that it will imbue her with the power to destroy Vlad once and for all. Her best leads point to Kathmandu and the surrounding area and it is here that she sends her discreetly hired operators; unfortunately Vlad has heard the rumors as well and is pursuing them with all the resources he can clandestinely spare.
**Old Wallachia’s Tunnels**

Under the feet of modern day Wallachians stretch miles upon miles of hidden tunnels and catacombs. These structures were used for a myriad of purposes, including smuggling, interment of the dead, and clandestine meeting places, but in recent years they have become increasingly hazardous. Not only are some of the passages starting to give way, but the undead energy from Transylvania is slowly starting to seep into Wallachian soil, bringing some of the corpses to life as wights, zombies, and other undead. However, there is still money to be made in the relics hidden here and every year dozens of operators venture down into the darkness—either as exterminators or treasure hunters—and some even return, usually laden with wealth.

<table>
<thead>
<tr>
<th>d100</th>
<th>Encounter</th>
<th>Average CR</th>
</tr>
</thead>
<tbody>
<tr>
<td>1–9</td>
<td>2d6 zombies&lt;sup&gt;B1&lt;/sup&gt; or skeletons&lt;sup&gt;B1&lt;/sup&gt;</td>
<td>4</td>
</tr>
<tr>
<td>10–19</td>
<td>1d6 huecuvas&lt;sup&gt;B3&lt;/sup&gt;</td>
<td>5</td>
</tr>
<tr>
<td>20–29</td>
<td>1d6 shadows&lt;sup&gt;B1&lt;/sup&gt;</td>
<td>6</td>
</tr>
<tr>
<td>30–49</td>
<td>1d6 cairn wights&lt;sup&gt;B1&lt;/sup&gt;</td>
<td>7</td>
</tr>
<tr>
<td>50–74</td>
<td>pair of deathwebs&lt;sup&gt;B3&lt;/sup&gt;</td>
<td>8</td>
</tr>
<tr>
<td>75–79</td>
<td>1 geist&lt;sup&gt;B4&lt;/sup&gt; and bleeding walls haunt&lt;sup&gt;CMG&lt;/sup&gt;</td>
<td>9</td>
</tr>
<tr>
<td>80–89</td>
<td>coven of two green hags&lt;sup&gt;B1&lt;/sup&gt; led by a witchfire&lt;sup&gt;B2&lt;/sup&gt;</td>
<td>10</td>
</tr>
<tr>
<td>90–94</td>
<td>1 banshee&lt;sup&gt;B2&lt;/sup&gt;</td>
<td>13</td>
</tr>
<tr>
<td>95–100</td>
<td>1 dybbuk&lt;sup&gt;B3&lt;/sup&gt;</td>
<td>15</td>
</tr>
</tbody>
</table>

**Bounties**

Despite its modernization, Wallachia still has many wild places and numerous strange creatures that stalk them. Operators are often hired to bring back such things in the name of science or theological research.

**Dark Creatures in the Maramure**

The Maramureș region in particular has more than its share of oddities—huge black wolves and bears roam its mountains and forests, and giant, dark-pelted red deer drink from its lakes. Such animals are said to be intelligent and capable of speech, but few can say for sure, as they are invariably violent, possessed with a burning hatred for living humanoids. Sharing the region with these beasts is a large community of shadow fey who revel in the dark beauty of the dense forests. They too are inhospitable to outsiders, though occasionally they offer gifts or make deals, only to delight in thwarting the beneficiary in some mean-spirited way. Both the dire animals and the fey are much sought-after targets to those looking for bounties, but few have claimed the rewards.

**A Problem with Zombies**

A comparatively mundane problem in Wallachia is that of the mindless undead. The problem is mostly centered in Transylvania, but the longer the negative energy font is active the further its influence spreads. This has manifested in several ways: an increased rate of dhampir births, still more animated immigrants, and the spontaneous creation of zombies. Cremation is currently the most popular method of dealing with the recently dead because, if left untended, corpses are more likely than not to reanimate within 24 hours. While the resulting undead are slow, mindless things, they still carry with them the risk of an infection, to speak nothing of the trauma inflicted on the grieving family. These zombies are mostly utilized in the country’s factories but, given how widespread the issue has become, Necromanagement has taken to hiring small-time operators to bring the creatures in, offering 85 bytecoins for each standard zombie delivered still functioning.

**Agents of the Dawn**

Unlike the Sange—who almost never utilize operators—the Children of the Dawn prefer them in many situations, particularly high-profile ones. Most of their number are residents of Wallachia and many of them are wary of endangering friends and family. Perhaps most significantly, however, are Aurora’s personal reasons for hiring outside sources—she has yet to divulge to her followers that as Vlad has grown in power, she has not. The paladin suspects that the First Vampire’s power increases with each new addition to his “family” and so she has not attacked him directly, preferring instead of cut down his power base one undead at a time. Overall progress has been slow and Aurora has begun turning much of her attention to seeking out an ancient relic known from legend only as the Wellspring.
ANGEL SOLDATEN
Purpose (LE): Rise of the fourth Reich; Cover: Secrecy
Adolf Hitler’s obsession with the occult was far from fruitless—after discovering a ley line in Argentina he sent mystical agents to cement his influence in the country long before the fall of the third Reich. Over a century later his fanatical super soldiers are seeded across the world, waiting in secret for another rise to power in the name of the Führer.

ANONYMOUS
Purpose (CG): Vigilante digital watchdogs; Cover: Anonymity
Despite government infiltrations and hypercorporate alliances arrayed against them, the aptly named hacker group has remained a constant on the digital byways since its inception. When their own resources are lacking, Anonymous spokespersons find operators looking for a powerful group of friends to do the wetwork required to free one of their members from imprisonment or physically infiltrate hypercorporations.

CHILDREN OF THE DAWN
Purpose (NG): Stem the tide of undeath; Cover: Automan’s Transport, Cabriole Kingdom
When the Sange cut a bloody swath through Europe, theocratic organizations all over the continent agreed to a ceasefire, allying against the vampire crime ring. Serving as the figurehead and de facto leader, Aurora helped curtail the undead’s expansion westward, then left her second-in-command Adela Albescu in her stead as she returned to Wallachia. In the present day the Children of Dawn are made up of idealists and activists alike—the threat of schism is constant.

CHURCH OF CTHULHU
Purpose (CE): Servants of Cthulhu; Cover: Religious institution
Cthulhu is no work of fiction and its followers actively pursue the awakening of their dark god. They have had some success in the past (most notably in 2048) and conjured several of Cthulhu’s monstrous servants during the tachyon flux, but the relentless pursuit of the Order of the Tide has caused the organization’s power to wane as of late.

DERELIKTZ
Purpose (CN): Partying; Cover: Secret organization
In 2067 the German techsynthpop sensation Dereliktz became an overnight celebrity, her music so captivating that some of her audience literally came to worship her as a goddess. In the matter of a decade she eventually marshalled them into a powerful faction of society—one obsessed with celebration. Though Dereliktz herself is rarely seen any more, her followers remain strong and support a powerful network of drug smuggling throughout the globe, often hiring operators to do whatever is necessary to get the job done.

JARRIKOL
Purpose (?): Unknown; Cover: Exists only in the Hypernet
In 2058 the UN and major industry leaders signed the AIR act to halt all further research into Artificial Intelligence after a debacle with a robotic factory gone rogue; it seemed as if the evolution of the inorganic mind had ended. What only some suspected was that the Jarrikol Technology catastrophe was not internalized, but something else—something from outside the building. Similar incidents can be plotted across the five following decades, but evidence of them simply doesn’t exist anywhere on the Hypernet.

KARRANDE CARTEL
Purpose (NE): World Domination; Cover: Nation of Peru
Omar Karrand may call himself a king now but he’s never abandoned his narco’s roots. His underlings work throughout the world to further his prestige and undermine the efforts of any who oppose his tyranny. Most importantly they acquire powerful mystical artifacts for their master, usually picked up from operators by his blood mages.
Mancipians International
Purpose (LE): World Domination; Cover: Religious Charitable Organization
Hypercorp CEO mastermind Vincent Gyleman retired from the business world at the young age of 30, becoming the head of the Mancipians International religious organization to provide charitable aid across the world. Under the claims that his wealth came from a strict adherence to the edicts dictated to him through prayer to a higher power, the half-elf quickly accrued thousands of followers. When he found his scion—turning Serethiel Solaria into the ‘‘angel’’ Evangelist—his flock grew by the millions and now he has believers in virtually all parts of the world.

The highest ranking members of the church receive items produced in the scientific genius’s private laboratories, laced with Mancipian nanites keyed to their bodies that can give their leader full control over what they do and know when he so wishes it.

MIL (Murderball International League)
Purpose (N): Sporting League
As the official governing body of murderball (a contest defined by brutal combat more than anything else; page 23), the Murderball International League organizes, runs, and profits from the high turnover of athletes as much as anything else. Team owners seek out lethal operators and offer them contracts—a convenient cover to travel across the globe without arising scrutiny.

Order of the Tide
Purpose (NG): Balancers of Nature; Cover: Secret organization
Over the last two and a half decades the Unyielding Torrent has hand-picked operators for clandestine missions often involving ancient artifacts, texts, or unlikely souls of cosmic importance. When Earth is faced by a great threat from dimensions beyond or an awakened evil of dire consequence, the Order of the Tide rises to the occasion.

Sange
Purpose (LE): Secret order of criminal vampires; Cover: Wallachian Government
Formed by Vlad Dracula in 2020 as a preemptive move to defend against potential enemies, the all-vampire Sange are modeled after the Order of the Dragon to which Vlad’s father belonged. Over the years the organization has made an indelible impact on Europe’s criminal underground scene, but since Vlad’s rise to power in Wallachia most of their focus has been domestic, where they act as secret police to mercilessly rout treason and dissent. The Sange are fiercely territorial and treat most operators as lesser creatures to be eliminated as painfully as possible.

Skull Island
Purpose (CN): Ecological Anarchist Free State
As populations across the world continue to rise, energy resources became increasingly more valuable and one service proves absolutely vital: radioactive waste disposal. Two entrepreneurs emerged from Pittsburgh to answer the demand in 2020, building a skull-shaped oceanic platform in international waters. Skull Island (as they insisted it be called) utilizes underwater torrents and massive dynamos to fire canisters of radioactive and toxic waste into the sun. The artificial island grew over time, becoming larger and developing a population of anarchists that fiercely protect it while providing a safe haven for operators on the run from hypercorporations.

Soldier Corps
Purpose (N): Varies; Cover: None (mobile base of operations)
Once known as the Liberty Corps, this team of alter sapiens has undergone numerous iterations and are now far from the glory they knew as the heroes of WW2. Operators vie for a position on the team, however, as they command some of the highest fees in the business.
THE SCALES
Purpose (LN): Equilibrium of Life and Death
These immortals (Nelson Mandela, Prince Vlad of Wallachia, Tomahawk, and Torius) are rumored to be the agents of Death itself, making certain that the balance of positive and negative energy on Earth remains in equilibrium. When the balance is pushed too hard in one way or another these immensely powerful operators intervene, extinguishing those who have outlived their time, or sometimes, rarely, returning them to life.

THE TRIAD
Purpose (NE): Organized Crime; Cover: Varies (determined by region)
The Heaven and Earth society has come far from their origins, surviving the last of the royal dynasties in China and spreading across the world to become one of Earth’s strongest criminal organizations. Only the Karrande Cartel has taken as quickly to the resurgence of magic to aid their illegal efforts, and operators that act against the Triad or accept a Triad job (knowingly or not) are scrutinized by chi mages, and punished or rewarded accordingly.

UNIFIED
Purpose (CE): Summon Dark Ones; Cover: UN-sponsored super team
After the team’s disappearance in 2047 and return after the tachyon flux, UNIFIED’s members have become secretive, employing brutal methods that frequently cause consternation in the Security Council and hypercorporate board rooms. Few suspect it, but these alter sapiens have all become thralls to horrifying dark ones intent on shattering Earth’s dimensional barrier.

WOLVES OF STALIN
Purpose (NE): World Domination; Cover: Other organizations
In the infighting of Muzhchiny Zhivotnykh warlords that followed WW2, the Wolves of Stalin were all that kept the USSR held together. With the fall of the Soviet Union, the majority of the state’s unrecovered paranormal and alter sapiens resources fell into their hands and for over a century they have carefully planted their own agents into other organizations—corporate, military, or otherwise—throughout the globe.

YAKUZA
Purpose (LE): Organized Crime; Cover: Hypercorporations
Wise to the dawn of the Hypercorporate Era, this Japanese criminal organization insinuated itself into the business world and has become a powerful voice in the ears of CEOs all over Earth. Though they frequently use operators to do their dirty work, feared cadres of shinobi (laden with bodytech) remain at their disposal.

ZODIAC DEFENDERS
Purpose (varies): Defend Kathmandu; Cover: Varies (mostly none)
The Scion of Chi chooses the finest warriors from the annual World Fighting Tournament, offering them accommodations and prestige in exchange for their aid in defending the mystical metropolis. Kathmandu’s many interplanar ties and alliances occasionally require the team’s attentions, but sometimes they acquire operators to fulfill otherdimensional missions.

HYPERCORPORATIONS
There are more hypercorporations on Earth than can be included in this book, but these are some of the most clandestinely active and interesting institutions.

AUTOMAN’S TRANSPORTS [NG]
Industry: Mass Transportation (buses, taxis)
This relatively small hypercorporation (a subsidiary of Cabriole Kingdom) focuses on affordable transportation throughout Eastern Europe, running bus and taxi services between and within most major cities. When the Children of the Dawn and their operatives require transport, an Automan’s vehicle usually answers the call.
BALLISTRADE [N]
Industry: Private Security (physical)
Feared for fielding the finest non-\textit{alter sapiens} operational teams this side of Lucrum, Ballistrade has contracts for protecting heads of state, hypercorporate CEOs, and national dignitaries all over the planet. Their tactical commanders assess the need for specialists on a case by case basis, hiring operators to fill security roles when their soldiers lack the necessary magical or technological aptitude for a job.

BIOSPECS [LE]
Industry: Bioweapons Development & Genetic Engineering
Multiple agrarian firms from the 21st century unionized into this powerful institution devoted to biological sciences, becoming one of the founding (and controlling) members of the LUCRUM Foundation. Despite a presence in virtually every major city on earth, they are on tense terms with fellow hypercorporation Necromanagement for their preference of machine labor over undead workers and for the resulting attacks by operators on their facilities (and though it is not a public matter, ire from the Sange for perceived obfuscation of their findings). Rio de Janeiro, on the other hand, is practically a Biospecs corporate retreat, a city more dependent on their water substitute (FludiPur) than actual H\textsubscript{2}O.

CABRIOLE KINGDOM [NG]
Industry: Furnishings, Moving Services
Though it is ostensibly dedicated to offering quality furniture at amazing prices, Cabriole Kingdom’s true purpose is to domestically transport goods and operatives for the Children of the Dawn, providing local bases of operation for its agents. There are several faces of this front both in Wallachia and abroad, including the Futon Federation and the Settee State (as well as Automan’s Transports for international travel).

CENTURION SYSTEMS [N]
Industry: Shipping Logistics
With one of the largest fleets on the planet, virtually all international hypercorporations use the services provided by Centurion Systems to ship freight, supply materials to production facilities, or work out efficient means to do so using their own vessels. The business hires operators to assist sec-ops teams on routes plagued by unrest or to avoid public embarrassment when one of their ships or semi-trucks are stolen.

DIGILIFE [N]
Industry: Entertainment Software
The proprietors of the world’s most popular digital amusement park (Thrillville) are physically based on Neo York’s Manhattan Island, but they have a presence virtually everywhere on the Hypernet. Their data aggregators and media-drones penetrate into even the best protected servers, surveying user statistics for algorithms in a never-ending effort to continually update their products and remain relevant to their consumers.

DRADDI INNOVATIONS [LG]
Industry: Occult Research & Development
Shortly after his escape from imprisonment by the Church of Cthulhu, Edgar Allan Poe sought out the descendants of his most trustworthy peers and used his vast royalties to establish a hypercorporation to fund their research. They are staffed in equal parts by demigrant and human occultists that chase down every mystical lead, no matter how small (hiring out operators when there’s enough in the budget to avoid risking themselves).

DRAPA [NE]
Industry: Robotics Engineering, Weapons Research & Development
The DRAPA hypercorporation has risen far above its roots as a governmental agency in the US, becoming an industrial and economic powerhouse thanks to a massive influx of orders for equipment and weapons following the \textit{tachyon flux}. With no national entities enacting laws on what they can or cannot do, the hypercorporation has since engineered some of the deadliest, most lethal weapons in the universe—most of which are used to defend the floating city of Lucrum, of which DRAPA is a founding member. They frequently hire operators to steal research from their competitors or re-acquire any prototypes that frequently disappear from their numerous labs.
**DUSKTONE (LE)**
*Industry: Media Outlet*
A somewhat covert arm of the Wallachian government, Dusktone broadcasts Vlad’s choice of messages—and propaganda—both at home and abroad. Popular themes include the issues of animated rights, the heinous actions of the African Union, and the necessity of the living and the undead uniting for the future of a better, brighter Wallachia.

**DYNIXCORE (LE)**
*Industry: Industrial Manufacturer*
Hypercorporations the world over rely in Dynixcore for the manufacture of industrial equipment, construction materials, and other essentials of business logistics, from cars to coffee grinders—if it can be made, they or one of their countless subsidiaries make it. With such a powerful ability to manufacture virtually anything, Dynixcore is indispensable to the floating mega-metropolis of Lucrum and one of its founding members.

**ELDRITCH INDUSTRIES (CN)**
*Industry: Magical Research & Development*
Most of Earth’s hypercorporations rely on dependable business models and precise projections in order to succeed, but Eldritch Industries thrives on luck and innovation. Every year at the company’s shareholder meeting, a new CEO is randomly chosen from among the exclusively-spellcaster owners of the firm. With the paranoia of failure heavy on their shoulders (and no small number of clandestine operators working on their behalf) each has made a magical breakthrough even greater than their predecessor.

**FASTSEC (N)**
*Industry: Engineering*
In 2061, Fastsec stormed into the digital landscape with servers capable of interfacing with a user’s brain in ways never before considered. By immersing themselves in cyber think-tanks (where a minute real time was extended to an hour or more) they vastly outpaced all competitors, turning their servers into veritable fortresses thick with CMs and well-paid netjackers. With the exorbitant fees they charge for their services, Fastsec often protects their clients’ data until the product is built or goes to market and their expert hackers relentlessly hunt down operators that make any trouble for the hypercorporation. It is rumored that Fastsec’s founders all worked for the same firm in 2058, before the signing of the AIR Act, but they protect those records as well as their customer’s data.

**FAWKES MEDIA (NE)**
*Industry: Entertainment & Media Outlet*
The majority of Earth’s population receive their news about the world through Fawkes Media (provided for free, of course). Though masters of propaganda and influencing the masses, they are equally known for hiring operators to embarrass, frame, kidnap, sabotage, or even assassinate individuals that threaten Fawkes’ already shaky reputation.

**GOBSECO (CN)**
*Industry: Entertainment Representatives*
Fanatically obsessed with higher website traffic, Gobseco’s “agents” are masters of click-bait constantly on the hunt for the next viral video or overnight superstar. Largely staffed by demigrants (and undeniably the most pro-goblin hypercorporation in the entertainment sector), employment there is considered a rite of passage for many netjackers before landing a more respectable line of work.

**HAIMA UNLIMITED (LN)**
*Cover: Blood Banks, Bio-Crafted Cosmetic & Transplant Organs*
An outwardly humanitarian corporation with strong ties to the government, Haima focuses on the less PR-friendly aspect of a country filled with animated citizens: their dietary needs. While it gives the world an altruistic and mundane account of its doings as blood bank managers and bio-organ designers (for cosmetic or transplant needs), Haima Unlimited’s actual purpose is to produce the biological components necessary for the undead of Wallachia, such as flesh and blood. The hypercorporation pays princely sums for operators to deal with loose ends—though any survivors of failed missions are subject to extermination with extreme prejudice 48 hours after their very literal deadlines.
HALFWINDI [N]
Industry: Manufacturer of Demigrant Products
One of the only hypercorporations exclusively led by demigrant CEOs over the centuries (mostly halflings), Halfwindi specializes in creating products for halflings, half-giants, tieflings, orcs, and every other non-human on Earth. They are always keen to hire operators to "research" their competitor's products, "survey" the designers of peer companies, and more than anything else, exact revenge on individuals that employ similar strategies against them.

HIN-FA MULTINATIONAL [LE]
Industry: Everything (banking, real estate)
In 2070 Hin-Fa Multinational became the first business to truly own a part of the Earth, buying a piece of Heilongjiang (Harbin) from the SCS for a pittance compared to what their sovereignty has been worth. During the last three decades they have expanded from a simple (albeit mammoth) holdings and real estate company into a purveyor of virtually every type of consumer product and service, respected worldwide for the advances made by their renowned R&D branch and virtually unstoppable thanks to a network of horizontal and vertical monopolies.

INDIGITECH [LN]
Industry: Data Acquisition & Protection
One of India’s most powerful hypercorporations, Indigitech is the world leader in digital security and information aggregation. Their pyramid apps are endlessly intrusive and burrow their way into servers all over the Hypernet, floating on the digital seas in the trillions like plankton. Even industry peers utilize their securities software, paying huge sums for the service and charged relentlessly for customer support. When one of their secure databases is breached, however, the powers that be at Indigitech do not hesitate to put out bounties for the perpetrators, sending code out to their countless surveyor programs all over cyberspace.

JERSSEDI SOLUTIONS [NG]
Industry: Software Design
Digital pioneer Moe Nulsk earned his first ivy league doctorate in Computer Engineering at the age of 12, taking to the Hypernet soon thereafter to accrue an unrivaled education in the informational sciences that far exceeds anyone else on the planet. After a brief and extremely profitable stint working for Raeon Industries he founded his own hypercorporation with a core focus on one simple principle: bettering the lives of Earth’s citizens. Since then Jerssedi Solutions has been on the forefront of the cyber technologies of all kinds, frequently hiring operators to take from their competitors benign advances that will do the most good if shared freely.

KALVAHN [N]
Industry: Magical Research (divine)
No other entity in the world (save perhaps King Karrand) possesses as many divine relics as the Kalvahn hypercorporation. Though they handle and auction potent arcane items, those of a holy (or unholy) bent are the company’s core market, the most powerful of them carefully studied by their researchers in secure vaults. Kalvahn pays high prices for authentic acquisitions (whether magic items or otherwise) and are more than willing to acquire them regardless of where an item is or who the rightful owner is (much to the displeasure of theocratic organizations).

KOKE INDUSTRIES [NE]
Industry: Everything (material distribution, manufacturing)
Oil magnate tycoons of the 20th industry crafted a multinational conglomerate of businesses for themselves, monopolizing markets and buying off politicians to win unprecedented legal rights for their industrial operations that wouldn’t be brought into check until two decades after the founders’ deaths. In their endless drive for profits, Koke Industries joined the LUCRUM Foundation in order to keep senselessly plumbing the resources of the planet in the race for ever greater revenue. Though there are countless hypercorporations that consider them enemies, Koke Industries’ CEOs have been plagued more by Skull Island’s socio-anarchists than any of its peers.
KRASNOLUD INCORPORATED [LN]
Industry: Prostheses Manufacturer

While most of WW2’s dwarven refugees returned home to Britain after the war, one group (called Metalowy Spolka) arrived in Poland and set up shop as prosthetic limb designers, focused on helping veterans and victims of the conflict. Though accepted with open arms, eventually their aims grew ever more adventurous—and dangerously experimental. The group was ultimately expelled from the country after a series of disastrous malfunctions in one of their more intimate product lines. After traveling across Europe, the dwarves finally settled down in Transylvania and renamed their company, seeking to incorporate the land’s rare ores into their ever-growing line of products.

LORRATA [N]
Industry: Business & Residential Construction

Originally a Mafioso-run firm at the dawn of the 21st century, Lorrata’s owners were aggressively bought out by even more ruthless executives in 2034. With the abundant list of contacts and favorable supply contracts already in place, they skyrocketed to global prominence in just a few years. Backdoor deals and crooked politicians ensured that the sprouting metropolises of Earth became Lorratta jobs, and now they are a hypercorporation on equal footing with giants like Hin-Fa and Koke Industries. Small placards in their executive washrooms state that “sometimes the old ways are the best ways,” and the company’s stewards take that methodology to heart, frequently employing operators to cajole and coerce both competitors and prospective clients to make sure the firm secures the most ideal business arrangements.

marein systems [N]
Industry: Private Security (digital)

Hackers the world over look to Marein Systems for the newest techniques and tricks for digital defense, making even their novice cyber bodyguards into cewebrities overnight. Sporting the toughest coders on the planet for by-the-minute hires, the hypercorporate collection of netjackers are called on by executives, Mr. Grays, and Ms. Greys seeking reliable protection to meet up on the Hypernet when they want the best and brightest to watch their backs.

merlin technologies [NE]
Industry: Advertising & Marketing, Consumer Technology Provider

Founded after the psychic discovery in the 2050s, corporate sharks took this company over in the 2070s and have since filled its user agreements with subversive language that legally allows them to perform invasive surveillance and data collection on their customers (usually through a combination of arcane and digital prowess). The result of their practices are highly-focused and nearly impossible to avoid advertisements for individuals the world over.

NECROMANAGEMENT [LE]
Industry: Goods Manufacturing (basic magical, mundane)

Necromanagement is the world’s largest employer and manager of mindless undead (called the insensate), thanks to a skilled team of necromancers who meet even Wallachian’s demanding standards. This high efficiency comes at a steep cost of equally high ‘employee turnover’, a factor which many animated rights activists protest. This inhumane treatment and a score of other legal faux-pas are all-but overlooked thanks to their position as those responsible for Wallachia’s economic boom—even their assaults on Biospecs have been largely overlooked.

NORRASAN [N]
Industry: Food Distribution

One of the only profitable and reliable businesses to emerge from the ruined Soviet bloc, Norrasan utilized the management expertise learned from the defunct USSR to incredible effect. As population densities exploded with the race to urban-centric living, the demand for this hypercorporation’s systems and equipment skyrocketed and they have become indispensable to virtually every metropolis on Earth. When a shipment goes bad or contaminated food makes it to market, however, Norrasan does what their founders would as well—silence dissenters, usually by hiring out operators to complete the dirty deed.
ORIVIACHAN [NG]
Industry: Toy Manufacturing
Though originally an obscure design company, Michael Conrad bought out Oriviachan in the 2070s and rapidly expanded their market presence with a flurry of brilliant toys and tools that utilized high technology purely for entertainment. Despite a slew of lawsuits against them (mostly patent-infringement and intellectual property theft), the CEO has an open-door policy for operators to bring him whatever innovations they can, regardless of their original source.

PERRETTA ARMS [N]
Industry: Firearms & Weapons Manufacturer
Established in the early 1500s, the Perretta family have long maintained a leadership role in arms manufacturing across the globe. As business practices became more and more cutthroat in the 21st century and their competitors faded into obscurity, the hypercorporation seized control of an ever growing base of factories and research teams. A practice they continue today using operators as catalysts to bring down upstart businesses that threaten their iron grip on the firearms industry.

QUI’QQOPOTH PROMOTIONS [CE]
Industry: Entertainment
With their entire administrative board being practicing members of the Church of Cthulu, this insidious hypercorporation seeks out talented individuals across the planet to vault them into overnight superstardom. When a star stops pulling their weight or loses popularity, however, they disappear the moment their meteoric rise comes to an end. When people start asking the wrong questions about their missing former stars, Qui’qqopoth typically seeks out operators to make sure the individual sniffing about finds good reason to stop.

RAEON INDUSTRIES [LN]
Industry: Computer Manufacturer (hardware)
Popular even in the 20th century, Raeon Industries has kept at the forefront of hardware design by ousting its peers, competitive hiring practices, and cutthroat, backdoor business deals with militaries and governments alike. After securing their place on the throne of hardware manufacturing, the hypercorporation joined with the LUCRUM Foundation to secure sovereignty that allows them to pursue whatever means are required for their continued success. Raeon is legendary for the lengths they’ll go to when someone has lifted one of their prototypes, hiring out operators by the dozens (often making them compete against one another) to re-acquire equipment stolen from their R&D labs before another business can reverse engineer the latest quantum circuit or other digital innovation.

R.I.P.E. [LG]
Industry: Organic Cosmetics & Soaps (spell reagents)
Despite the strange tendencies of its longtime CEO Casey Jones (page 98), the spellcasters that make up this hypercorporation have kept its true purpose from the world at large for over a century—by selling organic soaps and other cosmetic products they are able to ship spellcasting reagents across national borders free of scrutiny. Keeping such a secret inevitably means a certain amount of discretionary action, however, and though they hire operators to help keep things clandestine the hypercorporation never abides by murder, instead having their memory mages wipe the true purpose of R.I.P.E. from the minds of dissenters.

RISING SUN [N]
Industry: Armor & Weapons Manufacturer
Though they do produce firearms, Rising Sun’s factories are known instead for producing the best armors and close combat weapons in the world. With the advent of bodytek and increased frequency of magic in the streets and on the battlefield, other businesses failed to meet the demand for personal-range gear that this business specializes in—and they offer operators cutting edge prototypes as compensation for making sure things stay that way.
**ROJBAN-SEMELE INCORPORATED [NE]**

**Industry:** Urban Revitalization (technology & weapons testing)

This hypercorporation has been destroying Cleveland for profit since buying it in 2089, charging other hypercorporations exorbitant fees for “open ground” testing of any prototype they like. Not many people believe the incredible stories of what happens in the Sixth City, but when particularly damning evidence emerges Rojban-Semele is quick to hire operators to acquire the original data and have the rest wiped from the face of the Hypernet.

**SHEIK’S SANDWICHES [N]**

**Industry:** Restaurant Chain

As other fast-food chains rise and fall across the 21st century, Sheik’s Sandwiches undid them all with their incredibly fresh meals and bottoming out prices. Using magical refrigeration and equipping franchisees with everything required for making their (already preserved) food impossible to spoil, this hypercorporation rose to the forefront of the food services industry on their proprietary methods. Today they hire out operators to make sure that no parallel technology—whether magical or technological—ever threatens their success.

**SHEN-CHI [N]**

**Industry:** Beverage Manufacturer

Using secretive means to produce potent magical beverages at breakneck cost, Shen-Chi grew to become a staple for operators across the world by 2050. They fiercely protect the process of manufacture, however, offering operators lifetime discounts for their goods in order to keep the formula for their trademark cola from ever getting into the hands of their competitors.

**TERRA FIRMA [CN]**

**Industry:** Waste Management

Using magic and technology to shovel Earth’s trash into other dimensions is cheaper than sending it into space, and Terra Firma has no compunctions about doing so. When rights activists speak out against the practice and protesters from other planes of existence become a thorn in this hypercorporation’s side (sometimes quite violently), they hire out operators to quell the unrest and keep PR blowback to a minimum.

**THROUGH THE WOODS ENTERPRISES [LE]**

**Industry:** International & Domestic Shipping (smuggling, illegal courier)

Closely allied with fellow hypercorporation Necromanagement, Through the Woods Enterprises (TWE) has worked, angled, and backstabbed its way to become the foremost shipping company in Wallachia, sending domestically-produced goods around the world. They also run a localized courier service with a strict no questions asked policy, making them popular with both the Sange and the Children of Dawn as a way to move goods and messages off the grid.

**UPLYFT [N]**

**Industry:** Transportation Services

By outsourcing travel costs entirely to its drivers, Uplyft crushed all competitors not long after its inception at the dawn of the 21st century. Outsourcing remains one of the traditions it has continued and when a driver goes rogue or ends up in a compromising situation, operators are hired to clandestinely bring them in.

**VALHALLA TECHNOLOGIES [LN]**

**Industry:** Bodytek Manufacturer

The world’s leader in integrated biotechnology has held the throne for decades, ruthlessly undercutting all of its competitors—even beyond what is profitable—to maintain their stranglehold on the market. Rumors of a dark and sordid history involving otherdimensional creatures still plague Valhalla Technologies, and though detractors have been largely contained to the Hypernet, those who bring reliable proof to back up their claims sometimes leak into media at large. The hypercorporation wastes no time in these instances, employing operators to discredit or destroy the damning evidence (and sometimes those in possession of it).
VIZTAO TECHNOLOGIES [LE]
Industry: Divine Research & Development
Another enterprise borne from a government agency (an institution banned in the late 1980s but revived by its scientists shortly thereafter), Viztao Technologies is one of the world’s most secretive hypercorporations. Inside of its heavily protected research facilities all manner of divine creatures are operated upon and experimented with in a gruesome, slow crawl that gradually expands the company’s understanding of creation. They pay exorbitant bounties on viable test subjects, totally ambivalent to how one is acquired so long as the specimen is alive; when a particularly valuable creature is discovered or one of their experiments escapes, they specifically contract operators to capture it—with binding clauses to insure discretion.

WORRALL [N]
Industry: Global Retail
With a fleet of drones and half as many netjacker to pilot them, Worrall surged to the head of the retail industry thanks to speedy delivery times and unbeatable prices on their products. Achieving such a low profit-point requires a litany of savvy business deals with partnering companies however, and not all of these contracts are made easily—when one of these agreements lapses or a new one is required, operators are hired to encourage a resolution decidedly beneficial for the hypercorporation.

XYPHER MEDIA INSTITUTE
Industry: Media Source
XYPHER MEDIA INSTITUTE
Xypher Media Institute once had a benevolent mission—operating a super-secure and utterly anonymous server where any user could speak freely and share data without fear of reprisal or consequence. Though at first many scoffed at the very notion of the place, after breaking the back of the Marvisaddri Academy’s illegal necromantic practices in Wallachia it became a haven for hackers everywhere. Not long afterward the inevitable hammer of big business struck, however, and what was once a realm dedicated to free speech has become a cesspit of junk, gossip, and only occasionally the damning evidence of corporate corruption its founders originally sought to curtail.

XYZ ROBOTICS [LN]
Industry: Robot Manufacturer
Hailed worldwide for creating accessible automatons, quality parts, and fine prosthetics, XYZ Robotics has become a global name only a decade after its inception. They own several plants in Wallachia (all in the Transylvanian region) mainly staffed by unintelligent undead; under its mundane exterior, however, are rumors that the company is secretly providing funds and resources to the Children of Dawn. The Sange have staged several surprise raids on the hypercorporation but so far have failed to uncover incriminating evidence and they have started hiring out operators to indemnify the business.

YONYON GAMES [NG]
Industry: Entertainment
Founded by gnome entrepreneur Felicia Lazyhill in the 2040s, Yonyon Games specializes in VR entertainment for individual users, creating hyper-lifelike simulations that allow its customers to fight in the medieval crusades, explore the cosmos, and everything inbetween. When one of their products malfunctions or a digital asset goes rogue they hire operators to scour the Hypernet for the offending code and wipe it from existence, paying a generous stipend for jobs finished quickly.

ZAPPAZ! [N]
Industry: Clothing Manufacturer
In addition to outsourcing its clothing manufacturing to Transylvanian factories, many of Zappaz!’s lines have met with great success in the face of Wallachia’s thriving nightlife. Given both the appeal and the density of investors, Zappaz! now holds one of its yearly fashion shows in Bucharest, prompting other fashion-oriented businesses to follow suit. Security has been increased in recent years after one of the models attempted a nearly-successful hit on a prominent vampire minister—both the Children of Dawn and The Scales are suspect, but nothing conclusive has been proven (the open bounty for information that can reliably place blame on either party rises in value every day).
**DM-1 (Soldier Corps) CR 14—XP 38,400**

Male dwarf netjacker (mechwarrior) 12 [hs 2, parallel 1]
N (Large) Medium humanoid (dwarf, hyper, netjacker robot)
Init +1; Senses blindsense 30 ft., darkvision 60 ft., low-light vision; Awareness +3

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**DEFENSE**

AC 32, bullet 15, touch 14, flat-footed 30 (+10 armor, +1 Dex, +1 deflection, +1 dodge, +1 hyper) natural, +5 shield) 
hp 123 (12d8+60+6); Hyper Bonus +1 
Fort +8, Ref +10, Will +9; +2 vs. poison, spells, spells-like abilities

**Defensive Abilities** improved evasion; DR 5/chaotic; Immutable netjacker robot traits; Resist cold 15, fire 15 
Weaknesses vulnerable to critical hits, vulnerable to electricity

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**OFFENSE**

Speed 40 ft.; fly 40 ft. (average), Reach 10 ft. 
Special Attacks combat hacks (melee +3), hatred +1 
Space 10 ft.; Reach 10 ft. 
Hyper Spell-Like Abilities (CL 14th, concentration +17)
3/day—charm person (DC 14); glibness (hyper flaw: compulsion—ambition), innocence

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**TACTICS**

Combat DM-1 only fights in his proxy, wading through enemies with his longsword, using Power Attack and Great Cleave to terrifying effect. 
Morale DM-1 fights until his proxy is inoperable, then activates his hologram generator to distract enemies

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**STATISTICS**

Str 23, Dex 13, Con —, Int 6, Wis 10, Cha 10 
Upgrades ability increase (Str +4), stealth, damage reduction, flight, improved natural armor, large, resist cold, resist fire Cost 28,000bt; Weight 1,560 lbs.

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**DM-1 Proxy (Mechwarrior suit)**

N Large construct (robot); Senses blindsense 30 ft., darkvision 60 ft., low-light vision

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**DEFENSE**

AC 23, bullet 9, touch 9, flat-footed 23 (+10 armor, +4 natural, -1 size) 
hp 72 (9d10+28); DR 5/chaotic; Immutable netjacker robot traits; Resist cold 15, fire 15 
Weaknesses vulnerable to critical hits, vulnerable to electricity

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**OFFENSE**

Speed 40 ft., fly 40 ft. (average), Reach 10 ft. 
Special Attacks combat hacks (melee +3), hatred +1 
Space 10 ft.; Reach 10 ft. 
Hyper Spell-Like Abilities (CL 14th; concentration +22)
3/day—charm person (DC 14); glibness (hyper flaw: compulsion—ambition), innocence

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**TACTICS**

Combat DM-1 only fights in his proxy, wading through enemies with his longsword, using Power Attack and Great Cleave to terrifying effect. 
Morale DM-1 fights until his proxy is inoperable, then activates his hologram generator to distract enemies

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**STATISTICS**

Str 31, Dex 13, Con —, Int 6, Wis 10, Cha 10 
Hyper Flaw fetish (guitar)

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**METRONOME (Soldier Corps) CR 15—XP 51,200**

Female half-elf bard 6 [hs 7, hypernaut 2/meganaut 1]
CN Medium humanoid (elf, human, hyper)
Init +13; Senses low-light vision; Awareness +10

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**DEFENSE**

AC 31, bullet 25, touch 22, flat-footed 24 (+9 armor, +6 Dex, +2 deflection, +1 dodge, +3 hyper) 
hp 67 (6d8+24+21); Hyper Bonus +3 
Fort +7, Ref +14, Will +7; +2 vs. enchantments 
Immune sleep 
Hyper Flaw fetish (guitar)

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**OFFENSE**

Speed 40 ft. 
Melee [+1] +1 sword +9/+4/+1 (1d6+6 bludgeoning) 
Ranged +1 combat pistol +14/+9/+4 (2d6+4, Crit x4, Range 100 ft.) 
Special Attacks bardic performance 23 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +2, suggestion), hyper bonus +3 
Bard Spells Known (CL 13th; concentration +21) 
2nd (5/day)—mirror image, shatter, sonic scream 
1st (7/day)—chord of shards, ear-piercing scream, feather fall, liberating command, vanish 
0th—dancing lights, detect magic, ghost sound, mage hand, mending, prestidigitation 

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**Hyper Powers** (CL 14th; concentration +22)
2/combat—time blink 
7/combat—time manipulation (area 280 ft.-radius, range 840 ft.) 
7/combat—sound control (area 280 ft.-radius, range 840 ft.)
**NESTARR (Soldier Corps)**  
CR 17—XP 102,400

Android barbarian (invulnerable rager) 11  
[hs 5, meganaut 1/parallel 1]  
N Medium humanoid (android, hyper)  
Init +8; Senses darkvision 60 ft., low-light vision;  
Awareness +18  

______ DEFENSE ______

**AC** 28, bullet 25, touch 20, flat-footed 25 (+9 armor, +4 deflect, +3 Dex, +1 dodge, +2 hyper)  
**hp** 199 (11d12+110+12); **Hyper Bonus** +2  
**Fort** +17, **Ref** +8, **Will** +5; +4 vs. mind-affecting effects, paralysis, poison, stun effects  
**DR** 11/—; **Immune** aging, disease, emotion-based effects, exhaustion, fatigue, fear, morale bonuses, sleep;  
**Resist** cold 16, electricity 16, fire 16  
**Hyper Flaw** addiction (gygaxon)  

______ OFFENSE ______

**Speed** 40 ft.  
**Melee** unarmed strike +19/+14/+14/+9 (1d4+8 plus 1d6 electricity)

**TACTICS**

**Combat** Metronome knows she isn’t as tough as the rest of Soldier Corps and avoids direct combat whenever she can, bolstering her allies instead of engaging the enemy directly.  
**Morale** Metronome saves one use of time blink to cover herself with dust of disappearance and escape when defeat is imminent.  

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**TSUKI (Soldier Corps)**  
CR 18—XP 153,600

Female human ninja 8 [hs 8, savant 3]  
N Medium humanoid (human, hyper)  
Init +14; Senses darkvision 60 ft.; Awareness +20  

______ DEFENSE ______

**AC** 34, bullet 33, touch 28, flat-footed 23 (+6 armor, +3 deflect, +10 Dex, +1 dodge, +4 hyper)  
**hp** 124 (8d8+40+45); **Hyper Bonus** +4  
**Fort** +9, **Ref** +20, **Will** +6  
**Defensive Abilities** evasion, improved uncanny dodge
**DM-1**

Mason Anders was a genius inventor that rose from obscurity in 2051 after developing an integrated system for bio-mechanical interface for real world applications. Using his keen intellect and natural cunning, the dwarf's business expanded into a hypercorporation as he masterfully manipulated his competitors, heading a robotics industry-leading firm as CEO for an unprecedented 22 years. After undertaking an experiment with a new design of proxy he was nearly killed and changed from the experience—made into something more. Mason quickly stepped out of the hypercorporate scene, using his influence to secure a place on Soldier Corps. Since his inclusion two decades ago he has assumed the role of leader of the team, becoming close friends with Nestarr (whom many would have considered the obvious choice for the team’s leader). Conspicuously, Soldier Corps has become far more active against hypercorporations after DM-1 reached the position of authority and many have an open bounty out on the stout pilot’s head.

There's such a thing as too much of a good thing and Joanna Vesra learned that lesson firsthand, one of many victims of the Dereliktz rave scene. Unlike the countless teenagers that fall to the dregs of society on waves of ancho, fastjak, and other narcotics in underground clubs, Joanna overdosed during the tachyon flux—her psyche expanded in an instant, driven on by the multitude of minds around her. She experienced the whole of humanity's history and future in a huge wave of fragmented images that fundamentally changed her. Since then she's taken a proactive role in the world, using her powers to become a “hero of the people”. Joanna still participates in the music scene but with her adroit control of sound and time, she's on the stage these days instead of in the pit.

**NESTARR**

The entity of Nestarr arrived in the Milky Way sometime in the 2060s, carefully surveying the solar system containing Earth with great interest. King Karrand lured the alien to a tanker in the Bermuda Triangle, enacting a ritual of magic and science that trapped zir in humanoid form. In response zir walked the planet, surveying and judging humanity. Before engineering a way to escape zir prison Nestarr witnessed a resurgence of goodwill in the mid 2070s that convinced zir to stay on the planet, allying with the Soldier Corps. Since then zir has become the team's rock, often showing a surprising loyalty to DM-1; few know that the canny dwarf has a hidden supply of gygaxion, a material Nestarr requires to sustain and fuel zir artificial body.

The most infamous of the patriotic alter sapiens left in the waning days of the 21st century is Amaya Naito, a practitioner of ninjutsu empowered through Shintoism. A shinobi in the truest sense of the word, Amaya is notably different from her powered peers in that she works not for her own ends or even a hypercorporation, but those of Japan. After surviving an assassination attempt for being a witness of complicity to hypercorporate treason, she used her family’s teachings and newfound abilities to bring her antagonizers to justice and was clandestinely recruited to work for the Empire of the Rising Sun. Tsuki has since become the eldest and longest standing member of Soldier Corps.
SERGEANT K-9 (Zodiac Defenders; “The Dog”) CR 11—XP 12,800

Female jackalwere gunslinger 6 [hs 4, savant 2]  
N Medium magical beast (shapechanger)  
Init +9; Senses darkvision 60 ft., low-light vision, scent; Awareness +16

DEFENSE

AC 28, bullet 25, touch 23, flat-footed 19 (+4 armor, +2 deflect,  
+6 Dex, +3 dodge, +2 hyper, +1 natural)

hp 109 (3d10+6d10+33+22); Hyper Bonus +2

Fort +13, Ref +14, Will +9

Defensive Abilities nimble +2; DR 5/cold iron

OFFENSE

Speed 30 ft.

Melee unarmed +14 or +12/+7/+7 (1d3+4), bite +7 (1d6+3)

Ranged two [+1 shock] combat pistols +21 or +19/+19/+14/+14/+14 or  
+17/+17/+17/+12/+12/+12 (2d6+11 plus 1d6 electricity, Crit x4, Range 100 ft.)

Special Attacks grit (4), gun training (pistol, +5), hyper bonus +2, sleep gaze,  
weapon intuition

TACTICS

Combat K-9 calls for backup and moves in cautiously, using cover and closing the distance  
with her opponents, trying to use her sleep gaze to bring enemies down. When that fails she  
resorts to gunfire.

Morale K-9 is stalwart but not stupid and flees when reduced to 20 hp or less.

STATISTICS

Str 15, Dex 22, Con 17, Int 12, Wis 18, Cha 12, Luck 18, Rep 19

Hyper Wisdom 1 (Tactical Genius 1/day)

Base Atk +9; CMB +13; CMD 34

Feats Alertness, Dodge, Gunsmithing, Improved Two-Weapon Fighting, Improved Unarmed  
Strike, Mobility, Point-Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Shot on the  
Run, Two-Weapon Fighting; Hyper Feats Bodytech (2)

Skills Acrobatics +16, Awareness +16, Bluff +12, Search +11, Sense Motive +16,  
Stealth +10, Survival +19; Racial Modifiers +2 Bluff, +2 Survival

Languages Chinese, Nepali; translator (all Earth languages)

SQ change shape (human, hybrid, and jackal; polymorph), deeds (deadeye, gunslinger initiative,  
gunslinger’s dodge, pistol-whip, quick clear, utility shot), gunsmith, hyper attack 1, hyper initiative,  
hyper mortality, jackal empathy, weapon intuition

Combat Gear potions of cure moderate wounds (4), potion of fly; Other Gear [+1 shock] combat pistols (2) with  
8 clips (200 bullets), +2 leather armor, ring of protection +2, bodytech limbs mark II (2; each +1 Dex, +1 Con),  
hyperjack, targeting matrix, translator (internal), mwk manacles (5)

SPECIAL ABILITIES

Sleep (Su) Sleep for 3 minutes (a standard action rouses the creature, as does damage), 30 feet, Will DC 20 negates. A creature that succeeds at the saving throw cannot be affected by K-9’s sleep gaze for 24 hours. This is a sleep effect. The save DC is Charisma-based.

Designate K-9 can’t recall whom she once was or from where she hailed, the databanks of her memories only  
beginning with the start of the 2089 World Fighting Tournament. Shortly after winning the semifinals she was  
approached by the Scion of Chi and chosen both to lead the Kathmandu Police Department and become a part  
of the Zodiac Defenders. K-9 has dutifully done her job but as the years pass, flitting memories of her former life  
find their way to the forefront of her mind. Recently she has been doggedly chasing those responsible for her  
transformation into a canine cyborg, knowing little more than that she was an experiment disrupted by a tachyon  
flux event. Her augmented physique is further enhanced by cybernetics that give her the edge required to keep  
order in the Mystical Metropolis.
UNYIELDING TORRENT (Zodiac Defenders; “The Dragon”)  CR 18—XP 153,600

Male human monk 12 [hs 5, meganaut 1/parallel 1]

LG Male humanoid (human, hyper)

Init +14; Senses Awareness +18

DEFENSE

AC 42, bullet 42, touch 38, flat-footed 32 (+3 deflect, +9 Dex, +1 dodge, +4 hyper, +4 mage armor, +11 monk)

hp 121 (12d8+60+12); Hyper Bonus +2

Fort +13, Ref +19, Will +17; +2 vs. enchantments, paralysis, sleep, stunning

Defensive Abilities evasion; Immune disease

OFFENSE

Speed 90 ft., leap (20 ft. horizontal, 10 ft. vertical)

Melee unarmed +20 (2d8+19) +15/+10 (2d8+15)

or flurry of blows +18 (2d8+19) +18/+13/+13/+13/+13/+8 (2d8+15)

Special Attacks dragon roar (15-ft. cone, 2d8+19 bludgeoning and shaken 1d4 rounds, DC 25 Will for half and negate shaken; costs 2 stunning fists), flurry of blows, hyper bonus +2, stunning fist (17/day, DC 25; shaken 1d4+8 rounds and stun, fatigue, sicken, or stagger)

Hyper Spell-Like Abilities (CL 17th, concentration +26)

9/day—elemental touch (any), ki arrow, mage armor

TACTICS

Combat Unyielding Torrent opens with elemental touch and dragon’s roar before using stunning fists against opponents until someone damages him significantly, at which point he unleashes a full flurry of blows.

Morale Unyielding Torrent flees when reduced to 20 hp or less.

STATISTICS

Str 26, Dex 28, Con 16,
Int 10, Wis 24, Cha 10, Luck 20, Rep 20

Hyper Strength 2 (Strong Leap), Hyper Dexterity 3 (Dexterous Footwork, Dexterous Skills 3/day), Hyper Wisdom 2 (Hyper Insight)

Base Atk +9; CMB +22; CMD 53

Feats Alertness, Combat Expertise, Combat Reflexes, Deflect Arrows, Dodge, Dragon Ferocity, Dragon Roar, Dragon Style, Improved Unarmed Strike, Mobility, Spring Attack, Toughness; Hyper Feats Extra Hyper Attribute (3)

Skills Acrobatics +24 (+36 to jump), Awareness +18, Climb +17, Linguistics +3, Search +11, Sense Motive +18, Stealth +22, Swim +17, Use Magic Device +5

Languages Chinese, English, Elvish, Nepali

SQ fast movement, high jump, hyper attack 1, hyper focus 2/day, hyper initiative, hyper mortality, hyper rest, ki pool (15 points, cold iron, lawful, magic, silver), maneuver training, purity of blood, slow fall 40 ft., wholeness of body

Combat Gear potions of cure serious wounds (2); Other Gear amulet of mighty fists +1, belt of physical perfection +4, boots of the winterlands, monk’s robe, ring of freedom of movement, ring of protection +3

The Defidrio crime family came to run an impressive section of the east coast mafia before their calamitous downfall in the late 2040s. Most of their made men were killed but one escaped—Vincent Defidrio—fleeing to a temple in the Far East. Unfortunately for him, the monastery shifted to realms beyond and when it reappeared 20 years later, only two people emerged (the other remains known only to the monk). Vincent’s intense will to survive saw him through the ordeal; now he can channel both it and the spirits of all the monks that once hid him into deadly power that accentuates his deft mastery of the martial arts.

Shortly after winning the World Fighting Tournament, the Scion of Chi recruited the tempered old gangster as the head of the Zodiac Defenders. Under his gruff but diligent oversight, the team has become one of the most powerful collected forces on Earth, making the planet’s name feared across the dimensions they travel to. The old ways of his youth are not entirely lost on the monk however, and he’s not above making a shady deal or two in order to achieve his goals (and many an operator claim to know him for just that reason).
MONKEY (Zodiac Defenders)  CR 13—XP 25,600
Male half-orc brawler 8 [hs 4, meganaut 1/parallel 1]
NG Medium humanoid (human, hyper, orc)
Init +13; Senses darkvision 60 ft.; Awareness +9

DEFENSE
AC 30, bullet 30, touch 26, flat-footed 16 (+2 deflect, +9 Dex, +3 dodge, +2 hyper, +4 mage armor)
hp 84 (8d10+24+12); Hyper Bonus +2
Fort +10, Ref +17, Will +3
Defensive Abilities evasion, orc ferocity

OFFENSE
Speed 50 ft.
Melee unarmed +21 or +21/+16/+16 or +19/+19/+14/+14 (1d10+15)
Ranged strong hurl +19 touch (1d8 per 100 pounds+12 or 4d8 per 400 pounds+16, Range 60 ft.)

Special Attacks brawler’s flurry, knockout 2/day (DC 25), martial flexibility 7/day
Hyper Spell-Like Abilities (CL 14th, concentration +23)
9/day—mage armor, spider climb, web bolt (DC 20)

TACTICS
Combat Monkey uses knockout and if that fails to work, goads his enemy and retreats to draw them away from allies before unleashing a brawler’s flurry. He frequently uses martial flexibility to gain Deflect Arrows and Improved Trip, Lunge and Monkey Lunge, or Mobility and Spring Attack.
Morale Monkey is cautious and retreats when reduced to 25 hp.

STATISTICS
Str 24, Dex 28, Con 14, Int 10, Wis 8, Cha 12, Luck 18, Rep 19
Hyper Strength 2 (Strong Hurl),
Hyper Dexterity 2 (Dexterous Footwork, Dexterous Skills 2/day)
Base Atk +8; CMB +17 (+19 trip, +18 disarm);
CMD 41 (43 vs. trip, 42 vs. disarm)

Feats Alertness, Combat Expertise, Combat Reflexes,
Dodge, Improved Unarmed Strike, Greater Weapon Focus (unarmed),
Greater Weapon Specialization (unarmed), Power Attack, Weapon Focus (unarmed), Weapon Specialization (unarmed),
Hyper Feats Extra Hyper Attribute (2)

Skills Acrobatics +22, Awareness +9, Intimidate +9, Search +2, Sense Motive +1, Stealth +20, Use Magic Device +5

Languages Nepali, Orc
SQ AC bonus +2, brawler’s cunning, brawler’s strike (cold iron, magic, silver), close weapon mastery, hyper attack 1, hyper half-orc (+2 Acrobatics), hyper initiative, hyper mortality, martial training, maneuver training (trip +2, disarm +1), unarmed strike

Combat Gear dust of disappearance, potion of cure serious wounds, potion of pass without trace; Other Gear amulet of mighty fists +2, belt of dexterity +4, ring of evasion, ring of protection +2

The son of a family with a long history of alchemy and homeopathic remedies, Fei-Hung was a brash and curious child constantly meddling with things best left alone. Eventually his tendency to pry into ancient jars of reagents or curatives merited little more than a light scolding, but one day the inquisitive lad went too far and unleashed the ancient essence of the Monkey King. Sensing a kindred spirit it leapt within and possessed young Fei-Hung, laying dormant for years until an attempted mugging in the alleyways of Kathmandu—the lone teenager singlehandedly subdued a half-dozen toughs without breaking a sweat. Acting as a rogue freelancer in the Mystical Metropolis for several years and utterly confounding Sergeant K-9, the Scion of Chi tricked him into competing in the World Fighting Tournament a few years ago and after proving victorious, Monkey was invited into the Zodiac Defenders as a plucky companion for the brutish Bariki the Avalanche on the mountainsides near Kathmandu.
RABBIT (Zodiac Defenders)  CR 18—XP 153,600
Female veloces 13 [hs 4, hypernaut 2]
CG Small humanoid (halfling, hyper)
Init +12; Senses Awareness +9
________ DEFENSE________
AC 35, bullet 29, touch 25, flat-footed 26 (+5 armor, +3 deflect, +8 Dex, +1 dodge, +2 hyper, +5 shield, +1 size)
hp 165 (13d8+91+12); Hyper Bonus +2
Fort +17, Ref +19, Will +8; +2 vs. fear
Defensive Abilities fatigue, improved evasion, swift dodge +6; Immune disease, poison
________ OFFENSE________
Speed 105 ft.
Melee +2 keen dagger +16/+11/+11 (1d3+6)
Ranged +1 starknife +21/+16/+16 or +19/+19/+14/+14
(1d3+6, Crit 19-20/x3, Range 40 ft.)
Special Attacks dash 34 rounds/day, hyper bonus +2
Hyper Power (CL 17th; concentration +25)
3/combat—probability control (area 40-ft.-radius, range 240 ft., DC 22; hyper flaw: tiring)
Veloces Spell-Like Abilities (CL 17th; concentration +23)
constant—freedom of movement
9/day—burst of speed (close range, +40 ft, 6 targets), haste (self only)
________ TACTICS________
Combat Rabbit uses dash every round and throws scorching missile starknives. For tough enemies she uses rapid activation with the beads on her necklace of fireballs.
Morale Rabbit uses speed phantom when reduced to 60 hp and flees at 20 hp or less.
________ STATISTICS________
Str 14, Dex 26, Con 22, Int 10, Wis 13, Cha 12, Luck 18, Rep 19
Hyper Dexterity 1 (Dexterous Aim), Hyper Constitution 1 (Hyper Blooded)
Base Atk +9; CMB +18; CMD 34
Skills Acrobatics +26, Athletics +8, Awareness +9, Heal +5, Linguistics +6, Search +7, Sense Motive +7, Stealth +28, Survival +7, Use Magic Device +17, Use Technology +3
Languages Chinese, English, Halfling, Hindi, Nepali
SQ careen 9/day, halfling racial traits, hyper attack 1, hyper initiative, hyper mortality, impart swiftness, kip up, marathon runner, rapid drinker, rapid staves, rapid wondrous activation, touch of speed, veloces enigma (bounding dodge, charging juggernaut, cloudwalker, primed reflexes [20 ft.], scorching missiles, speed phantom)
Combat Gear potions of cure serious wounds (2); Other Gear +1 starknives (8), +2 keen dagger, +4 glamered padded armor, +4 light steel shield, belt of physical perfection +4, necklace of fireballs (type VII) (2), ring of protection +3

Rabbit’s powers developed as she survived the brutal ghettos of the warring countries of the People’s Republic of China before the conflict’s end in 2056. By then Chou-Sha had fallen in with the seedier elements of society, working as a clandestine messenger for Triad bosses across the continent. While delivering a package to a boss in Kathmandu she was stopped by Big Cheez, derided for her size and called out for a fight. Though she lost the World Fighting Tournament during a semi-final against the insane mercenary, the Scion of Chi recruited her and she’s since become commonplace in the Mystical Metropolis, an integral member of the Zodiac Defenders (despite rumors that her connections with organized crime persist).
BIG CHEEZ (The Rat)        CR 15—XP 51,200

Male half-elf slayer 10 [hs 4, abbermaut 2]
CN Medium humanoid (elf, human, hyper)

Init +14; Senses darkvision 60 ft., low-light vision; Awareness +14

DEFENSE

AC 25, bullet 25, touch 25, flat-footed 14 (+2 deflect, +10 Dex, 
+1 dodge, +2 hyper)

hp 111 (10d10+40+12) fast healing 2; Hyper Bonus +2

Fort +12, Ref +19, Will +5; +2 vs. enchantments

Defensive Abilities evasion; Immune disease, poison, sleep

Hyper Flaws compulsion (annoy), disturbing, unnatural

OFFENSE

Speed 60 ft., climb 20 ft.

Melee +1 flaming swordchuks +23 or +21/+21/+16/+16/+16
or +21/+21/+16/+16/+16/+16 (1d4+5 plus 1d6 fire, Crit 15-20/x2)

Ranged two [+1] SMGs +26 or +24/+24/+19/+19/+19 (2d8+6, Range 80 ft.)

Special Attacks distraction (DC 20), hyper bonus +2,

sneak attack +3d6, studied target +3

Hyper Spell-Like Abilities (CL 14th, concentration +24)
at will—ghost sound
13/day—shift (35 ft. as dimension door)

TACTICS

Combat Big Cheez drinks a potion of invisibility, sneaks behind a target, 
and screams “SURPRISE!” just before attacking with a flurry of swordchuks 
or SMG bullets while screaming “CHEESE CHEESE CHEEEESE!”

Morale Big Cheez seems insane but most of the time he’s of a sound 
mind, retreating with shift at 20 hp or less.

STATISTICS

Str 14, Dex 30, Con 17, Int 12, Wis 10, Cha 8, Luck 18, Rep 17

Hyper Dexterity 3 (Dexterous Footwork, Dexterous Warrior)

Hyper Constitution 1 (Hyper Blooded)

Base Atk +10; CMB +14; CMD 37

Feats AlertnessB, DodgeB, Double Slice, Exotic Weapon Proficiency (swordchuks), 
Improved Two-Weapon Fighting, Improved Unarmed StrikeB, Mobility, Skill Focus (Stealth)B, Spring Attack, Two-Weapon Fighting, Weapon Finesse;

Hyper Feats Extra Hyper Attribute, Hyper Coordination, Hyper Peripheral, 
Powerful Talent

Skills Acrobatics +20, Awareness +14, Bluff +9, Climb +12, Intimidate +9, Search +15, Sense Motive +12, 
Stealth +20, Survival +10 (+15 to track), Swim +12, Use Technology +7

Languages Elven, English, Nepali

SQ elf blood, hyper attack 1, hyper initiative, hyper mortality, keen senses, slayer talents (assassinate, bleeding 
attack, fast stealth, ranger combat style [two-weapon fighting] 2), stalker +3, track +5

Combat Gear bag of tricks (tan), potion of invisibility; Other Gear [+1] SMGs (2) with 3 clips (400 bullets), +1 
flaming swordchuks (2), ring of evasion, ring of protection +2, slippers of spider climb, grenadesTG (2 arc, 4 bang, 
2 concussion, 2 EMP, 4 flash, 2 flechette, 2 fragmentation, 2 gravity, 2 inferno, 2 plasma, 4 soft, 2 sonic, 2 zero)

Classically educated and raised in the finest English boarding schools, Nicholas J. Withersby VI was destined for 
greatness. At Raeon Industries he was integral to the development of cast-commuting and ultimately the Hypernet. 
Unfortunately Nicholas’ impatience proved his undoing and when testing for his team’s hardware was delayed 
he used himself as a guinea pig. The circuitry fried much of his brain, triggering an adrenal reaction long after his 
thought-to-be-dead body reached the morgue. Nicholas’ damaged psyche coiled in on itself and rationalized all that 
had happened with a simple falsehood—he is a video game character and the world around him is entirely 
constructed for the (violent) amusement of others. It only seemed natural that he “beat the game” by winning the 
World Fighting Tournament and since taking the title home in 2091 he has stayed in Kathmandu as a guest of 
the Scion of Chi. Despite his obvious insanity, “Big Cheez” has become a crucial part of the defense of the 
Mystical Metropolis, serving as the Rat in the Zodiac Defenders and providing “security” against crime in the city.

I KNEW these were good for something!
DEATHSLIDE (Cleveland Gang Leader) CR 7—XP 3,200
Male human monk 4 [hs 3, meganaut 1]  
NE Medium humanoid (human, hyper)  
Init +9; Senses darkvision 60 ft.; Awareness +10

DEFENSE
AC 21, bullet 21, touch 21, flat-footed 14 (+6 Dex,  
+1 dodge, +1 hyper, +3 monk)  
hp 43 (4d8+16+6); Hyper Bonus +1  
Fort +8, Ref +11, Will +7; +2 vs enchantments  
Defensive Abilities evasion

OFFENSE
Speed 60 ft.  
Melee unarmed strike +5/+0 (1d8+2)  
Ranged [+1] combat pistol +13/+8 or +11/+11/+6 or  
rapid gun flurry +9/+9/+9/+4 (2d6+6, Crit x4, Range 100 ft.)  
Special Attacks flurry of blows, hyper bonus +1,  
stunning fist (4/day, DC 15)  
Hyper Spell-Like Abilities (CL 7th, concentration +13)  
at will—bleed  
9/day—prescience (free d20 roll to use as a replacement next turn)

TACTICS
Combat Deathslide uses prescience when an enemy is hard to hit but tries to stay at  
range with his superior speed. He only fully engages when his lackeys are nearby  
(usually in an ambush with 2d4+2 gang members; use the police officer statistics on  
page 143). When encountered alone he makes great use of the terrain for cover and to  
disorient enemies until reinforcements arrive.  
Morale Deathslide values his life too much to foolishly risk it and flees when reduced  
to 12 hp.

STATISTICS
Str 12, Dex 22, Con 16, Int 14, Wis 15, Cha 10, Luck 16, Rep 16  
Hyper Dexterity 2 (Dexterous Footwork, Dexterous Warrior)  
Base Atk +3; CMB +6; CMD 25  
Feats Alertness, Deflect Arrows, Dodge,  
Gunsmithing, Improved Unarmed Strike, Mobility,  
Point-Blank Shot, Rapid Shot, Toughness;  
Hyper Feats Hyper Peripheral, Powerful Talent  
Skills Acrobatics +11, Awareness +10, Bluff +3,  
Intimidate +5, Knowledge (geography) +3,  
Knowledge (local) +3, Search +11, Sense Motive +9,  
Stealth +13  
Languages English  
SQ deeds (deadeye, gunslinger’s dodge, gunslinger’s initiative, pistol whip, quick clear, utility shot), grit (1), hyper attack 1, hyper initiative, hyper mortality, ki pool (magic, 2 points), learned ki, maneuver training, slow fall 20 ft.  
Combat Gear potion of cure serious wounds; Other Gear [+1] combat pistol with 4 clips (100 bullets), hyperjack,  
nightvision lenses, smartlight, credchips with 236bt

Marco Sandis knows every alley, corner, and street in Cleveland. A native born to a stubborn guard  
and bureaucratic functionary at Pen-Sec Hypermax Penitentiary, as a youth he frequently skipped out of school to  
orom the steadily deteriorating landscape in search of adventure. It was during one of these disappearances  
that his parents met their demise, running into a violent gang out for blood while looking for their boy; ever since  
learning how they died, Marcos swore to bring order to the city no matter what was required. Escaping from the  
foster care system and taking to the streets he formed his own gang, the Deathballaz, using fear to enforce a  
peace between those living within his territory. As Deathslide he provides backup for operations into Corp Center,  
spending his pay to better equip his gang in an ultimate bid to take over all of the Sixth City. Of all the gang  
leaders in Cleveland, nobody is more fond of striking a deal than Marco.
**FAULTED JANICE (Cleveland Gang Leader)**  
CR 8—XP 4,800

Female elf skald 3 [hs 4, savant 2]  
CN Medium humanoid (elf, hyper)  
Init +8; Senses low-light vision; Awareness +9

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**DEFENSE**

AC 21, bullet 17, touch 17, flat-footed 16 (+4 armor, +4 Dex, +1 dodge, +2 hyper)  
hp 48 (3d8+9+22); Hyper Bonus +2  
Fort +6, Ref +7, Will +6; +2 vs. enchantments  
Immune sleep

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**OFFENSE**

Speed 30 ft.  
Melee mwk scimitar +3/-2 (1d6, Crit 18-20/x2)  
Ranged combat pistol +7/+2 (2d6+2, Crit x4, Range 100 ft.)  
Special Attacks raging song 13 rounds/day (inspired rage [+2 Str, +2 Con, +1 Will], song of marching, 1d4+Cha mod slam to adjacent foes), hyper bonus +2

**Hyper Spell-Like Abilities** (CL 7th, concentration +13)  
-at will—mage hand  
6/day—telekinetic fist (30 ft. ranged touch, 1d4+7)

**Skald Spells Known** (CL 7th, concentration +13)  
1st (5/day)—beguiling gift, charm person, sow thought, vanish  
0th—dancing lights, detect magic, ghost sound, prestidigitation, resistance, spark

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**TACTICS**

Combat Faulted Janice tries to use Spellsong with beguiling gift to get an enemy to take zortaphen and go unconscious. When that fails she stays at a distance, letting the rest of the Rockaz (humanoids with 4 or fewer class levels) do the dirty work while hitting the most troublesome opponent with telekinetic fists.  
**Morale** Faulted Janice casts vanish on herself and flees when reduced to 15 hp or less.

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**STATISTICS**

Str 10, Dex 18, Con 12, Int 10, Wis 12, Cha 22, Luck 18, Rep 24  
Hyper Charisma 1 (Hyper Confident: Perform)

Base Atk +2; CMB +4; CMD 19  
Hyper Feats Hyper Peripheral, Powerful Talent, Special Strike (telekinetic fist)  
Skills Acrobatics +8, Awareness +9, Bluff +16, Climb +4, Diplomacy +16, Escape Artist +8, Intimidate +10, Knowledge (local) +5, Perform (string) +16, Search +2, Sense Motive +7, Spellcraft +4, Stealth +8, Swim +4, Use Magic Device +10, Use Technology +4  
Languages Elven, English  
SQ bardic knowledge +1, elven magic, hyper attack 1, hyper initiative, hyper mortality, keen senses, rage power (lesser spirit totem), versatile performance (String; Bluff, Diplomacy), well-versed  
**Combat Gear** potions of cure light wounds (8), potion of negate aroma; Other Gear combat pistol with clip (40 bullets), mwk chain shirt, mwk scimitar, fastjak (5 doses), hoverboard, hypeTG (3 doses), viveTG (2 doses), zortaphenTG (1 dose)

Janice Redding’s fall from stardom was as devastating and rapid as Cleveland’s decline into an apocalyptic urban wasteland. Recognized as a talented musician shortly after taking her first steps, she was intensely trained in the world’s best schools (even studying briefly under Dereliktz’s tutelage) with the hopes that her seemingly preternatural understanding of music would lead to new revelations brought through music. While that may have been (and may yet be) the case, Gobseco squandered Janice’s brilliance and quickly burned out her capacity for creativity with designer drugs that kept her complacent and easier to exploit. Her last concert was in Cleveland, where her drug abuse—encouraged by her talent agents—finally got the best of her, earning her the nickname “Faulted Janice”. Shortly afterwards she fell into the gang culture, practically worshipped by fans that have since become her personal soldiers.
SWORD EMPRESS (Cleveland Gang Leader)  CR 11—XP 12,800

Female human samurai (cyber samurai) 8 [hs 3, meganaut 1]
NG Medium humanoid (forsaken, human, hyper)
Init +5; Senses Awareness +11

DEFENSE
AC 27, bullet 18, touch 17, flat-footed 24 (+10 armor, +2 Dex, +1 dodge, +3 hyper, +1 natural)
hp 78 (8d10+24+6); Hyper Bonus +1
Fort +9, Ref +5, Will +4
Immune magic (as a golem)

OFFENSE
Speed 20 ft., leap (20 ft. horizontal, 10 ft. vertical)
Melee [+1] +1 katana +21/+16/+16 (1d10+18, Crit 18-20/x2)
Ranged SMG +10/+5 (2d8+1, Crit x4, Range 80 ft.)
Special Attacks challenge 3/day, dirty strike 2/day, hyper bonus +1, sure strike

TACTICS
Combat The Sword Empress demands surrender then moves through enemies with Hyper Charge and Vital Strikes, unleashing powerful attacks to wound and letting the rest of the Cavaleers finish her gruesome work.
Morale The Sword Empress is unwilling to give up her chance at a genuine life and flees at 12 hp or less.

STATISTICS
Str 28, Dex 14, Con 15, Int 10, Wis 12, Cha 10, Luck 16, Rep 16
Hyper Strength 2 (Strong Leap, Strong Warrior)
Base Atk +8; CMB +18; CMD 33
Skills Athletics +17, Awareness +11, Bluff +4, Climb +12, Diplomacy +4, Intimidate +8, Knowledge (technology) +7, Search +5, Sense Motive +13, Swim +12, Use Technology +6
Languages English
SQ bodytech operator (cyberfiber muscles mark I^G), bodytech warrior (dermal plating mark I^G), hyper attack 1, hyper initiative, hyper mortality, resolve (4), way of the street, weapon expertise (katana)

Combat Gear potions of cure serious wounds, potion of enlarge person;
Other Gear [+1] +1 katana, [+1] +1 o-yoroi, SMG with 2 clips (240 bullets), bodytech arms mark I (2; hyper materials +1, Str +1)

Hyper Real Strikes (Ex) After taking a melee full-attack action, the Sword Empress is surrounded by a fine digital mist that causes all ranged attacks against her to suffer a 15% miss chance until the start of her next turn.

The tachyon flux drew a great many oddities to Earth alongside titans and demons—one such being was Jaisan Jerentok, an Immortal from a world called Veranthea (or more accurately, the Veranthea: Life and Death server on the Hypernet). The “Empress of the Mists” isn’t the only digital creature made flesh, and in addition to working to establish peace and prosperity in Cleveland once more, she is devoted to hunting down others like her, befriending the amicable and destroying the most violent. To better implement order in the Sixth City she has acquired several physical enhancements (for both herself and the Cavaleers), funded by operations taken against hypercorporations—though never those in Corp Center and only in cities other than Cleveland—which she scrutinizes for any signs of foul play.
### AURORA

Female dhampir paladin (divine hunter) 11 [hs 4, meganaut 2]  
LG Medium humanoid (dhampir, hyper)  
Init +12; Senses darkvision 60 ft, low-light vision; Awareness +8

#### DEFENSE

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<tr>
<th>AC</th>
<th>Bullet</th>
<th>Touch</th>
<th>Flat-footed</th>
<th>Hyper Bonus</th>
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<td>32</td>
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<td>+2 deflect, +1 dodge, +2 hyper</td>
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hp 143 (11d10+66+12); Hyper Bonus +2  
Fort +22, Ref +21, Will +17; +4 mind-affecting effects  
DR 6/~; Immune aging, disease; Resist cold 12, fire 12, electricity 12  
Hyper Flaw mercurial mind; Weakness light sensitivity

#### OFFENSE

Speed 60 ft.  
**Melee** +1 undead bane longsword +16/+11/+11/+6 (1d8+5, Crit 19-20/x2)  
**Ranged** +2 holy undead bane composite (+2) longbow +26/+21/+21/+16 or +24/+24/+19/+19/+14 (1d8+9, Crit x3, Range 110 ft.)  
Special Attacks channel positive energy (DC 22, 8d6), smite evil 4/day (+5/+15)  
Paladin Spell-Like Abilities (CL 15th; concentration +20)  
At will—detect evil  
Paladin Spells Prepared (CL 12th; concentration +12)  
3rd—magic circle against evil  
2nd—righteous vigor\(^\text{APG}\) (2)  
1st—bless, divine favor (2)  
Spell-Like Abilities (CL 15th; concentration +20)  
3rd (1/day)—fly  
0th (3/day)—detect undead

#### TACTICS

**Combat**  
Aurora stakes out the most advantageous area for herself and her archers, bolstering them with all the spells she can while increasing her bow’s enhancement bonus to +5 (or if there are multiple enemies, speed).  
**Morale**  
Aurora only retreats if more than half her companions are unconscious and she is below 20 hp (unless Vlad is involved, in which case she fights to the death.)

#### STATISTICS

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<th>Str</th>
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<th>Luck</th>
<th>18</th>
<th>Rep</th>
<th>29</th>
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Hyper Constitution 3 (Hyper Age, Hyper Tough, Hyper Resistant); Hyper Dexterity 3 (Dexterous Footwork, Dexterous Warrior)  
Base Atk +11; CMB +15; CMD 36  
**Feats** Alertness\(^6\), Deadly Aim, Dodge\(^6\), Improved Precise Shot, Improved Unarmed Strike\(^6\), Manyshot, Point Blank Shot, Precise Shot\(^6\), Rapid Shot, Weapon Focus (longbow); **Hyper Feats** Extra Hyper Attribute, Hyper Item (Prima Lux)  
**Skills** Acrobatics +12, Awareness +8, Bluff +7, Diplomacy +19, Heal +9, Knowledge (nobility) +8, Knowledge (religion) +8, Ride +13, Search +6, Sense Motive +18; **Racial Modifiers** +2 Awareness, +2 Bluff, +2 Search  
**Languages** Celestial, English, Romanian  
SQ aura of care, divine bond (holy weapon, undead bane 2/day), distant mercy (75 ft.), divine grace, divine health, hunter’s blessing, hyper attack 1, hyper focus 2/day, hyper initiative, hyper mortality, hyper rest, lay on hands (10/day), mercies (shaken, sickened), negative energy affinity, resist level drain, shared precision  
**Combat Gear** potion of eagle’s splendor, potions of hide from undead (2), potions of inflict serious wounds (2);  
**Other Gear** +2 holy undead bane composite (+2) longbow (60 arrows), belt of giant strength +6, celestial armor, cloak of resistance +3, efficient quiver, grave salt, headband of alluring charisma +2, mind sentinel medallion, ring of protection +2, neck guard (+1 AC vs. neck attacks), vampire slayer’s kit  
**Redeemed Blood (Su)**  
Aurora is able to heal herself and fellow dhampir with her lay on hands ability. This healing does not affect evil creatures, nor does it allow her to otherwise bypass the negative energy affinity racial trait.

Formerly a botanist named Iona Dalca, Aurora is an avatar of positive energy duty-bound to combat the First Vampire, Vlad III Dracula. With her sacred bow and team of highly-trained acolytes (the Children of the Dawn), she has stood against the forces of undeath for over two centuries.
BIOX CR 22—XP 614,400
Female human summoner (synthesistUM) 12/alchemist 4 [hs 5, savant 2]
LE Medium humanoid and outsider (human, hyper)
Init +10; Senses darkvision 60 ft.; Awareness +14

DEFENSE
AC 41, bullet 27, touch 23, flat-footed 35 (+8 armor, +5 Dex,
+5 deflection, +1 dodge, +2 hyper, +6 natural, +4 shield)
hp 126 (16d8+28+22 and 58 eidolon hp [9d10+9]) fast healing 1; Hyper Bonus +2
Fort +14, Ref +18, Will +15; +2 vs. poison
Hyper Flaw mercurial mindMA

OFFENSE
Speed 30 ft.; fly 30 ft. (good)
Melee 2 claws +22/+22/+17/+17 (1d8+9 plus 1d6 acid and rend), sting +17 (1d4+7 plus 1d6 acid)
Ranged +2 seeking combat pistol +23/+18/+18/+13 (2d6+6, Crit x4, Range 100 ft.)
Special Attacks bombs 9/day (2d6+5), poison use
Alchemist Extracts Prepared (CL 9th, concentration +14)
  2nd—lesser restoration, protection from arrows
  1st—crafter’s fortune, shield, true strike
Summoner Spells Known (CL 17th, concentration +25)
  4th (3/day)—baleful polymorph (DC 22), major creation, overland flight, purified callingUM
  3rd (4/day)—dispel magic, rejuvenate eidolonUM, tongues, water breathing
  2nd (5/day)—blur, cat’s grace, detect thoughts (DC 20), see invisibility, summon eidolonUM
  1st (5/day)—daze monster (DC 19), expeditious retreat, feather fall, identify,
  lesser rejuvenate eidolonUM, unseen servant
  0th—arcane mark, detect magic, guidance, mage hand, mending, read magic
Summoner Spell-Like Abilities (CL 17th, concentration +25)
  10/day—summon monster VI
  2/day—dimension door (self and eidolon only)

TACTICS
Combat Tasha only fights with Biox, wading into enemies and using Combat Expertise
when opponents start landing blows.
Morale Tasha uses summon monster VI to provide an escape if Biox is defeated.

STATISTICS
Str 21, Dex 21, Con 13, Int 20, Wis 13, Cha 27, Luck 20, Rep 28
Hyper Charisma 1 (Hyper Likable)

Base Atk +12; CMB +19; CMD 40

Feats Alertness, Brew Potion, Combat Expertise, Combat Reflexes, Dodge, Flyby Attack, Hover, Improved
Natural Attack (claw), Mobility, Skill Focus (Craft [alchemy]), Diplomacy, Knowledge [arcana], Spring Attack,
Step Up, Throw Anything, Toughness, Weapon Focus (claw), Wingover; Hyper Feats Hyper Spellcaster, Special
Strike (claw, combat pistol)

Skills Awareness +14, Craft (Alchemy) +33, Bluff +12, Diplomacy +28, Fly +28, Heal +8, Knowledge (arcana)
+33, Knowledge (nature) +24, Search +7, Sense Motive +3, Spellcraft +20, Use Magic Device +23

Languages Aklo, Chinese, English

SQ alchemy, aspect, discovery (cognatogenUM, strafe bombUM), evolutions (claws, energy attacks [acid], fast
healing, flight [wings], improved damage [claws], improved natural armor [2], limbs [arms, legs], magic attacks,
rend, sting, tail], fused eidolon (Biox), fused link, greater shielded meld, hyper attack 1, hyper initiative, hyper
focus (2/day), hyper mortality, hyper rest, mutagen, swift alchemy

Combat Gear potions of cure serious wounds (2), potions of haste (2), potions of undetectable alignment (3);
Other Gear +2 seeking combat pistol with 2 clips (60 bullets), cloak of resistance +3, headband of alluring cha-
risma +4, ring of protection +5, credchips with 4,000bt

To become CEO of BioSpecs, Tasha Taes worked relentlessly to manipulate DNA down to the smallest detail.
Her greatest achievement resulted in the Biox suit, an incredibly powerful entity spawned from her own genetic
code (most of the time it remains folded up within her cells, carefully manipulated to avoid nonmagical detection).
Despite her insistence that her creation is entirely under her control, whenever Tasha dons it—usually while
leading an operations team—her heightened aggression is obvious.
CASEY JONES

CR 17—XP 102,400

Male elf sorcerer 12 [hs 4, parallel 1/meganaut 1]
NG Medium humanoid (elf, hyper)

Init +10; Senses darkvision 60 ft., low-light vision; Awareness +4

Defense

AC 26, bullet 26, touch 22, flat-footed 19 (+3 deflect, +6 Dex, +1 dodge, +2 hyper, +4 mage armor)
hp 140 (12d6+84+12); Hyper Bonus +2
Fort +11, Ref +12, Will +9; +2 vs. enchantments
DR 4/—; Immune sleep

Offense

Speed 30 ft.
Melee unarmed +7/+2/+2 (1d3+1)
Ranged +1 combat pistol +15/+10/+10 (2d6+3, Crit x4, Range 100 ft.)
Special Attacks hyper bonus +2, metamagic adept 3/day
Hyper Spell-Like Abilities (CL 16th, concentration +26)
10/day—dispel magic, invisibility, magic missile

Sorcerer Spells Known (CL 16th, concentration +26)
6th (5/day)—eyebite, true seeing
5th (7/day)—overland flight, telekinesis, teleport
4th (8/day)—ball lightning, dimension door, greater invisibility, scrying, summon monster IV
3rd (8/day)—clairaudience/clairvoyance, fireball, fly, lightning bolt, tongues
2nd (9/day)—blindness/deafness, darkvision, detect thoughts, invisibility, scorching ray, shatter
1st (9/day)—alarm, disguise self, endure elements, identify, mage armor, shield
0th—acid splash, arcane mark, detect magic, light, mage hand, mending, message, open/close, prestidigitation

Bloodline arcane

Tactics

Combat Casey casts greater invisibility then summon monster IV, using eyebite to take out troublesome opponents while his conjured creature wreaks havoc.

Morale Casey is rather cowardly and flees using teleport when reduced to 35 hp or less.

Statistics

Str 8, Dex 22, Con 20, Int 14, Wis 8, Cha 30, Luck 18, Rep 25
Hyper Constitution 2 (Hyper Tough), Hyper Charisma 2 (Hyper Merit 2/day, Likable Advice 2/day)
Base Atk +6; CMB +7; CMD 27
Feats Alertness, Combat Expertise, Deflect Arrows, Dodge, Eschew Materials, Heighten Spell, Improved Counterspell, Improved Unarmed Strike, Quicken Spell, Silent Spell, Toughness; Hyper Feats Extra Hyper Attribute, Hyper Spellcaster
Skills Awareness +4, Bluff +14, Fly +12, Knowledge (arcana) +17, Knowledge (history) +17, Search +7, Sense Motive +6, Spellcraft +17, Use Magic Device +14
Languages Dwarven, Elven, English, Undercommon
SQ arcane bond (ring of freedom of movement), bloodline arcane (+1 DC to metamagic spells), elven magic, hyper attack 1, hyper initiative, hyper mortality, keen senses, new arcana
Combat Gear potions of cure serious wounds (2); Other Gear +1 combat pistol with clip (40 bullets), belt of dexterity +6, handy haversack, headband of alluring charisma +6, ring of freedom of movement, ring of protection +3, nightvision goggles

“Casey” (the only name he responds to) is curiously one of the largest shareholders of the R.I.P.E. corporation. In truth he was one of the original Deadheads, following Jerry Garcia and the Grateful Dead across the country in the 1970s. The old hippie has slowly, carefully tended to the company’s growth and influence over the decades, taking on apprentices or appearing at seminal events at times (when he’s not busy doing “research”). Otherwise he can be found roaming around Cleveland while managing the business from afar, giving most people the impression he’s nothing more than a crazy homeless man.
CORRUPTION

CR 16—XP 76,800

Male human shaman 11 [hs 4, meganaut 2]

NG Medium humanoid (human)

Init +7; Senses darkvision 90 ft.; Awareness +18

DEFE NSE

AC 28, bullet 23, touch 22, flat-footed 24 (+9 armor, +1 deflect, +3 Dex, +1 dodge, +4 hyper)

hp 68 (11d8+11+12); Hyper Bonus +2

Fort +7, Ref +11, Will +19

Defensive Abilities endure elements

Hyper Flaw dependency (pomegranate)

OFFENSE

Speed 30 ft.

Melee unarmed +11/+6/+6 (1d3+3)

Ranged [+1 flaming] combat pistol +16/+11/+11 (2d6+4 plus 1d6 fire, Crit x4, Range 100 ft.)

Special Attacks stardust (-3, 5 rounds, 3/day)

Shaman Spells Prepared (CL 15th, concentration +18)

6th—greater dispel magic (2), chain lightning

5th—baleful polymorph (2), break enchantment, overland flight

4th—cure critical wounds (2), divination, summon nature's ally IV, rainbow pattern

3rd—bestow curse, deeper darkness (2), fly (2), speak with dead, daylight

2nd—cure moderate wounds (2), flame blade, hold person (2), lesser restoration, hypnotic pattern

1st—charm person, detect chaos (2), inflict light wounds (2), protection from chaos, color spray

0th—arcane mark, dancing lights, detect magic, read magic

Spirits heavens

TACTICS

Combat Corruption casts baleful polymorph at enemy spellcasters and chain lightning nearby robots.

Morale Corruption flees from encounters he doesn't think he'll win—something he usually knows ahead of time.

STATISTICS

Str 12, Dex 16, Con 8, Int 16, Wis 24, Cha 10, Luck 18, Rep 18

Hyper Dexterity 1 (Adroit Dexterity 1/day), Hyper Wisdom 2 (Hyper Insight, Hyper Willpower 2/day)

Base Atk +8; CMB +13 (+15 disarm); CMD 14 (16 vs. disarm)

Feats Agile Maneuvers, Alertness, Combat Casting, Combat Expertise, Dodge, Eschew Materials, Toughness, Improved Disarm, Improved Unarmed Strike, Wind Stance; Hyper Feats A Bit Abberant (darkvision), Matrix Magician

Skills Awareness +18, Craft (painting) +17, Fly +17, Knowledge (planes) +17, Knowledge (religion) +17, Spellcraft +17, Use Magic Device +11

Languages English, French, Italian

SQ greater spirit, hyper being, hyper mortality, spirit animal (viper named Caa), spirit magic, hexes (enveloping void, heaven's leap, misfortune, starburn), void adaptation, wandering hex

Combat Gear boots of speed, wand of ray of exhaustion, oil of stone shape, potion of remove disease, potion of protection from energy (cold), scrolls of dimensional anchor (2), scroll of banishment; Other Gear [+2] +1 breastplate, cloak of resistance +3, ring of counterspells (greater dispel magic), ring of protection +1, +1 flaming] combat pistol with 2 clips (60 bullets), hyperjack, smartlight, incense worth 600bt, credchips with 3,920bt

Though a promising artist in his youth, an accident left Michael Cramthy nearly blinded and sent him into a spiral of depression. After recovering his sight, however, the spark of inspiration was gone and he turned to increasingly dramatic means to restore it, ultimately leading to the Church of Cthulhu. With a brief glimpse of the madness beyond, he changed—not into a slavering cultist like most, but a stout defender against the utter devastation the great old one would cause if it is truly awakened. Since then he has explored every possible opportunity to put down the cult once and for all, bringing the shaman into contact with UNIFIED more and more as the years pass (and though he finds it unpalatable, Cramthy has begun to suspect the team of heroes have been influenced by the dark god).
DEATHWING CR 7—XP 3,200
Female half-elf netjacker (mechwarrior) 6 [hs 1, meganaut 1] 
LG Medium humanoid (elf, human, hyper, netjacker robot) 
Init +9; Senses darkvision 60 ft., low-light vision; Awareness +8

DEFENSE
AC 25, bullet 21, touch 21, flat-footed 14 (+4 armor, +9 Dex, +1 dodge, +1 hyper) 
hp 41 (6d6+18); Hyper Bonus +1 
Fort +5, Ref +15, Will +6; +2 vs. enchantments 
Immune netjacker robot traits; Resist cold 10, fire 10
Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE
Speed 30 ft., fly 100 ft. (average) 
Melee unarmed +6 (1d3+2) 
Ranged SMG +20 or +18/+18 (2d8+6, Crit x4, Range 80 ft.) 
Special Attacks combat hacks (ranged +1), hyper bonus +1

TACTICS
Combat Deathwing only enters combat inside her proxy, staying at a 
distance using Flyby Attack to fire off a shot each round until she has 
the upper hand or an opponent is isolated. 
Morale Deathwing retreats when her proxy is rendered broken, uses 
her salve of make whole, and flees entirely when it is nearly broken again.

STATISTICS
Str 12, Dex 22 [+9], Con 14, Int 20, Wis 10, Cha 8, Luck 12, Rep 11
Hyper Dexterity 2 (Dexterous Warrior), Hyper Intelligence 1 (Hyper Smart 1/day)
Base Atk +4; CMB +6; CMD 26
Feats AlertnessB, Craft Technological ItemTgB, DodgeB, Flyby Attack, Improved Unarmed StrikeB, Point-Blank Shot, Rapid Shot, Skill Focus (Fly)S, TechnologistTgB; Hyper Feats Extra Hyper Attribute
Skills Awareness +8, Craft (mechanical) +15, Disable Device +14, Fly +19, Knowledge (technology) +18, Search +16, Sense Motive +6, Stealth +13, Use Technology +18
Languages Elven, English, French, German, Norwegian, Spanish, Undercommon
SQ elf blood, hacking talents (augmented attribute: Dexterity, blood for oil, lightweight), hyper mortality, keen senses, robot warrior, tech master, tech savant +3 (hypernet only), tech wiz
Combat Gear potion of cure moderate wounds, salve of make whole; Other Gear digiboard, hyperjack, SMG with 4 clips (400 bullets)

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

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

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

OFFENSE
Speed 40 ft., fly 100 ft. (average)

STATISTICS
Str 15, Dex 17, Con —, Int 5, Wis 10, Cha 11
Upgrades ability increase (Dex +2), flight (4), resist cold, resist fire; Cost 13,000bt; Weight 327 lbs.
Female human brawler 12 [hs 6, parallel 1/savant 1]
NG Medium humanoid (human)
Init +8; Senses darkvision 60 ft.; Awareness +2

DEFENSE
AC 30, bullet 26, touch 23, flat-footed 27 (+7 armor, +5 deflect, +2 Dex, +3 dodge, +3 hyper)
hp 156 (12d10+60+26); Hyper Bonus +3
Fort +18, Ref +17, Will +13

OFFENSE
Speed 30 ft., fly 60 ft.
Melee unarmed strike +30/+25/+20/+20 (2d6+20)
or brawler’s flurry +28/+28/+23/+23/+23/+18/+18 (2d6+20)
Ranged +2 combat pistol +19/+14/+9/+9/+9 (2d6+5, Crit x4, Range 100 ft.)
Special Attacks brawler’s flurry, knockout (2/day, DC 20), martial flexibility (9/day, free action)

Hyper Spell-Like Abilities (CL 12th; concentration +18; hyper flaw: tiring)
7 day—blur, cat’s grace, enlarge person, haste, mirror image, true strike

TACTICS
Combat Tigresa activates her gravity suit, charging at opponents and grappling them into submission (dealing nonlethal damage whenever possible.)
Morale When brought below 80 hit points Tigresa retreats to drink her potions, then flees when reduced below 30 hit points (fighting to the death only if her mission is crucial.)

STATISTICS
Str 25, Dex 14, Con 16, Int 8, Wis 10, Cha 12, Luck 22, Rep 23
Hyper Strength 1 (Strong Warrior)
Base Atk +12; CMB +24 (+27 disarm, +34 grapple, +28 trip);
CMD 44 (43 vs. disarm, 54 vs. grapple, 48 vs. trip)

Feats Alertness¹, Combat Expertise, Dodge¹, Greater Grapple, Greater Penetrating Strike, Greater Weapon Focus (unarmed strike), Greater Weapon Specialization (unarmed strike), Improved Disarm, Improved Grapple, Improved Trip, Improved Unarmed Strike¹, Iron Will, Penetrating Strike, Toughness, Weapon Focus (unarmed strike), Weapon Specialization (unarmed strike); Hyper Feats Special Strike (grapple, unarmed strike), Telepath

Skills Athletics +27, Awareness +2, Intimidate +16, Knowledge (local) +14, Search +2, Sense Motive +19

Languages Spanish; telepathy 120 ft.

SQ brawler’s cunning, brawler’s strike (cold iron, good, magic, silver), close weapon mastery, hyper attack 2, hyper focus 3/day, hyper initiative, hyper mortality, hyper rest, maneuver training (grapple +3, trip +2, disarm +1), martial training

Combat Gear potion of bear’s endurance (2), potion of bull’s strength (2), potion of cure moderate wounds (6); Other Gear +2 combat pistol with 6 clips (140 bullets), +3 gravity suit, amulet of mighty fists +2, cloak of resistance +4, ring of protection +5, nightvision lenses

Margarita Alvarez joined the lucha libre circuits at a young age, taking the name of Tigresa with the claim of being a direct descendant of the jaguar warriors of ancient Aztec times. High adrenaline action (and some “good stuff” from her manager) allowed her to tap into unrivaled athletic prowess; it wasn’t long before she was before she retired an undefeated legend. However as her persona of Tigresa was looked up to by many children, Margarita decided to take on a life of crime fighting to continue being a hero to people everywhere. When the Hijos de la Revolución rose up after the Fall of March, she was fed up with the constant fighting and took up arms, joining the anti-revolutionaries in hopes of putting an end to the conflict. Thanks to her lucha winnings and countless promotions, Doña Tigresa paid for the construction of a squad of robot soldiers (use the unbound proxies on page 147 without the digital subtype) to protect her people without asking any citizens to take up arms (though many suspect she has a hypercorporate backer of some kind).
EDGAR ALLAN POE

Male human psychic 9 [hs 5, meganaut 2]
CG Medium humanoid (human, hyper)
Init +11; Senses Awareness +12

DEFENSE

AC 25, bullet 25, touch 21, flat-footed 18 (+2 deflect, +6 Dex, +1 dodge, +2 hyper, +4 mage armor)
hp 114 (9d6+68+12); Hyper Bonus +2
Fort +11, Ref +11, Will +12
Immune aging, energy drain, stun
Hyper Flaw dependency (pomegranate)

OFFENSE

Speed 30 ft.
Melee unarmed +5/+0 (1d3+1)
Ranged +1 holy combat pistol +13/+8 (2d6+3, Crit x4, Range 100 ft.)
Special Attacks hyper bonus +2
Psychic Spell-Like Ability (CL 14th, concentration +19)
1/day—detect thoughts, telepathic bond
Psychic Spells Known (CL 14th, concentration +19)
4th (5/day)—mind probe\textsuperscript{OA}, synaptic scramble\textsuperscript{OA}, telekinesis
3rd (7/day)—babble\textsuperscript{OA}, dispel magic, mind thrust II\textsuperscript{OA}, swarm of fangs\textsuperscript{OA}
2nd (7/day)—blindness/deafness, commune with birds\textsuperscript{OA}, focused scrutiny\textsuperscript{OA}, hypercognition\textsuperscript{OA}, suggestion
1st (8/day)—burst of adrenaline\textsuperscript{OA}, comprehend languages, deja vu\textsuperscript{OA}, mage armor, magic missile, thought echo\textsuperscript{OA}
0th—arcane mark, detect magic, detect psychic significance\textsuperscript{OA}, grave words\textsuperscript{OA}, mage hand, prestidigitation, read magic, sift

Psychic Discipline lore

TACTICS

Combat Edgar casts babble and swarm of fangs to create chaos before utilizing mind thrust III. Most of the time he seeks to strike and escape (never staying in the same place within the same year if he is able to avoid doing so) but Edgar is tenacious about uncovering the truths he seeks.
Morale Edgar Allan Poe is tenacious and if he has an important goal, fights to the death. Otherwise he flees when reduced to 20 hp or less.

STATISTICS

Str 8, Dex 22, Con 22, Int 20, Wis 18, Cha 16, Luck 20, Rep 29

Hyper Constitution 3 (Hyper Age, Hyper Endurant), Hyper Intelligence 1 (Hyper Smart 1/day), Hyper Wisdom 1 (Hyper Wise 1/day), Hyper Charisma 1 (Hyper Merit 1/day)

Base Atk +4; CMB +12; CMD 24

Feats Agile Maneuvers, Alertness\textsuperscript{B}, Combat Expertise, Dodge\textsuperscript{B}, Eschew Materials, Improved Unarmed Strike\textsuperscript{B}, Silent Spell, Still Spell, Toughness\textsuperscript{B}; Hyper Feats Extra Hyper Attribute (2), Extra Hyper Trait

Skills Athletics +5, Awareness +12, Bluff +10, Diplomacy +7, Intimidate +7, Knowledge (arcana) +15, Knowledge (history) +15, Knowledge (planes) +15, Knowledge (religion) +15, Linguistics +17, Profession (writer) +8, Search +17, Sense Motive +16, Spellcraft +15, Use Magic Device +7, Vehicular Control +8

Languages Abyssal, Aklo, Aquan, Celestial, Chinese, Draconic, Dwarven, Elven, English, Infernal, Japanese, Latin, Russian, Terran, Undercommon

SQ hyper attack 1, hyper focus 2/day, hyper initiative, hyper mortality, hyper rest, illuminating answers, mnemonic cache (50 pages/70 minutes), phrenic amplifications (focused force, mindtouch, will of the dead), phrenic pool (8), superior automatic writing

Combat Gear potion of invisibility (3), potion of negate aroma, potion of nondetection (3); Other Gear +1 holy combat pistol with 4 clips (100 bullets), belt of dexterity +4, ring of protection +2, credchips with 2,400bt
The exact nature surrounding the death of one of America’s seminal authors is shrouded in mystery and for good reason—he never really died. The nascent Church of Cthulhu kidnapped Edgar Allan Poe at the end of the first half of the 19th century, imprisoning him for over two centuries and leaving the world at large to believe he was dead. The botched summoning of a creature called Yyth’Zaicyrn in 2076 led to Edgar’s liberation and ever since he’s acclimated himself to the world of the future, working feverishly and tirelessly to stop the dark powers encroaching on the world (often allying with Corruption the shaman).

After studying philosophy in the finest universities of the world, Kristine Bolkman took to Kathmandu to glean from the aether what the mystical metropolis had to offer. In an expedition to examine artifacts in the tunnels beneath the city she encountered the Vapors of the Sands—surviving the experience changed her, and she was suddenly able to speak with cities. Unfortunately gaining mastery over her new powers left her confused, unsure, and ultimately induced pronounced paranoia. By chance she crossed paths with Edgar Allan Poe and under his tutelage honed her new abilities, though disturbing secrets he’s revealed of what lays beyond the veil have only emboldened her fears.

**ENIGMA**

Female half-elf investigator 6 [hs 3, hypernaut 1]
CG Medium humanoid (elf, human, hyper)
Init +7; Senses Awareness +9

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**DEFENSE**

AC 22, bullet 18, touch 17, flat-footed 17 (+5 armor, +1 deflect, +4 Dex, +1 dodge, +1 hyper)
hp 54 (6d8+18+6); Hyper Bonus +1
Fort +5, Ref +10, Will +7; +4 vs. poison
Hyper Flaw compulsion (obsessive paranoia)

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**OFFENSE**

Speed 30 ft.

Melee unarmored +5/+0 (1d3+1) or mwk dagger +6/+1 (1d4+1, Crit 19-20/x2)
Ranged +1 combat pistol +12/+7 or +10/+10/+5 (2d6+4, Crit x4, Range 100 ft.)

Special Attacks hyper bonus +1, studied combat +3, studied strike +2d6

Hyper Power (CL 9th, concentration +13)
3/combat—cityspeak (range 120 ft.)

Hyper Spell-Like Ability (CL 9th, concentration +13)
2/day—any 3rd level or lower spell (hyper flaw: fetish [fedora])

Extracts Prepared (CL 9th, concentration +11)
2nd—barkskin, cat’s grace, detect thoughts, invisibility
1st—disguise self, expeditious retreat, negate aroma, shield, urban grace

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**TACTICS**

Combat Enigma studies an opponent, making Knowledge checks to identify strengths and weaknesses. She avoids melee and stays on the periphery of combat, using cityspeak and her fedora after drinking a few extracts.

Morale Enigma flees when reduced to 15 hp or less.

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**STATISTICS**

Str 10, Dex 18, Con 14, Int 15, Wis 12, Cha 10, Luck 16, Rep 16
Base Atk +4; CMB +5; CMD 21

Feats Alertness, Dodge, Extra Investigator Talent (3), Improved Unarmed Strike, Skill Focus (Use Technology); Hyper Feats Gadgeteer, Telepath

Skills Acrobatics +8, Appraise +6, Awareness +9, Bluff +4, Climb +4, Craft (alchemy) +12, Diplomacy +4, Disable Device +8, Disguise +4, Escape Artist +8, Heal +5, Intimidate +4, Knowledges (all) +7, Linguistics +6, Search +10, Sense Motive +7, Sleight of Hand +8, Spellcraft +6, Stealth +8, Use Magic Device +4, Use Technology +14, Vehicular Control +8

Languages Aklo, Chinese, English, Undercommon; telepathy 60 ft.

SQ alchemy +6, elf blood, hyper attack 1, hyper initiative, hyper mortality, inspiration 1d8 (5 points; attack rolls, saving throws, Awareness, Bluff, Diplomacy, Disable Device, Disguise, Heal, Intimidate, Knowledges, Linguistics, Search, Sense Motive [roll twice], Sleight of Hand, Spellcraft), investigator talents (amazing inspiration, empathy DC 15, expanded inspiration, quick study, underworld inspiration), keen recollection, keen senses, poison lore, swift alchemy, trapfinding +3, trap sense +2

Combat Gear potions of cure serious wounds (2), dust of disappearance; Other Gear +1 combat pistol with 4 clips (100 bullets), +1 chain shirt, ring of protection +1, digiboard, hoverboard, hyperjack, mwk dagger, credchips with 500bt
ENNGANYAR

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

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

Jarsk (or Ennganyar, as he’s known on the Hypernet) has since taken on the physical needs the hacker group requires, infiltrating hypercorporations and raiding government offices to put in digital taps and circumvent security measures for closed networks. Most of the time he’s jacked into the Xypher server however, one of the most prominent hacker kings and lord of a vast and complex digital castle. To entertain himself he crafts enormous mechas, sometimes recruiting operators to pilot them as a way to test their mettle before hiring them on behalf of Anonymous.
ESHU OF 9JA CR 17—XP 102,400
Male human gunslinger 7 [hs 8, meganaut 2/parallel 1]
CG Medium humanoid (human, hyper)
Init +16; Senses darkvision 60 ft.; Awareness +17

DEFENSE
AC 42, bullet 40, touch 32, flat-footed 31 (+5 armor, +4 deflect, +8 Dex,
+3 dodge, +4 hyper, +3 insight, +5 shield)
hp 115 (7d10+42+30) fast healing 1; Hyper Bonus +4
Fort +14, Ref +17, Will +11
Defensive Abilities evasion, improved uncanny dodge; DR 4/—;
Immune disease, poison
Hyper Flaw dependency (sunlight), fetish (Vu’Doll)

OFFENSE
Speed 50 ft.
Melee +2 scimitar +14/+9/+9/+4 (1d6+7, Crit 18-20/x2)
Ranged +3 keen combat pistol +26/+21/+21/+16
or +24/+24/+19/+19/+14 (2d6+19, Crit 19-20/x4, Range 100 ft.)
Special Attacks grit (5), gun training (pistol), hyper bonus +4
Hyper Spell-Like Abilities (CL 15th, concentration +23)
8/day—hostile juxtaposition (DC 23), resilient sphere (DC 22),
vampiric shadow shield

TACTICS
Combat Vu’Doll creates cover and protects innocents with her
resilient sphere spell-like ability while Eshu of 9ja fights.
Morale Eshu of 9ja flees when reduced to 20 hp or less.

STATISTICS
Str 12, Dex 26, Con 21, Int 15, Wis 21, Cha 13, Luck 26, Rep 27
Hyper Dexterity 2 (Dexterous Footwork, Dexterous Warrior),
Hyper Constitution 2 (Hyper Blooded, Hyper Tough),
Hyper Wisdom 3 (Hyper Insight, Tactical Genius 3/day)
Base Atk +7; CMB +12; CMD 40
Feats AlertnessB, DodgeB, GunsmithingB, Improved Unarmed StrikeB, Mobility,
Point-Blank Shot, Rapid ShotB, Shield Proficiency, Spring Attack, TechnologistTG(B),
Hyper Feats Bodytech, Extra Hyper Attribute, Parallel Access, Hyper Item (Vu’Doll)
Skills Acrobatics +18, Athletics +5, Awareness +17, Bluff +5, Craft (weapon) +6,
Handle Animal +5, Heal +9, Intimidate +8, Knowledge (engineering, local,
nature, technology) +6, Ride +12, Search +6, Sense Motive +10, Sleight of
Hand +12, Stealth +24, Survival +9, Use Technology +6, Vehicular Control +12
Languages English, Swahili, Yoruba
SQ deeds (bleeding wound, deadeye, dead shot, evasive,
expert loading, gunslinger’s dodge, lightning reload, menacing
shot, pistol whip, quick clear, slinger’s luck, startling shot,
targeting, utility shot), gunsmith, hyper attack 2, hyper
initiative, hyper focus 4/day, hyper mortality, hyper rest

Combat Gear potions of cure serious wounds (2), Other
Gear +2 scimitar, +3 heavy arcanosteel shield, +3 keen
combat pistol with 5 clips (120 bullets), belt of dexterity +4,
bracers of shadow armor +5, ring of protection +4, hyperjack,
metabolic nanites I, nightvision lenses

The son of the famous spiritualist and resistance fighter Papa Legba, Eshu B’ayei’s sickly and fragile twin sister
died at the young age of 7 but was unwilling to part with her brother—her spirit inhabited a treasured doll and since
then the two have been inseparable. Authorities monitoring for illegal soul transfers caught on to the act and at-
ttempted to take the strange voodoo robot, but Papa Legba sacrificed his life for the freedom of his children. After
being drafted into a youth battalion for Major Babalawo, a leader opposed to the surveillance state of Tanzania,
Eshu B’ayei rose through the ranks until he could land devastating blows that toppled both the institution that
killed his father and the amoral army he was conscripted into. Now a young man in his early twenties, “Eshu of
9ja” and his sister travel all across Africa, striking out at those who would abuse or manipulate the populace.
**EVANGELIST**

**CR 16—XP 76,800**

Female elf paladin (temple champion) 10 [hs 5, hypernaut 2]  
LG Medium humanoid (elf, hyper)  
Init +10; Senses darkvision 60 ft., low-light vision; Awareness +9  
Aura courage (10 ft.), resolve (10 ft.)

### DEFENSE

**AC** 28, bullet 26, touch 21, flat-footed 22 (+5 armor, +3 deflect, +5 Dex, +1 dodge, +2 hyper, +2 natural)  
**hp** 101 (10d10+30+12) fast healing 2; **Hyper Bonus** +2  
**Fort** +18, **Ref** +17, **Will** +15; +2 vs. enchantments  
**DR** 1/—; **Immune** sleep  
**Hyper Flaws** dependency (Mancipian nanites), personal problem (compulsion: Mancipian edicts)

### OFFENSE

**Speed** 30 ft., fly 60 ft. (good)  
**Melee** [+1] +1 flaming keen elven curve blade +20/+15/+15 (1d10+9+1d6 fire, Crit 15-20/x2)  
**Ranged** [+1] +1 composite (+2) shock longbow +19/+14/+14 (1d8+6 plus 1d6 electricity, Crit x3, Range 110 ft.) or optical laser +17/+12/+12 touch (4d6+2 electricity, Range 40 ft.)  
**Special Attacks** channel positive energy (DC 24, 7d6), optical blast (30-ft.-line, 4d6+2 electricity, Reflex DC 19), smite evil 4/day (+7 attack and AC, +14 damage)  
**Paladin Spell-Like Abilities** (CL 14th, concentration +21)  
10/day—axiomatic strike, command (DC 18)  
**Hyper Powers** (CL 10th, concentration +17)  
2/combat—restorative control (range 300 ft., Will DC 21, 10d4; hyper flaw: tiring)

### TACTICS

**Combat** Evangelist leads her followers (use 2d4+7 police officers; page 143) into battle, healing them as necessary while offering aid (and “faith”) to enemies she believes can be redeemed.  
**Morale** Evangelist flees when reduced to 20 hp or less as her “edicts” demand she retreat to fight another day.

### STATISTICS

**Str** 14, **Dex** 20, **Con** 14, **Int** 13, **Wis** 8, **Cha** 24, **Luck** 20, **Rep** 27  
Hyper **Charisma** 1 (Hyper Following: Mancipians)  
**Base Atk** +10; **CMB** +14; **CMD** 33  
**Feats** Alertness®, Dodge®, Improved Unarmed Strike®, Power Attack, Selective Channeling (exclude 7 creatures), Weapon Finesse, Weapon Focus (elven curve blade), Weapon Specialization (elven curve blade); **Hyper Feats** Bodytech (4)  
**Skills** Acrobatics +7, Athletics +6, Awareness +9, Diplomacy +15, Fly +14, Knowledge (nobility) +7, Knowledge (religion) +10, Search +7, Sense Motive +8  
**Languages** Celestial, Elven, English  
**SQ** aura, code of conduct (Mancipian edicts), elven magic, hyper attack 1, hyper focus 2/day, hyper initiative, hyper mortality, hyper rest, keen senses, lay on hands (7d6, 14/day), mercies (blinded, diseased, fatigued)  
**Combat Gear** potion of invisibility; **Other Gear** [+1] +1 flaming keen elven curve blade, [+1] +1 composite (+2) shock longbow (40 arrows), +3 spidersteel shirt (chain shirt; +5 armor, DR 1/—), amulet of natural armor +3, belt of physical perfection +2, periapt of charisma +4, ring of protection +3, angel wings [winged boots (installed)], metabolic nanites mark II, nightvision lenses, optical laser (electricity; 10 charges)

Though the Solaria elven clade have continued the traditions of their ancestors since the Exodus, Serethiel had no patience for it. With the best technologies the world had to offer beyond her reach in the remote wilderness of Canada, the young elf became disillusioned with her heritage and stole away on a trader’s plasmavan bound for Neo Angeles. Seeking fortune through fame she sought out talent agencies and though none hired her, it brought her to the notice of Vincent Gyleman. The mysterious mastermind saw the charismatic figure his machinations lacked and had Serethiel kidnapped, subjecting her to numerous experiments, brainwashing, and conditioning to turn her into Evangelist—a modern angel of science. Since then she has drawn a flock of devoted followers, performing miraculous healing at events held across the globe to increase Mancipian International’s prestige (who hold her on a tight leash through the nanites that fuel her incredible abilities).
EVERYWOMAN

CR 14—XP 38,400

Female human monk (ballistics brawler) 11 [hs 3, meganaut 1]
NG Medium humanoid (human, hyper)
Init +9; Senses darkvision 60 ft.; Awareness +19

--------- DEFENSE ---------
AC 28, bullet 26, touch 24, flat-footed 21 (+4 armor, +1 deflect, +6 Dex, +1 dodge, +1 hyper, +5 monk)
hp 136 (11d8+77+6); Hyper Bonus +1
Fort +13, Ref +14, Will +11; +2 vs. enchantments
Defensive Abilities improved evasion; DR 7/--; Immune aging

--------- OFFENSE ---------
Speed 60 ft.
Melee unarmed +9/+4/+4 (1d10+1)
Ranged [+1] +1 flaming combat pistols +19/+14/+14 or +17/+17/+12+12
or gun flurry +20/+20/+15/+15/+10 or +18/+18/+18/+13/+13+8
(2d6+5 plus 1d6 fire, Crit 19-20/x4, Range 100 ft.)
or optical laser +17/+12/+12 touch or +15/+15/+10/+10
(2d6+3 fire, Range 40 ft.)

Special Attacks gun flurry, hyper bonus +1, optical blast (30-ft.-line, 4d6 fire, Reflex DC 22), stunning fist 14/day (DC 18)

--------- TACTICS ---------
Combat Everywoman gets to cover and unleashes rapid gun flurry attacks at the biggest most intimidating target, drawing as much enemy fire as she can.
Morale Everywoman is extremely tough and just as stubborn, refusing to retreat until reduced to 12 hp or less.

--------- STATISTICS ---------
Str 10, Dex 22, Con 20, Int 14, Wis 16, Cha 10, Luck 16, Rep 22
Hyper Constitution 3 (Hyper Age, Hyper Tough)

Base Atk +8; CMB +12; CMD 32

Feats AlertnessB, Combat Reflexes, Deflect ArrowsB, DodgeB, GunsmithingB, Improved Critical (combat pistol)B, Improved Unarmed StrikeB, MobilityB, Point-Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Shot on the Run, Spring AttackB, ToughnessB;

Hyper Feats Extra Hyper Attribute, Hyper Coordination

Skills Acrobatics +15 (+26 to jump), Athletics +4, Awareness +19, Craft (firearms) +6, Escape Artist +10, Heal +6, Intimidate +8, Knowledge (history) +16, Linguistics +9, Sense Motive +17, Stealth +20, Survival +11, Use Technology +8

Languages Chinese, Elven, English, French, German, Japanese, Italian, Russian

SQ cartridge clear, deeds (dead-eye, dead shot, gunslinger’s dodge, gunslinger initiative, pistol whip, quick clear, startling shot, targeting, utility shot), fast movement, firearm fighter, grit (2), high jump, hyper attack 1, hyper initiative, hyper mortality, ki pool (7 points; cold iron, magic, silver), maneuver training, slow fall 50 ft., unarmed strike

Combat Gear potions of cure serious wounds, potion of invisibility, potion of levitate; Other Gear [+1] +1 flaming combat pistols with 10 clips (200 bullets), +2 spidersteel liner [+2] leather; +4 armor, DR 1/—, belt of physical might +2 (Dex, Con), ring of protection +1, hyperjack, optical laser (11 charges), credchips with 500bt

Filled with patriotism and a belief the Axis powers needed to be stopped at all costs, Abelline Rappaport traveled to Britain during World War II to work as support staff in London. During an air raid she suffered a terrible wound and with no recourse, the hero Freedom Jones gave her a blood transfusion on the field that saved her life, transforming her adrenaline glands in so doing. Abelline’s new abilities made her perfectly suited to join the Liberty Corps and she’s served her country ever since in the guise of Everywoman. After the sale of Cleveland she split ties with the government but Abelline still fights for the prosperity of Americans, using her reputation and talents to fight hypercorporations that threaten the USA’s well-being. Though she left the team long before they became Soldier Corps, Everywoman still uses caches of equipment and technology left by her former teammates as she deems necessary, sometimes granting the location of these troves to operator teams in exchange for a favor or two. One always has to be wary when entering a supply depot revealed by Abel however, as it is impossible to predict whether it’s been salvaged already even currently in use to hide a valuable asset (usually an individually highly sought after by aggressive parties).
FUNCTION

CR 13—XP 25,600

Female half-elf rogue 6 [hs 6, meganaut 1/parallel 1]
CN Medium humanoid (elf, human, hyper)
Init +13; Senses darkvision 60 ft., low-light vision; Awareness +12

DEFENSE

AC 27, bullet 27, touch 23, flat-footed 19 (+2 deflect, +7 Dex, +1 dodge, +3 hyper, +4 mage armor)
hp 68 (6d6+24+21); Hyper Bonus +3
Fort +7, Ref +15, Will +4
Defensive Abilities evasion, uncanny dodge; Immune sleep

OFFENSE

Speed 40 ft.
Melee battleshaping +11/+6/+1 (varies+3)
Ranged silenced combat pistol +14/+9/+4 (2d6+3, Crit x4, Range 100 ft.)
Special Attacks sneak attack +3d6

Hyper Spell-Like Abilities (CL 12th, concentration +19)
at will—mage hand
10/day—battleshaping (swift, +3 claw, bite, or gore for 1 round)
12 rounds/day—change shape (as beast shape III or elemental body II)
7/day—alter self, improved invisibility, mage armor

TACTICS

Combat Function is foremost a thief and avoids combat when possible (achieving her objectives through disguise, guile, and stealth instead). When forced to confrontation, she uses vanish and change shape to dominate the environment, attempting to isolate an opponent before revealing herself for more than a few seconds.

Morale Function is interested in profiting, not dying, and flees at 20 hp or less.

STATISTICS

Str 12, Dex 24, Con 14, Int 18, Wis 8, Cha 18, Luck 22, Rep 26
Hyper Dexterity 1 (Dexterous Footwork), Hyper Intelligence 1 (Hyper Ingenuity 1/day), Hyper Charisma 1 (Hyper Confident: Disguise)
Base Atk +4; CMB +8; CMD 28

Feats AlertnessB, Deflect Arrows, DodgeB, Improved Unarmed StrikeB, Run, Skill Focus (Stealth)B, Toughness; Hyper Feats Hyper Peripheral, Powerful Talent (2)

Skills Acrobatics +16, Appraise +8, Athletics +5, Awareness +12, Bluff +13, Craft (mechanical) +8, Diplomacy +8, Disable Device +17, Disguise +13, Escape Artist +16, Intimidate +10, Knowledge (technology) +8, Profession (fashion designer) +8, Search +15, Sense Motive +10, Sleight of Hand +16, Stealth +19, Use Magic Device +8, Use Technology +8

Languages Chinese, Elven, English, Latin, Japanese, Thieves' Cant

SQ elf blood, hyper attack 2, hyper focus 3/day, hyper initiative, hyper mortality, hyper rest, keen senses, rogue talents (bleeding attack, fast stealth, stand up), trapping +3

Combat Gear potions of cure serious wounds (2); Other Gear belt of physical perfection +2, ring of protection +2, nightvision lenses, silenced combat pistol with 3 clips (80 bullets), credchips with 10,200bt

Despite her family's long line of historically impactful engineers, the scion of the Myler family devoted her brilliance to fashion design—or so it seems. In her operator persona, Function is a legendary agent of hypercorporate espionage and respected (or feared) throughout shadowy circles as a powerful foe not to be reckoned with. Her clothing is not only trendy but acts as armor, tool, weapon, and

When she sees something she wants Stephanie often hires operators to

pull off a job in the facility housing her prize, tipping off sec-ops teams to their presence so she can better slip in and out without garnering notice.
GHOST SHOT

Pale stranger\B[hs 4, meganaut 1/parallel 1]
NG Medium undead (hyper)
Init +13; Senses darkvision 60 ft.; Awareness +26
Aura fear (10 ft., DC 26)

DEFENSE
AC 28, bullet 22, touch 22, flat-footed 22 (+2 armor, +6 Dex, +1 dodge, +2 hyper, +3 luck, +4 natural)
hp 214 (15d8+135+12); Hyper Bonus +2
Fort +16, Ref +13, Will +15
Defensive Abilities channel resistance +4; DR 10/bludgeoning and magic;
Immune undead traits; SR 25

OFFENSE
Speed 30 ft.
Ranged +1 combat pistols +18/+18/+13/+13/+13/+8
or +16/+16/+16/+11/+11/+11/+6 (2d6+3, Crit 19–20×4)
Special Attacks hyper bonus +2, pistols, stranger’s shot
Hyper Spell-Like Abilities (CL 19th, concentration +28)
9/day—clairaudience/clairvoyance, see alignment, whispering wind

TACTICS
Combat Ghost Shot calls out the target of his ire, offering them a chance to surrender or fight honorably. When a fight is started “properly” it spends full-round actions slowly stepping towards the target while firing off full-round attacks using Deadly Aim.
Morale Ghost Shot fights until reduced to 20 hp and disappears, though once it has chosen a target, it pursues them relentlessly.

STATISTICS
Str 17, Dex 22, Con —, Int 12, Wis 18, Cha 28, Luck 18, Rep 27
Hyper Charisma 3 (Hyper Confident: Diplomacy & Intimidate, Hyper Likable)
Base Atk +11; CMB +16; CMD 36
Feats Alertness\B, Deadly Aim, Dodge, Improved Critical (combat pistol), Improved Initiative, Improved Precise Shot, Improved Two-Weapon Fighting, Improved Unarmed Strike\B, Point-Blank Shot, Precise Shot\B, Quick Draw\B, Rapid Shot\B, Two-Weapon Fighting
Skills Athletics +13, Awareness +26, Acrobatics +11, Bluff +14, Diplomacy +10, Intimidate +27, Search +7, Sense Motive +10, Stealth +14, Vehicular Control +16
Languages English, Spanish
SQ hyper attack 1, hyper initiative, hyper mortality, stranger’s luck

Combat Gear dust of disappearance, potion of expeditious retreat, potion of fly, potion of inflict serious wounds;
Other Gear +1 combat pistols (2) with 8 clips (200 bullets), leather armor, credchips with 1,200bt

SPECIAL ABILITIES
Stranger’s Shot (Ex) As a full-round action, Ghost Shot can take careful aim with one of its firearms and take a single, ruinous shot. This single shot always resolves as a touch attack, regardless of the actual range. If Ghost Shot threatens a critical hit with this shot, it automatically confirms the critical hit. Regardless of whether the shot is a critical hit or not, it deals +6d6 points of damage.

Not all of the Roosevelts went on to become presidents or respected men of state. Theodore’s secret twin brother—physically disfigured from birth and kept from the public eye—made his legend as a lawman in the Wild West. Raised from an early death by native american tribal leaders he befriended during life, Ghost Shot has since fought for justice for over two hundred and fifty years. At times he’s thought to have been destroyed but Phineas always returns after a while, pistols in hand.
KING KARRAND

**CR 23—XP 819,200**

Male elf arcanist 18 [hs 4, meganaut 2]
NE Medium humanoid (elf, hyper)
Init +10; Senses low light vision; Awareness +19

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**DEFENSE**

AC 34, bullet 29, touch 20, flat-footed 31 (+10 armor, +5 deflect, +2 Dex, +1 dodge, +2 hyper, +4 shield); 20% miss chance
hp 149 (18d6+72+12); Hyper Bonus +2
Fort +17, Ref +17, Will +14; +2 vs. enchantment
Immune disease, poison, sleep; SR 19
Hyper Flaw fetish (battlesuit)

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**OFFENSE**

Speed 30 ft., fly 60 ft.
Melee +3 spiked gauntlet +14/+9/+9 (1d4+5)
Special Attacks arcane reservoir (13/day, max 23), consume spells
Arcanist Spells Prepared (CL 22nd; concentration +33)
9th (2/day)—dominate monster (DC 28)
8th (4/day)—quickened dimension door, form of the dragon III
7th (4/day)—control construct, forcecage (DC 26), prismatic spray (DC 26)
6th (4/day)—disintegrate (DC 25), elemental body III, flesh to stone (DC 25)
5th (5/day)—baleful polymorph (DC 24), dominate person (DC 24), hold monster (DC 24), wall of stone
4th (5/day)—control summoned creature (DC 23), monstrous physique II, stoneskin, volcanic storm
3rd (5/day)—draconic reservoir, hold person (DC 22), lightning bolt (DC 22), suggestion (DC 22)
2nd (5/day)—acid arrow, air step, scorching ray, see invisibility, shatter
1st (6/day)—adjuring step, ear-piercing scream (DC 20), magic missile, protection from good, shield
0th—arcane mark, bleed, detect magic, mage hand, message, prestidigitation, read magic

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**TACTICS**

Combat Karrand casts disabling spells against spellcasters before immobilizing warriors.
Morale Karrand is too smart to fall in combat—when reduced below 50 hit points, he uses dimensional slide and dimension door to retreat.

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**STATISTICS**

Str 10, Dex 15, Con 15, Int 29, Wis 8, Cha 23 Luck 18, Rep 24
Hyper Charisma 2 (Hyper Likable, Hyper Merit 2/day), Hyper Constitution 1 (Hyper Blooded), Hyper Intelligence 2 (Hyper Analysis +2 for 4 rounds 2/day, Hyper Ingenuity 2/day)
Base Atk +9; CMB +11; CMD 26

Feats Alertness, Combat Casting, Dodge, Eschew Materials, Great Fortitude, Improved Initiative, Improved Unarmed Strike, Intensified Spell, Iron Will, Lightning Reflexes, Quickened Spell, Point-Blank Shot, Precise Shot, Spell Penetration, Toughness; Hyper Feats Hyper Item (gravity suit), Hyper Spellcaster

Skills Awareness +21, Bluff +24, Diplomacy +24, Fly +23, Knowledge (arcana) +30, Knowledge (history) +30, Knowledge (local) +30, Knowledge (planes) +30, Search +21, Spellcraft +30, Use Magic Device +27

Languages English, Elven, Inca, Spanish, Portuguese, six others
SQ arcane exploits (alter enhancements, arcane barrier, arcane weapon, dimensional slide, greater metamagic knowledge [2], metamixing, redirect spell, suffering knowledge)

Combat Gear potion of cure serious wounds (2); Other Gear +5 mithral determination spell resistance (19) gravity suit, +3 spiked gauntlet, belt of mighty constitution +2, headband of alluring charisma +2, minor cloak of displacement and resistance +5, ring of protection +5, spellbook (contains prepared spells, all 0th–6th level spells, and 1d6+4 spells of 7th–9th levels), 1,000bt of ruby dust

Once a lowly narcos, Omar Karrand became a South American drug kingpin by staying one step ahead of his enemies, constantly experimenting with power—regardless of its source or intent. Omar has carved out a small fiefdom for himself, ruling Peru from Machu Picchu with an iron fist. Constant modifications to his person and proximity to strange energies have forever changed him, however, and he now forces his subjects to call him King Karrand, never removing his signature techno-magical armor and distinctive, ancient face mask.
KING LUNAR

CR 14—XP 38,400

Male elf magus 9 [hs 4, parallel 2]
CG Medium humanoid (elf, hyper)
Init +5; Senses low-light vision; Awareness +11

DEFENSE

AC 26, bullet 18, touch 14, flat-footed 25 (+9 armor, +2 deflect, +0 Dex, +1 dodge, +2 hyper, +2 natural)
hp 65 (9d8+21); Hyper Bonus +2
Fort +11, Ref +6, Will +9; +2 vs. enchantment
Immune sleep
Hyper Flaw dependency (moonlight), personal problems (daydreaming)

OFFENSE

Speed 20 ft., leap (10 ft. horizontal, 20 ft. vertical)
Melee +1 longsword +14/+9/+9 (1d8+7 Crit 19-20/x2) or with spell combat +12/+7 (1d8+7, Crit 19-20/x2)
Ranged mwk dart +9/+4/+4 (1d4+6, Crit 19-20/x2, Range 20 ft.)
Special Attacks arcane pool (9), improved spell combat, spellstrike

Magus Spells Prepared (CL 13th, concentration +18)
3rd—haste, greater magic weapon, vampiric touch
2nd—alter self, blur, elemental touch\(^{\text{hyper}}\), glitterdust (DC 14), see invisibility
1st—chill touch (DC 14), feather fall, obscuring mist, shield, shocking grasp (2)
0th—arcane mark, flare, light, ray of frost, read magic

Hyper Spell-Like Abilities (CL 13th, concentration +17)
4/day—daze monster (DC 16), disguise self (DC 15), lightning bolt (DC 17), locate object, stoneskin (130 points), true strike

TACTICS

Combat King Lunar uses stoneskin and casts haste before casting spells to disable casters, using Hyper Charge with Vital Strike and Spring Attack to maneuver around the battlefield.

Morale King Lunar fights to the death, expecting to be reincarnated by one of the stewards of his former kingdom.

STATISTICS

Str 19, Dex 10, Con 12, Int 17, Wis 10, Cha 12, Luck 18, Rep 19
Hyper Strength 1 (Strong Leap)

Base Atk +6; CMB +12; CMD 23

Feats Alertness\(^{\text{B}}\), Dazzling Display, Dodge\(^{\text{B}}\), Improved Unarmed Strike\(^{\text{B}}\), Mobility, Shatter Defenses, Spring Attack, Vital Strike, Weapon Focus (longsword)\(^{\text{B}}\)

Hyper Feats Hyper Charge, Parallel Access

Skills Acrobatics +9, Awareness +11, Intimidate +13, Knowledge (planes) +15, Use Magic Device +13

Languages Celestial, Draconic, Elven, English, Sylvan

SQ elven magic, hyper attack 1, hyper initiative, hyper mortality, knowledge pool, magus arcana (arcane accuracy, spell shield, wand wielder), spell recall

Combat Gear wand of inflict light wounds, wand of cure light wounds, wand of touch of idiocy (22 charges); Other Gear +1 longsword, +3 glamered breastplate, 1st level pearl of power, amulet of natural armor +2, cloak of resistance +1, ring of protection +2, mwk darts (3), credchips with 570bt

Lepp Hare claims to be the reincarnated leader of an ancient, advanced civilization from the moon, believing that humanity’s rise and Earth’s prosperity are ultimately tied to the downfall of his kingdom thousands of years ago. He is often accompanied by his Planetary Knights, a group of men and women who similarly claim to be reincarnations of the leaders of other realms destroyed in the same great cataclysm that eradicated Lepp’s home in the first place. He roams Earth seeking out the great and so-far nameless evil hiding within, the entity he believes is responsible for the Lunar Kingdom’s end. Despite his attentiveness, Lepp has a great nostalgia for the memories of his past lives and when left alone will sit of hours or even days contemplating what was and what might be—often leading to his allies assuming he is unreliable or even clumsy (as he can lapse into reverie while walking or driving).
**KODYAX (Hybrid Form)**

CR 19—XP 204,800

Old male dwarf ranger 8 [hs 8, hypernaut 1/meganaut 1; hyper lycanthrope]

NG Medium humanoid (dwarf, hyper, shapechanger);

Init +13; Senses darkvision 120 ft., low-light vision, scent; Awareness +19

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**DEFENSE**

AC 38, bullet 24, touch 19, flat-footed 36 (+7 armor, +3 deflect, +1 Dex, +1 dodge, +4 hyper, +12 natural)

hp 150 (8d10+72+30); Hyper Bonus +4

Fort +21, Ref +14, Will +15; +2 vs. spells and spell-like abilities

DR 10/silver; Immune disease, poison; Resist cold 24, fire 24

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**OFFENSE**

Speed 35 ft., leap (20 ft. horizontal, 10 ft. vertical)

Melee bite +29/+24/+24/+19/+19 (1d10+19 plus 1 bleed and curse of lycanthropy), 2 claws +24 (1d8+14 plus 1 bleed and grab) or +3 greataxe +28/+23/+23/+18/+18 (1d12+24) and bite +28 (1d10+19 plus 1 bleed)

Ranged +3 razor shotgun +19/+14/+14/+9/+9 (2d6+9, Crit x3, Range 40 ft.)

Special Attacks agent of nature (page 196), children of the wild (4/day), curse of lycanthropy (on hit; DC 31), favored enemy (aberrations +2, evil outsiders +4), inspiring leader (+2; 8 rounds), lycanthropic dominance (DC 29; bears and lycanthropes only), rend (2 claws 1d8+19)

Hyper Powers (CL 16th; concentration +26)

constant—speak with animals, speak with plants

at will—enlarge person (self only), reduce person (self only)

4/combat—entangle (DC 22) or mad monkeys (DC 22) (hyper flaw: tiring)

Ranger Spells Prepared (CL 8th; concentration +14)

2nd—air step, barkskin, eagle eye

1st—featherstep, longstrider, tireless pursuit

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**TACTICS**

**Combat**

Kodyax uses hyper powers before engaging with his greataxe.

**Morale**

Kodyax flees when reduced to 18 hp or less.

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**STATISTICS**

Str 31, Dex 13, Con 27, Int 10, Wis 23, Cha 10, Luck 26, Rep 26

Hyper Strength 2 (Strong Leap, Strong Warrior), Hyper Constitution 2 (Hyper Blooded, Hyper Resistant), Hyper Wisdom 1 (Tactical Genius 1/day)

Base Atk +8; CMB +25 (+29 grapple); CMD 37

Feats Awareness, Dodge, Endurance, Eldritch Claws, Improved Initiative, Improved Natural Attack (bite, claw), Improved Unarmed Strike, Weapon Focus (bite, claw); Hyper Feats Electronic Telepath (120 ft.), Extra Attribute Trait (Hyper Resistant), Extra Hyper Attribute (Hyper Constitution), Vehicle (hoverbike; AC 11, Hardness 8, hp 60, maximum speed 120 ft., acceleration 50 ft., ram 4d6, CMB +2, CMD 11)

Skills Athletics +15, Awareness +19, Knowledge (dungeoneering) +11, Knowledge (nature) +11, Search +19, Survival +17 (+21 to track), Vehicular Control +12

Languages Dwarven, Russian; translator

SQ bloody ferocity, change shape (human, hybrid, and bear; polymorph), dire shape change, favored terrain (underground +4, urban +2), hunter’s bond (companions), hyper attack 2, hyper curse, hyper initiative, hyper focus 4/day, hyper mortality, hyper rest, legendary curse, lycanthropic empathy (bears and dire bears), speed of the beast, stonecunning, swift tracker, track +4, wild empathy +8, woodland stride

Combat Gear potion of fly (2), potion of cure moderate wounds (4); Other Gear +5 leather armor, +3 greataxe, +3 razor shotgun with 3 clips (80 shots), amulet of mighty fists +3, cloak of resistance +3, ring of protection +3, digiboard, hoverbike, hyperjack, targeting matrix, translator, credchips with 5,600bt

As a nephew to the great dwarven thinker Leon Trotsky, it wasn’t long after the end of WW2 that Muzhchiny Zhitotnykh came for Dimitri Kamenev’s family. To survive on the run the dwarf took the moniker of "Kodyax" in fighting pits to support his family until Stalin’s agents eventually caught up with them. After a bloody ambush young Dimitri lay dying under the trees of the Romincka Forest, his life ebbing away, when Gaia reached out to the wounded warrior, saving him and transforming Kodyax into an agent of nature destined to hunt down and slay unnatural creatures.
LADY ATOM          CR 19—XP 204,800
Female alchemist 6/fighter 4 [hs 7, abbernaut 2/parallel 1]
LG Large humanoid (human, hyper)
Init +8; Senses darkvision 60 ft., low-light vision,
x-ray vision 20 ft.; Awareness +18

--- DEFENSE ---
AC 27, bullet 18, touch 18, flat-footed 25 (+11 armor,
+2 deflect, +1 Dex, +1 dodge, +3 hyper, -1 size)
hp 172 (6d6+4d10+106+21); Hyper Bonus +3
Fort +20, Ref +10, Will +7
Defensive Abilities bravery +1; DR 6/—; Immune aging,
disease, poison; Resist cold 21, electricity 21, fire 21
Hyper Flaws disturbing, unnatural

--- OFFENSE ---
Speed 20 ft.
Melee unarmed +23/+18/+18/+13 (1d4+17)
Ranged bombs +11/+6/+6/+1 touch (3d6+7 fire)
or strong hurl +11 touch (1d8 per 100 pounds+17
or 4d8 per 400 pounds+21, Range 60 ft.)
Space 10 ft.; Reach 10 ft.
Special Attacks bombs 10/day (3d6+7 fire, DC 20, 10-ft.-radius),
hyper bonus +3
Alchemist Extracts Prepared (CL 13th, concentration +17)
  2nd—barkskin, elemental touch, invisibility, levitate
  1st—ant haul, comprehend languages, enlarge person,
  expeditious retreat, stone fist
Hyper Spell-Like Abilities (CL 17th, concentration +25)
  9/day—detonate (DC 22), fly, waves of fatigue (DC 23)

--- TACTICS ---
Combat Lady Atom calculates carefully then throws a bomb or two before wading into the center of the fray.
Morale Lady Atom fights until reduced to 30 hp or less.

--- STATISTICS ---
Str 28, Dex 12, Con 26, Int 19, Wis 12, Cha 10, Luck 24, Rep 30
Hyper Strength 2 (Strong Back, Strong Hurl),
Hyper Constitution 3 (Hyper Age, Hyper Blooded, Hyper Resistant, Hyper Tough)
Base Atk +8; CMB +21 (+25 grapple); CMD 35 (39 vs. grapple)
Feats AlertnessB, Brew PotionB, Cleave, DodgeB, Great Cleave, Greater Grapple,
Improved Unarmed StrikeB, Improved Grapple, Power AttackB, TechnologyG, Throw AnythingB,
Toughness, Weapon Focus (unarmed)B, Weapon Specialization (unarmed)B; Hyper Feats Electronic Telepath (105 ft.),
Extra Attribute Trait (3), Extra Hyper Attribute (2)
Skills Athletics +22, Awareness +18, Craft (alchemy) +23, Craft (mechanical) +12,
Disable Device +11, Intimidate +8, Knowledge (engineering) +17, Knowledge (technology) +17,
Search +14, Survival +9, Use Technology +12
Languages English, French, German, Italian, Latin
SQ alchemy, armor training 1, discoveries (explosive bomb, fast bomb, greater mutagen),
hyper attack 2, hyper focus 3/day, hyper initiative, hyper mortality, hyper rest, greater mutagen (+4 natural, +6/+4/-2/-2),
swift alchemy, swift poisoning
Combat Gear potions of cure serious wounds (2); Other Gear amulet of mighty fists +3, battlesuit ([+2 determination full plate], [belt of physical might +4 (Str, Con)], [ring of protection +2])

--- SPECIAL ABILITIES ---
Irradiated Form (Ex) Lady Atom can imbue her unarmed strikes with low radiation for one round as a swift action.

After the completion of the Rockworks, Marie Curie chose to stay in the United States and continue her pioneering research into radioactivity. With the help of otherworldly magic she staved off the worst effects of radiation poisoning until being fitted into a medicinal suit of metal in the 1930s; when atomic research excelled at the start of World War II, she was one of the only test subjects to survive experimentation. Fused into her armored form she took on the name Lady Atom, blazing a swathe of destruction across Axis lines. In the decades that followed Marie continued advancing science and fighting for the security of Earth, serving with the Liberty Corps even after the team’s perceived downfall. With the rise of hypercorporations Lady Atom became a rogue figure, beholden to no one and researching subjects known only to her. The rare sightings of her hulking armored suit occur in Cleveland and occasionally other cities on the eastern seaboard, though attempts by Grays to contact her for work rarely prove fruitful (and are more often than not a deathwish).
LANREFN1  
CR 15—XP 51,200

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

--- DEFENSE ---

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

Fort +10, Ref +15, Will +10

Defensive Abilities swift dodge +2; Resist cold 5, fire 5, electricity 5

Hyper Flaw material weakness (cold iron)

--- OFFENSE ---

Speed 65 ft.

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

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

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

Hyper Spell-Like Abilities (CL 14th, concentration +21)
6/day—blink, cure moderate wounds (DC 19), magic missile, scorching ray, shield, spider climb
1/day—darkness

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

--- TACTICS ---

Combat LANrefn1 casts shield and blink on herself. In urban environments she deploys her flying drone (Pain) to keep an eye out for trouble. She stays out of the fray (utilizing magic as support) but when forced to enter melee, she activates dash and trips foes.

Morale Unless she has deep loyalty to her fellow operators, LANrefn1 uses dash to flee when reduced to 20 hp.

--- STATISTICS ---

Str 8, Dex 18, Con 14, Int 24, Wis 14, Cha 8, Luck 18, Rep 25

Hyper Intelligence 1 (Hyper Smart 1/day)

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

Feats Agile Maneuvers, Alertness, Craft Technological ItemTG(B), Dodge, Endurance, Disorienting Maneuver, Mobility, Improved Unarmed Strike, Skill Focus (Use Technology), Spring Attack, TechnologistTG(B), Toughness, Weapon Finesse;  
Hyper Feats Electronic Telepath (60 ft), Specialized Reputation (Intelligence)

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

Languages Abyssal, Chinese, Dwarven, Elven, English, Infernal, Japanese, Russian, Thieves’ Kant

SQ careen (5/day), fiendish sorcery, hacking talents (invisibility to tech, override control), hyper attack 1, hyper initiative, hyper mortality, kip up, marathon runner, rapid drinker, robot artist, tech savant, tech wiz, veloces enigma (primed reflexes)

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

Adam Braxas’ decision to let devils onto the Hypernet had great consequences for the world, including the taint of hellfire the deal left on his bloodline. The Braxas family was less than thrilled when their youngest daughter was born a tiefling, but Tilla herself couldn’t care less—the nightmares of dark hellscapes are a drag but who can complain about being faster and smarter than everyone else? A netjacker by trade and a recreational parkour artist, work as an operator came naturally to “LANrefn1”, and those aware of her handle call her “the devil in the details.” Though over-confidence and curiosity nearly got her fried by a hypercorporation’s firewall, the incident unlocked the true power in her bloodline, leaving her mentally and magically empowered.
LUCKY MACK            CR 13—XP 25,600

Male venerable half-orc gunslinger 1 [hs 10, meganaut 4]
N Medium humanoid (human, hyper, orc)
Init +10; Senses darkvision 60 ft., scent; Awareness +13

DEFENSE

AC 31, bullet 29, touch 26, flat-footed 24 (+5 armor, +5 Dex,
+1 dodge, +10 hyper)
hp 73 (1d10+21+42) fast healing 2; Hyper Bonus +5
Fort +18, Ref +7, Will +7
DR 14/—; Immune aging, critical hits, disease, energy drain, paralysis, poison,
sicken, sneak attack, stun; Resist acid 30, cold 30, electricity 30, fire 30, sonic 30

Hyper Flaws hubris, mercurial mind

OFFENSE

Speed 30 ft.
Melee brass knuckles +8/+3/+1/+6 (1d3+6)
Ranged +2 SMG +18/+13/+8/+3 or +16/+16/+11/+6/+1 (2d8+9, Crit x4, Range 80 ft.)

TACTICS

Combat Lucky Mack cunningly attacks with the practice of a wizened old soldier,
leading his allies into battle (relying on his incredible durability more than any
tactic or weapon).
Morale Lucky Mack doesn’t flee.

STATISTICS

Str 12, Dex 21, Con 46, Int 14, Wis 25, Cha 19, Luck 30, Rep 40
Hyper Constitution 6 (Hyper Age, Hyper Blooded, Hyper Endurant,
Hyper Fortification, Hyper Resistant, Hyper Tough),
Hyper Dexterity 2 (Adroit Dexterity 2/day, Dexterous Warrior),
Hyper Wisdom 3 (Hyper Insight, Hyper Willpower 3/day, Tactical Genius 3/day)
Base Atk +1; CMB +7; CMD 26
Feats AlertnessB, DodgeB, GunsmithingB, Improved Unarmed StrikeB,
Toughness; Hyper Feats A Bit Abberant (scent), Bodytech (2),
Extra Hyper Attribute (Hyper Constitution, Hyper Wisdom)
Skills Acrobatics +13, Athletics +5, Awareness +13, Knowledge (local) +6,
Profession (soldier) +11, Search +13
Languages English, Orc
SQ deeds (bleeding wound, expert loading,
deadeye, dead shot, gunslinger’s dodge,
lightning reload, pistol whip, quick clear,
startling shot, targeting, utility shot), grit (3), gunsmith, hyper attack 3, hyper half-orc (+2 Acrobatics), hyper
initiative, hyper focus 5/day, hyper life, hyper mortality, hyper rest

Combat Gear potion of cure serious wounds (2); Other Gear Mack’s jacket (+3 leather armor), Gertrude (+2 SMG)
with 6 clips (560 bullets), cloak of resistance +3, bodytek arm mark III (+2 Constitution, Impervious Materials 2, Hyper Materials 2), digiboard, hyperjack metabolic nanites mark II, targeting matrix, thoracic nanite chamber mark II

Every operator the world over has a story about Lucky Mack. Tales of the mysterious half-orc narrowly avoiding
the hail of gunfire or escaping unscathed from an exploding warehouse persist as urban legends among opera-
tors. Whether it’s a drug bust in Colombia, a carjacking in Tokyo, or a heist in Neo York, Mack always seems to
be a part of the biggest and most lucrative jobs. This is easily attributed to the fact Mack is an operator with 50
years of experience under his belt.

Mack was born in Nuevos Angeles in 2033 and though a terminal illness spelled his death at an early
age, an experimental procedure miraculously cured his illness and more—as time went on he became the very
image of good health. Down on his luck shortly after high school, he ran with a ragtag group of operators for what
was supposed to be easy money but ended in a blood ambush instead, leaving Mack as the only survivor. The
gunman’s grieving ended shortly after receiving the entirety of the job’s pay and since then, Mack has been an
extremely reliable, popular, and durable operator in missions beyond count. Nowadays (due to his reputation)
he gets the best contracts and it’s thanks to his lucky jacket (the same one from high school), his best gal
Gertrude, and—of course—his immense luck and excellent fortitude, that he’s able to actually complete them.
MIDNIGHT  CR 13—XP 25,600
Female human slayer 8 [hs 4, parallel 2]
LE Medium humanoid (human, hyper)
Init +11; Senses darkvision 60 ft.; Awareness +12

DEFENSE
AC 27, bullet 26, touch 23, flat-footed 19 (+7 armor, +7 Dex, +1 dodge, +2 hyper)
hp 90 (8d10+32+12); Hyper Bonus +2
Fort +10, Ref +15, Will +4
Hyper Flaw hubris

OFFENSE
Speed 40 ft.
Melee +1 kukri +18/+13/+13 (1d4+3, Crit 18-20/x2)
Ranged silenced combat pistol +17/+12/+12 (2d6+2, Crit x4, Range 100 ft.)
Special Attacks hyper bonus +2, sneak attack +2d6, studied target (swift action, +2)
Hyper Spell-Like Abilities (CL 12th, concentration +19)
7/day—charm monster (DC 20), charm person (DC 18), detect thoughts (DC 19), fumbletongue (DC 18), suggestion (DC 19), unadulterated loathing (DC 19)

TACTICS
Combat Midnight avoids direct confrontation, letting her minions (usually sec-ops guards [page 146] with one or more bodytech templates [page 134]) do the dirty work while keeping the opposition off-balance with her spell-like abilities.
Morale Midnight flees when reduced to 30 hp or less.

STATISTICS
Str 10, Dex 24, Con 14, Int 14, Wis 10, Cha 16, Luck 18, Rep 21
Hyper Dexterity 1 (Dexterous Footwork)
Base Atk +8; CMB +17; CMD 28
Feats Agile Maneuvers, Alertness, Deflect Arrows, Dodge, Improved Critical (kukri), Improved Unarmed Strike, Toughness, Weapon Finesse; Hyper Feats Electronic Telepath
Skills Acrobatics +17, Athletics +10, Awareness +12, Bluff +14, Disguise +13, Intimidate +13, Search +14, Sense Motive +12, Stealth +18, Survival +10 (+14 to track)
Languages Chinese, English, Russian; telepathy 80 ft.
SQ hyper attack 1, hyper initiative, hyper mortality, slayer talent (bleeding rogue, fast stealth, finesse rogue, hard to fool), stalker, track +4
Combat Gear potions of cure serious wounds (2); Other Gear +1 kukri, [+3] +3 padded armor, belt of dexterity +4, periapt of charisma +2, nightvision lenses, silenced combat pistol with 3 clips (80 bullets), credchips with 4,400bt

The rapidly rising and falling real estate markets of the SCS proved to be far too great a burden for many, but those prepared for these changes reaped enormous profits. Hin-Fa Chen was a small but successful businesswoman that grew to enormous prominence in the 2070s, transforming her empire of holdings into a multinational conglomerate. Using her extraordinary abilities she personally brokered the sale of the city of Harbin, manipulating dignitaries and other business elite with a cunning deftness that left her rivals no room to disrupt her dealings. Hin-Fa’s talents for unscrupulous business practices, have led to countless rumors, most spectacular of all being that she sometimes takes to operations herself, though if such tales are true the resources at her disposal would provide enough advanced high-tech and magical equipment to make any operator salivate. More often than not operators meet Hin-Fa when she is looking for revenge, posing as a Ms. Grey a while after one of her facilities has been assaulted and luring those responsible to specially prepared battle sites filled with her minions (where Midnight can hold the advantage). Hin-Fa often offers her services as a negotiator to other hypercorporations, aggregating the little bits of information given to her for any particular operation into larger tableaus that reveal the machinations and resources of her competitors, never fulfilling her own obligation. It isn’t rare for an operations team to finish a job faithfully only to get left out in the cold by Midnight.
Mr. Gray | Ms. Grey  CR 16—XP 76,800

LN Medium outsider (human, native, oni, shapechanger)
Init +5; Senses darkvision 60 ft., low-light vision; Awareness +20

Defense
AC 28, bullet 24, touch 22, flat-footed 23 (+5 armor, +2 deflect, +5 Dex, +5 hyper, +1 natural)
hp 200 (12d8+5d10+68+51) regeneration 5 (acid or fire); Hyper Bonus +3
Fort +14, Ref +16, Will +18

Defensive Abilities improved evasion, improved uncanny dodge;
DR 7/— (5/hyper); SR 27

Offense

Speed 40 ft.

Melee 2 claws +22 (1d6+9) or [+1] +1 keen molecular whip +24/+19/+14
(1d10+11, Crit 15–20/x3)

Ranged combat pistol +25/+20/+15 (2d6+5, Crit x4, Range 100 ft.)
or optical laser +25/+20/+15 touch (2d6+5 fire, Range 40 ft.)

Space 5 ft.; Reach 5 ft. (10 ft. with molecular whip)

Special Attacks optical blast (30-ft.-line, 4d6+5 fire, Reflex DC 22), sneak attack +6d6

Spell-Like Abilities (CL 5th; concentration +12)
3/day—darkness, fly
1/day—charm person (DC 18), deep slumber (DC 20), invisibility (self only)

Tactics

Combat Ms. Grey exacts a quick revenge with a critical hit or drops back and provide support to zir henchmen.
Morale Mr. Gray flees at the first ideal opportunity or at any cost once reduced to 50 hp or less.

Statistics

Str 22, Dex 20, Con 18, Int 24, Wis 23, Cha 24, Luck —, Rep —
Base Atk +13; CMB +22; CMD 41

Feats Amateur Investigator, Cleave, Combat Reflexes, Dimensional Agility, Exotic Weapon Proficiency (whip), Improved Whip Mastery, Power Attack, Skill Focus (Bluff), Voice Of The Sibyl, Whip Mastery

Skills Acrobatics +5 (+9 to jump), Appraise +20, Athletics +6, Awareness +20, Bluff +26, Craft (mechanical) +16, Diplomacy +20, Disguise +15, Escape Artist +15, Fly +11, Intimidate +20, Knowledge (arcana, engineering, history, local, nobility, planes, religion, technology) +20, Linguistics +20, Perform (oratory) +20, Search +20, Sense Motive +20, Spellcraft +18, Stealth +12, Use Magic Device +18, Use Technology +20, Vehicular Control +4

Languages Abyssal, Aklo, Arabic, Aztec, Celestial, Draconic, Dwarven, Elven, English, Hindi, Incan, Infernal, Japanese, Latin, Mandarin, Mayan, Nepali, Spanish, Sylvan, Thieves’ Kant

SQ change shape (any human; alter self), inspiration 7/day, rogue talents (bleeding attack, combat trick, fast stealth, stand up, improved evasion), trap sense +3, trapfinding

Combat Gear [dust of disappearance], [potion of negate aroma], [potion of pass without trace]; Other Gear [+1] +1 keen collapsible molecular whip, +3 premium executive jacket ([+1 invulnerability breastplate]; +5 armor, DR 7/—), headband of mental superiority +2, ring of protection +2, traveler’s any-tool, bodytech limbs mark II (2; cosmetic, hyper materials 2, +2 Str, +1 Dex, +2 Con), hyperjack, optical laser (17 charges), targeting matrix, credchips with 5,000bt

One of the primary functions of the Yakuza is to mediate less than legal enterprises between hypercorporations and operators, and though they have countless different negotiators and functionaries apt to the task, they commonly make use of oni instead. Xiqzoxix (“ecks-eek-zocks-icks”) is one of the more exceptional supernatural Mr. Gray/Ms. Grey’s (depending upon whom ze is meeting that day) employed by the Neo York branch, a trusted intermediary for even the most unpredictable assets. Rumored to have walked the Earth since Japan’s Edo Period (and the birth of ze’s employing organization), Xiqzoxix has parlayed with shoguns, negotiated with CEOs, stared the world’s deadliest operators in the face, and slaughtered legions of samurai, all with a calm, cool facade that entraps zir foes with perceived weakness.
NEVIDIMY CR 15—XP 51,200

Female gnome slayer 10 [hs 4, parallel 2]
NE Small humanoid (hyper, gnome)
Init +12; Senses darkvision 60 ft., low-light vision; Awareness +15

DEFENSE

AC 26, bullet 26, touch 22, flat-footed 17 (+8 Dex, +1 dodge, +2 hyper, +4 mage armor, +1 size)
hp 101 (10d10+30+12); Hyper Bonus +2
Fort +11, Ref +17, Will +7; +2 vs. illusions
Hyper Flaw personal problem (compulsion: bloodshed)

OFFENSE

Speed 30 ft.
Melee +1 wounding rapier +23/+18/+18 (1d4+11 plus 1 bleed, Crit 15-20/x2)
Ranged silenced [+1] combat pistol +22/+17/+17 (1d8+3, Crit x4, Range 100 ft.)
Special Attacks hyper bonus +2, sneak attack +3d6, studied target +3

Hyper Spell-Like Abilities (CL 14th, concentration +22)
8/day—dress corpse♂, gaseous form, improved invisibility, invisibility, mage armor, unseen servant

TACTICS

Combat Nevidimy bleeds as many targets as possible as quickly as she can, focusing on spellcasters and anyone else that might detect her before assaulting heavily armored enemies. When the assassin only has one true target in mind, she is ruthlessly efficient, reaching her foe as quickly and quietly as possible.

Morale Nevidimy avoids truly fleeing unless it is absolutely necessary, continuing to harry and wound her foes until she is reduced to 25 hp or less.

STATISTICS

Str 6, Dex 26, Con 14, Int 12, Wis 15, Cha 12, Luck 18, Rep 19
Hyper Dexterity 1 (Dexterous Footwork)
Base Atk +10; CMB +19; CMD 30

Feats Alertness♂, Agile Maneuvers, Combat Reflexes, Dodge♂, Improved Critical (rapier), Improved Unarmed Strike♂, Slashing Grace (rapier), Weapon Finesse♂, Weapon Focus (rapier); Hyper Feats A Bit Aberrant, Parallel Access

Skills Acrobatics +21, Athletics +5, Awareness +15, Bluff +8, Craft (trap) +10, Intimidate +8, Profession (spy) +9, Search +18, Sense Motive +13, Stealth +25, Survival +10, Use Technology +9

Languages English, Gnome, Russian, Sylvan

SQ gnome spell-like abilities (1/day—dancing lights, ghost sound, prestidigitation and speak with animals), hyper attack 1, hyper gnome (roll twice and take the better result on Bluff or Diplomacy 1/day), hyper initiative, hyper mortality, keen senses, obsessive, slayer talents (assassinate, bleeding attack, fast stealth, finesse rogue, trap-finding), track +5

Combat Gear dust of disappearance, potions of cure serious wounds (2); Other Gear +1 wounding rapier, belt of dexterity +4, silenced [+1] combat pistol with 4 clips (100 bullets)

The legend of Nevidimy began in WW2 where an invisible assassin terrorized the Axis powers and rapidly rose in power to become one of the leading Wolves of Stalin. Throughout the following century and a half, hundreds of murders have been attributed to the “Phantom of Death”, the killer of countless diplomats, executives, generals, and more—the all pervading touch of Nevidimy has led some to believe he is the personification of the grim reaper itself. Currently the name is held by the third descendant of the original agent, Masha Zolnerov, a woman that propagates the mistaken belief that Boris never died. Her cabal is a small force of deadly assassins she personally trains, feared the world over for their efficiency in killing, capacity to infiltrate anywhere, and fanatical devotion to the task. Nevidimy has taken an interest in Vlad Dracula and considers the ruler of Wallachia to be the ultimate target; the gnome uses her agents to keep close tabs on the First Vampire’s doings, patiently waiting for the right opportunity to strike.
Male elf rogue (bandit) 5/ranger (infiltrator) 3 [hs 4, meganaut 1/parallel 1]  
CR 13—XP 25,600  
OVERRIDE  
CG Medium humanoid (elf, hyper)  
Init +16; Senses low-light vision; Awareness +15  
DEFENSE  
AC 33, bullet 32, touch 27, flat-footed 20 (+6 armor, +12 Dex,  
+2 deflect, +1 dodge, +2 hyper)  
hp 70 (5d8+3d10+16+12); Hyper Bonus +2  
Fort +7, Ref +21, Will +4; +2 vs. enchantment  
Defensive Abilities evasion, trap sense +1; DR 1/—; Immune sleep  
OFFENSE  
Speed 60 ft.  
+1 returning dagger +9/+4 (1d4+4, Crit 19–20/x2)  
or +1 returning daggers +7/+2 (1d4+4, Crit 19–20/x2)  
and +7/+2 (1d4+4 Crit 19–20/x2)  
+1 returning daggers +22/+17/+17 (1d4+7, Crit 19–20/x2, Range 80 ft.)  
or +18/+18/+13/+13 (1d4+7, Crit 19–20/x2, Range 80 ft.) and +18/+13  
(1d4+6, Crit 19–20/x2, Range 80 ft.)  
Hyper Spell-Like Abilities (CL 12th, concentration +24)  
12/day—protection from technologyTG (DC 24), shield, technomancyTG  
TACTICS  
Combat At the slightest hint of a robot, Override uses technomancy. He stays  
at a distance, unleashing daggers at enemies (robots first) and retreating to  
cover in a cycle of knife throwing death.  
Morale Unless on a mission against Jarrikol, Override flees at 20 hp or less.  
STATISTICS  
Str 12, Dex 34, Con 12, Int 14, Wis 10, Cha 16, Luck 18, Rep 21  
Hyper Dexterity 3 (Dexterous Aim, Dexterous Footwork, Dexterous  
Warrior), Hyper Charisma 1  
Base Atk +6; CMB +9; CMD 34  
Feats AlertnessB, DodgeB, EnduranceB, Improved Two-Weapon Fighting,  
Improved Unarmed StrikeB, Point-Blank Shot, Quick Draw, Rapid Shot,  
TechnologistTG, Throw AnythingH, Two-Weapon FightingB;  
Hyper Feats Extra Hyper Attribute  
Skills Acrobatics +23, Athletics +5, Awareness +15, Bluff +27,  
Craft (mechanical) +6, Diplomacy +9, Disable Device +23,  
Escape Artist +20, Intimidate +7, Knowledge (history, nobility) +3,  
Knowledge (technology) +6, Profession (hypercorp executive) +4,  
Search +17, Sense Motive +13, Sleight of Hand +16, Stealth +23,  
Survival +7, Use Magic Device +7, Use Technology +9  
Languages Chinese, English, Elven, Thieves' Kant  
SQ adaptation 70 minutes/day (construct: darkvision 60 ft., Great Fortitude, or Lightning Reflexes), ambush  
(swift, move, and standard in surprise round), combat style (two-weapon combat), hyper attack 1, hyper initiative,  
hyper mortality, keen senses, rogue talents (fast stealth, trap spotter), track +1, trapfinding +2, wild empathy +6  
Combat Gear potions of cure serious wounds (2), potion of gaseous form, potion of feather fall, potion of fly;  
Other Gear +1 returning daggers (6), trenchcoat (+5 silken ceremonial haramaki), belt of dexterity +4, ring of glibness, ring of protection +2, bodytech arm mark II (explosive [4d12 force and piercing, 10-ft.-radius, DC 20 Reflex],  
impervious materials), digiboard, hyperjack, mwk daggers (6), cardioampTG, targeting matrix, $300,000 (3,000bt)  

Once a promising young executive, Mykhail Mylar managed a great deal of the digital framework for Jarrikol  
Industries Special Projects Division. After the AI went rogue and broke free onto the Hypernet, he is the only  
operator that’s managed to directly engage the digital death god and survive in the 45 years since. Among the  
espionage community, Override is known for having a deathwish and for leading many, many of his colleagues  
to a gruesome and untimely demise.
**POCKETS**

Female gnome netjacker 8/investigator 6 [hs 4, meganaut 1/parallel 1]
N Small humanoid (hyper, gnome)

**Init** +7; **Senses** low-light vision; Awareness +20

**DEFENSE**

<table>
<thead>
<tr>
<th>AC</th>
<th>33, bullet 27, touch 21, flat-footed 29 (+10 armor, +4 deflect, +3 Dex, +1 dodge, +1 size, +2 hyper, +2 natural)</th>
</tr>
</thead>
<tbody>
<tr>
<td>hp</td>
<td>136 (8d6+6d8+42); <strong>Hyper Bonus</strong> +2</td>
</tr>
<tr>
<td>Fort</td>
<td>+7, <strong>Ref</strong> +14, <strong>Will</strong> +12; +2 vs. Illusions or poisons</td>
</tr>
<tr>
<td><strong>Hyper Flaw</strong></td>
<td>fetish (drone control unit, neural Hypernet uplink)</td>
</tr>
</tbody>
</table>

**OFFENSE**

<table>
<thead>
<tr>
<th>Speed</th>
<th>20 ft.</th>
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</thead>
<tbody>
<tr>
<td>Melee</td>
<td>+1 dagger +16/+11/+11 (1d3+2)</td>
</tr>
<tr>
<td>Ranged</td>
<td>+2 combat pistol +19/+14/+14 (2d6+6, Crit x4, Range 100 ft.)</td>
</tr>
<tr>
<td><strong>Special Attacks</strong></td>
<td>calculated attack +2, hyper bonus +2, inspiration (16), studied combat, studied strike +1d6</td>
</tr>
</tbody>
</table>

**Hyper Spell-Like Abilities** (CL 18th, concentration +28)

- 2/day—any spell 4th-level or lower (hyper flaw: fetish)
- 10/day—charm animal (DC 21), hold person (DC 22), speak with animals

**Investigator Extracts Prepared** (CL 10th, concentration +20)

- 2nd—perceive cues
- 1st—crafter’s fortune, cure light wounds, identify

**TACTICS**

**Combat** Pockets sends her drones into combat and remains at a distance, attacking from range.

**Morale** Pockets retreats when two or more of her drones are defeated, or if she is engaged in melee combat.

**STATISTICS**

<table>
<thead>
<tr>
<th>Str 8</th>
<th>Dex 16</th>
<th>Con 17</th>
<th>Int 30</th>
<th>Wis 12</th>
<th>Cha 10</th>
<th>Luck 18</th>
<th>Rep 18</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Hyper Intelligence</strong> 4 (Hyper Analysis +4 for 4 rounds 4/day, Hyper Ingenuity 4/day, Hyper Smart 4/day, Smart Advice 4/day)</td>
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</tbody>
</table>

**Base Atk** +9; **CMB** +9; **CMD** 27

**Feats** Alertness, Craft Technological Item\(^{(TG)}\), Dodge, Improved Unarmed Strike, Point-Blank Shot, Precise Shot, Rapid Reload, Rapid Shot, Technologist\(^{(TG)}\), Toughness, Weapon Finesse, Weapon Focus (combat pistol); **Hyper Feats** Extra Hyper Attribute, Gadgeteer (fetish)

**Skills** Awareness +20, Appraise +16, Craft (mechanical) +37, Disable Device +12, Heal+18, Knowledge (arcana, dungeoneering, engineering, geography, history, local, nature or planes) +25, Knowledge (technology) +35, Use Technology +35, Profession (biologist) +19, Vehicular Control +18

**Languages** English, Gnome, Sylvan, ten others

**SQ** alchemy, gnome magic, hacking talent (fast-fix, invisibility to tech, targeting relays [2; swift action, +3 atk/dmg]), hyper gnome (roll twice and take the better result on Bluff or Diplomacy 1/day), hyper attack 1, hyper initiative, hyper mortality, investigator talent (device talent, hidden agendas), keen recollection, poison lore, robot artist (Phoenix, Snake, and Hound drones, page 137), swift alchemy, tech savant, tech wiz, trapfinding +3, trap sense +1

**Combat Gear** *wand of hold person*, *wand of make whole*; **Other Gear** +2 combat pistol with 4 clips (100 bullets), +1 dagger, +4 breastplate, all tools vest\(^{APG}\), amulet of natural armor +2, belt of mighty constitution +2, clear spindle ioun stone, cloak of resistance +1, *ring of mind shielding*, *ring of protection* +4, hyperjack, digiboard, commlink, mwk smartlight, credchips with 2,200bt

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After spending nearly a decade heading up Raeon Industries’ robotics division, Professor Bagworm resigned to open (of all things) a small toy company. Of course her resignation and the creation of Pocket Toys was a false front for what was really happening—the start of a massive research program secretly funded by a half-dozen hypercorporations in Lucrum. Her goal: to use her robotic minions (and any operator she can get ahold of) to collect a living specimen of every supernatural creature in existence, then sell their secrets to the highest bidder.
Female halfling brawler 1/monk (ballistics brawler) 7 [hs 5, meganaut 2]
N Small humanoid (halfling, hyper)
Init +14; Senses darkvision 60 ft.; Awareness +19

DEFENSE

AC 30, bullet 30, touch 30, flat-footed 20 (+9 Dex, +1 dodge, +2 insight, +2 hyper, +5 monk, +1 size)
hp 101 (1d10+7d8+48+12); Hyper Bonus +2
Fort +15, Ref +19, Will +12; +2 vs fear
Defensive Abilities evasion; DR 4/—; Resist electricity 12, fire 12
Hyper Flaw personal problem (excessive vanity)

OFFENSE

Speed 60 ft.
Melee unarmed +10/+5/+5 (1d10+3) or flurry +9/+9/+4/+4
Ranged [+1] SMGs +19/+14/+14 or gun flurry +18/+18/+13/+13
or +16/+16/+16/+11/+11 (2d6+3, Crit x4, Range 80 ft.)
Special Attacks brawler’s flurry, gun flurry, hyper bonus +2,
stunning fist 12/day (DC 20)

TACTICS

Combat Pop is extremely objective-oriented, focusing on achieving
whatever it is she sets out to do (and rampaging through or around anyone
that gets in her way).
Morale Pop is always pushing herself to find her limits and fights until reduced
to 10 hp or less.

STATISTICS

Str 12, Dex 28, Con 20, Int 10, Wis 18, Cha 12, Luck 20, Rep 21
Hyper Dexterity 2 (Dexterous Footwork, Dexterous Warrior),
Hyper Constitution 2 (Hyper Resistant, Hyper Tough),
Hyper Wisdom 2 (Hyper Insight, Tactical Genius 2/day)
Base Atk +6; CMB +18; CMD 36
Feats Agile Maneuvers, Alertness\(^B\), Deflect Arrows\(^B\), Dodge\(^B\),
Improved Trip\(^B\), Improved Unarmed Strike\(^B\), Mobility\(^B\),
Point-Blank Shot, Rapid Shot, Shot on the Run;
Hyper Feats Extra Attribute Trait, Extra Hyper Attribute,
Hyper Coordination
Skills Acrobatics +20 (+27 jump), Athletics +14, Awareness +19,
Search +8, Sense Motive +10, Stealth +24
Languages English, Halfling
SQ brawler’s cunning, cartridge clear, deeds (deadeye,
gunslinger’s dodge, gunslinger initiative, pistol whip, quick clear, utility shot), fast movement, firearm fighter, grit
(2), high jump, hyper attack 1, hyper focus 2/day, hyper initiative, hyper mortality, hyper rest, keen senses, ki pool
(7 points; cold iron, magic, silver), maneuver training, slow fall 30 ft., martial flexibility 4/day, martial training, sure-
footed, unarmed strike
Combat Gear potions of cure serious wounds (2); Other Gear [+1] SMGs (2) with 4 clips (400 bullets), belt of
dexterity +4, periapt of wisdom +4, nightvision lenses

An avid sports fan from a young age, Violet Astro was constantly practicing her own slick moves for Murderball
with her friends no matter where she was—apartments, schools, even rooftops. It was on her 15th birthday
that the teenager took things too far and found herself plummeting towards the concrete. Something inside her
snapped and with a surge of adrenaline she began bouncing between alleyways, winging off of buttresses, and
flipping to safety on the street. Shortly after she began doing light operations and as her allies grew, more and
more they promoted her love for sport. Violet Astro’s brief year in the junior leagues saw her become the 1st pick
of the 2097 Murderball draft and she’s commanded an incredible fan base since (doing lucrative operations in the
cities her team visits for bytecoins on the side). Since her introduction to the professional side of the sport, Violet
has played for the Pittsburgh Steel Pirates, Neo York Metropolitans, and a plethora of allstar teams (ranging
from the American Allstars to Earth’s Finest), competing in locales as exotic as the moon or the Plane of Air.
PROLETARIAT               CR 10—XP 9,600

Male human aetherkineticist 5 [hs 4, meganaut 1/parallel 1]
CG Medium humanoid (human, hyper)

Init +9; Senses Awareness +10

DEFENSE

AC 24, bullet 24, touch 20, flat-footed 18 (+2 deflect, +5 Dex, +1 dodge, +2 hyper, +4 mage armor)

hp 76 (6d8+42+12); Hyper Bonus +2

Fort +12, Ref +11, Will +5

Defensive Abilities fortification 40%; DR 4/—

OFFENSE

Speed 40 ft.

Melee unarmed +4/-1 (1d3+1)

Special Attacks elemental overflow +1, hyper bonus +2, metakinesis (empower)

Hyper Spell-Like Abilities (CL 9th, concentration +15)

at will—telekinetic projectile

6/day—fly, mage armor, magic missile

Kineticist Wild Talents Known (CL 9th, concentration +15)

Defense—force ward (9 hp)

Infusions—bowling infusion (trip +11, 2 points), kinetic fist (1 point)

Kinetic Blast—force blast +10 (3d6+9)

Utility—kinetic cover (hardness 0, AC 5, 18 hp; max 10), telekinetic finesse, telekinetic haul (900 pounds)

TACTICS

Combat Proletariat uses kinetic cover to protect himself and force blasts with bowling infusion to trip enemies. If innocent bystanders are present he ensures their safety before fully unleashing his powers.

Morale Proletariat is painfully courageous and does not flee.

STATISTICS

Str 8, Dex 20, Con 22, Int 11, Wis 14, Cha 12, Luck 18, Rep 23

Hyper Dexterity 1 (Dexterous Footwork),

Hyper Constitution 2 (Hyper Fortification, Hyper Tough)

Base Atk +3; CMB +4; CMD 22

Feats AlertnessB, DodgeB, Improved Unarmed StrikeB, Mobility, Point-Blank ShotB, Shot on the Run; Hyper Feats Hyper Peripheral, Hyper Reputation

Skills Acrobatics +9, Awareness +10, Heal +6, Intimidate +7, Knowledge (engineering) +4, Search +8, Sleight of Hand +13, Stealth +13, Use Technology +6

Languages Russian

SQ burn (1 point/round, maximum 9), gather power, hyper attack 1, hyper initiative, hyper mortality, infusion specialization 1, metakinesis (Empower Spell), utility wild talents (telekinetic finesse, telekinetic haul)

Combat Gear potions of cure serious wounds (2); Other Gear belt of dexterity +2, ring of protection +2

There have been scores of Proletariats over the centuries; whomever embodies the vigilante persona always takes on proteges for when they inevitably fall in the battle for justice, ensuring the mantle is carried on from generation to generation. The first Proletariat appeared during the Russian Revolution against the Tsarist autocracy, leading the revolt against the capitol building and single-handedly tearing down statues and effigies honoring the royal rulers of the past. More Proletariats fought and died during the Cold War than any other period of history, arraying themselves against the KGB and Wolves of Stalin to fatal effect. The current Proletariat, Sergei Leitnnov, is an ex-political science student that stumbled into a psi-ops laboratory from before the new millenium, abandoned some nine decades ago. With help from a bit of new-age technology he managed to finish one of their projects (low level telepathy and full-on tactile telekinesis), and seeing the need for the heroism of the past, he took to the streets in the legacy vigilante’s garb. When the right mission comes along, Proletariat takes his abilities against hypercorporations, donating his payment directly to local charities afterward.
Ramón Benítez
CR 15—XP 51,200

Male human bard 6/fighter 4 [hs 4, hypernaut 1/savant 1]
CN Medium humanoid (human, hyper)
Init +8; Senses Awareness +1

--- DEFENSE ---

AC 26, bullet 23, touch 20, flat-footed 20 (+6 armor, +2 deflect, +5 Dex, +1 dodge, +2 hyper); 4 mirror images
hp 85 (6d8+4d10+16+17); Hyper Bonus +2
Fort +8, Ref +13, Will +7; +4 bardic performance, fear effects, language-dependent, and sonic

--- Defensive Abilities ---

bravery +1

--- hyper flaw ---

personal problem (reckless ambition)

--- OFFENSE ---

Speed 40 ft.

Melee +1 keen molecular whip +12/+7/+7 (1d10+4, Crit 15–20/x3)
Ranged +2 SMG +20/+15/+15 or +18/+18/+13/+13 (2d8+8, Crit x4, Range 80 ft.)

Special Attacks bardic performance 29 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +2, suggestion)

Hyper Power (CL 8th, concentration +13)
8 simulacra—cloned immortality

Bard Spells Known (CL 10th, concentration +13)

2nd (4/day)—alter self, anticipate thoughts\(\text{OA}\) (DC 17), hold person (DC 17), mirror image

1st (5/day)—charm person (DC 16), comprehend languages, disguise self, hypnotism (DC 16)

0th—detect magic, ghost sound (DC 15), mage hand, message, read magic, resistance

--- TACTICS ---

Combat After mirror image, Ramón casts anticipate thoughts on the leader of his foes and attempts to charm the most brutish enemy, fighting from a distance and resorting to his whip when engaged in melee.

Morale Although he has contingencies, Ramón retreats if reduced below 20 hit points. If a retreat is unlikely he fights to the death—but not before learning as much about his opponents as he can.

--- STATISTICS ---

Str 12, Dex 20, Con 10, Int 13, Wis 8, Cha 20, Luck 18, Rep 23
Hyper Charisma 1 (Hyper Following: Hijos de la Revolución)

Base Atk +8; CMB +11; CMD 26

Feats Alertness\(\text{B}\), Combat Casting\(\text{B}\), Dodge\(\text{B}\), Extra Performance, Improved Unarmed Strike\(\text{B}\), Lingering Performance, Point-Blank Shot, Mobility\(\text{B}\), Rapid Reload (SMG)\(\text{B}\), Shot on the Run, Toughness, Weapon Focus (SMG)\(\text{B}\), Weapon Specialization (SMG)\(\text{B}\), Hyper Feats Hyper Spellcaster, Special Strike (SMG)

Skills Acrobatics +14 (+19 jump), Athletics +10, Awareness +1, Bluff +20, Diplomacy +18, Knowledge (history) +10, Knowledge (local) +15, Perform (oratory) +20, Search +1, Sense Motive +1, Survival +8

Languages English, Spanish
SQ armor training 1, bardic knowledge +3, lore master 1/day, versatile performance (oratory)

Combat Gear hemochem grade VTG (5), plasma grenade\(\text{TG}\) (3), potion of cure moderate wounds (2); Other Gear +2 SMG with 2 clips (240 bullets), +3 inssuit\(\text{TG}\), boots of striding and springing, +1 keen molecular whip, ring of protection +2

During his travel to Congo-Léopoldville, Che Guevara learned magical rituals allowing him to create a simulacrum. These simulacra return to the world but are eventually captured and executed; decades later the ritual nears completion and his subconscious sends out more reproductions to ready the world by sparking new revolutions under the guise of Ernesto March. After the Fall of March, Che returns to the world as Ramón Benítez to start one final revolution to cement his ideologies in the world.
SCION OF CHI
CR 32—XP 21,299,200
Female elf monk 20 [hs 10, meganaut 4]
LG Medium outsider (elf, hyper)
Init +21; Senses darkvision 60 ft., low-light vision; Awareness +36

DEFENSE
AC 57, bullet 57, touch 49, flat-footed 45 (+8 armor, +5 deflect, +11 Dex, +1 dodge, +5 hyper, +3 insight, +14 monk)
hp 255 (20d8+120+42); Hyper Bonus +5
Fort +21, Ref +28, Will +26; +2 vs. enchantments
Defensive Abilities improved evasion; DR 10/chaotic (4/—);
Immune disease, exhaustion, fatigue, poison, sleep; Resist electricity 30; SR 40
Hyper Flaw material weakness (cold iron, wood)

OFFENSE
Speed 130 ft., leap (40 ft. horizontal, 20 ft. vertical)
Melee unarmored +44/+39/+39/+34/+34/+29
or unarmored flurry +47/+47/+42/+42/+37/+32/+32/+32/+27
(2d10+25 plus 1d6+9 electric, Crit x2 plus bleed 2d6)
Special Attacks elemental fist 32/day (+1d6+9 electricity), flurry of blows, quivering palm (1/day, DC 34), stunning fist 30/day (DC 34)

TACTICS
Combat When combat cannot be avoided, the Scion of Chi uses electrified flurries to fatal effect after using her quivering palm attack as a warning against the deadliest foe. If forced into conflict she liberally dispenses stunning fists usually while flitting in and out of cover with Spring Attack.
Morale The Scion of Chi does not flee.

STATISTICS
Str 24, Dex 32, Con 18, Int 12, Wis 28, Cha 10, Luck 30, Rep 30
Hyper Strength 4 (Strong Leap, Strong Warrior), Hyper Dexterity 4 (Adroite Dexterity 4/day, Dexterous Footwork, Dexterous Strikes), Hyper Constitution 2 (Hyper Endurant, Hyper Tough), Hyper Wisdom 3 (Hyper Insight, Tactical Genius 3/day, Wise Advice +3 for 10 rounds 3/day)
Base Atk +15; CMB +37 (+39 disarm or trip); CMD 76 (78 disarm or trip)
Feats Alertness§, Bleeding Critical, Critical Focus, Deflect Arrows§, Djinni Spin, Djinni Spirit, Djinni Style, Dodge§, Elemental Fist, Improved Disarm§, Improved Trip§, Improved Unarmed Strike§, Lightning Stance, Mobility§, Power Attack, Spring Attack§, Toughness, Weapon Finesse§, Wind Stance; Hyper Feats A Bit Aberrant, Extra Hyper Attribute (3), Telepath
Skills Acrobatics +34 (+54 jump), Athletics +11, Awareness +36, Escape Artist +15, Knowledge (history) +9, Search +23, Sense Motive +32, Stealth +34
Languages Elven, English, Nepali; telepathy 200 ft., tongue of the sun and moon
SQ abundant step, diamond body, empty body, fast movement, high jump, hyper attack 3, hyper initiative, hyper focus 5/day, hyper life, hyper mortality, hyper rest, keen senses, ki pool (24 points, adamantine, lawful, magic), maneuver training, perfect self, purity of body, slow fall any distance, timeless body, wholeness of body
Gear a single lotus blossom (as an amulet of mighty fists +5 and bracers of armor +8), ring of protection +5

The 14th Dalai Lama installed the Scion of Chi as a figure of authority shortly before his death (or disappearance as some claim) in 2046, but she has walked the Earth for over a century. One of the first truly proficient chi specialists, by the time her superiors discovered that she was an elf and a woman it was too late to remove her from combat; she served honorably and with great distinction throughout World War II, becoming a powerful influence even after the conflict ended. As the Scion of Chi she has dutifully served the people of Tibet, overseeing the turmoil of the latter half of the 21st century and ensuring the Mystical Metropolis endures whatever catastrophes attempt to consume it. After a few decades however, she realized that her limited reach did a disservice to Kathmandu and organized the Zodiac Defenders to serve in her stead when circumstances forced her hand directly in places beyond her realm in the mountains of Nepal.
Siegreich

CR 21—XP 409,600

Male human brawler 12 [hs 7, meganaut 2/parallel 1]
NE Medium humanoid (human, hyper)
Init +12; Senses darkvision 60 ft., low-light vision; Awareness +20

DEFENSE

AC 35, bullet 34, touch 29, flat-footed 27 (+9 armor, +5 deflect, +5 Dex, +3 dodge, +3 hyper)
hp 199 (12d10+108+21); Hyper Bonus +3
Fort +24, Ref +21, Will +13
DR 8/—; Immune aging
Hyper Flaw furious rage (1d4+7 rounds)

OFFENSE

Speed 30 ft.
Melee unarmed +30/+25/+25/+20/+20 (2d6+19 plus 1d6 electric) or brawler’s flurry +28/+28/+23/+23/+18/+18 (2d6+19 plus 1d6 electricity)
Ranged combat pistol +20/+15/+15/+10/+10 (2d6+3, Crit x4, Range 100 ft.) or strong hurl +20 touch (1d8 per 100 pounds+18 or 4d8 per 400 pounds+23, Range 60 ft.)

Special Attacks brawler’s flurry, knockout (2/day, DC 29), martial flexibility (9/day, free action)
Hyper Spell-Like Abilities (CL 19th, concentration +29)
10/day—dragon’s breath (DC 24), fly, vampiric shadow shield

TACTICS

Combat Siegreich fights grandiosely, using Improved Vital Strike with Hyper Charge to rain down haymakers (6d6+19+1d6 electric) until threatened (at which point he grapples and wields his foe as a weapon).
Morale Siegreich flees when reduced to 20 hp or less.

STATISTICS

Str 30, Dex 20, Con 29, Int 15, Wis 13, Cha 19, Luck 24, Rep 34
Hyper Strength 2 (Strong Hurl, Weaponize Grapple), Hyper Constitution 3 (Hyper Age, Hyper Tough), Hyper Charisma 1 (Hyper Following: Angel Soldaten)
Base Atk +12; CMB +29 (+30 disarm, +38 grapple, +31 trip);
CMD 48 (49 vs. disarm, 57 vs. grapple, 50 vs. trip)
Skills Acrobatics +14, Athletics +19, Awareness +20, Bluff +9, Intimidate +13, Knowledge (local) +6, Linguistics +8, Profession (soldier) +10, Search +21, Sense Motive +13, Stealth +11
Languages Chinese, English, German, Italian, Japanese, Mapudungun, Portuguese, Russian, Spanish
SQ brawler’s cunning, brawler’s strike (cold iron, good, magic, silver), close weapon mastery, hyper attack 2, hyper focus 3/day, hyper initiative, hyper mortality, hyper rest, maneuver training (grapple +3, trip +2, disarm +1), martial training

Combat Gear potion of cure serious wounds, potion of invisibility, potion of negate aroma; Other Gear +5 spidersteel SS uniform ([+5 studded leather]; +9 armor, DR 2/—), amulet of shock mighty fists +4, belt of physical perfection +6, cloak of resistance +5, ring of protection +5, combat pistol (20 bullets)

When the fall of the third reich became imminent, a donnerkrieger led fleeing nazi officials to Argentina. All of them have long since died but their twisted dreams live on in secretive aryman communities hidden in the wilderness of the continent’s rainforests, all in wait of Siegrech’s rise to the fore of world powers. These communities are secretly kidnapping locals and brainwashing them as suicide soldiers, bent on terrorist acts in the name of anarchy. Once a sizable force is created, they are to be let upon the rest of the world. Siegreich and his forces, the Angel Soldaten, will then come out to become the world’s new “saviors” by stopping the anarchists using implanted suggestion to make the task simple.
SNIPER

CR 15—XP 51,200

Male human ranger 12 [hs 3, meganaut 1]
N Medium humanoid (human, hyper)
Init +13; Senses darkvision 60 ft.; Awareness +18
DEFENSE

AC 27, bullet 27, touch 24, flat-footed 16 (+3 armor, +2 deflect, +10 Dex, +1 dodge, +1 hyper)
hp 112 (12d10+36+6); Hyper Bonus +1
Fort +11, Ref +19, Will +6
Defensive Abilities evasion

OFFENSE

Speed 50 ft.
Melee [+1 shock] +1 keen bladed gauntlet +20/+15/+15/+10 (1d4+7, Crit 19-20/x2)
Ranged [+1 shock] +1 keen composite (+5) longbow +27/+22/+22/+22/+17
or +25/+25/+20/+20/+15 (first shot 2d8+20 plus 2d6 electric, Range 110 ft., Crit 19–20/x2) and (1d8+10 plus 1d6 electric, Crit 19–20/x2, Range 110 ft.)

Special Attacks favored enemy (constructs +4, humans +6, monstrous humanoids +2), hunter’s bond (companions), hyper bonus +1

Ranger Spells Prepared (CL 15th; concentration +16)
3rd— instant enemy
2nd— bloodhound, versatile weapon
1st— ant haul, glide, gravity bow

TACTICS

Combat Sniper gets into cover from a great distance before engaging with a full round of ranged attacks.

Morale Sniper is stubbornly persistent and first retreats when reduced to 15 hp or less.

STATISTICS

Str 20, Dex 30, Con 14, Int 15, Wis 13, Cha 8, Luck 16, Rep 19
Hyper Strength 1, Hyper Dexterity 2 (Dexterous Footwork, Dexterous Warrior)

Base Atk +12; CMB +18; CMD 31

Feats Alertness, Clustered Shots, Deadly Aim, Dodge, Endurance, Improved Unarmed Strike, Manyshot, Mobility, Pinpoint Targeting, Point-Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Snap Shot; Hyper Feats Extra Hyper Attribute, Hyper Wealth

Skills Athletics +20, Awareness +18, Craft (mechanical) +9, Craft (weapons) +14, Heal +5, Intimidate +14, Knowledge (nature) +8, Knowledge (technology) +9, Search +19, Sense Motive +8, Spellcraft +9, Stealth +35, Survival +16 (+22 to track), Use Technology +11

Languages Chinese, English, Russian

SQ camouflage, favored terrains (underground +2, urban +4), hunter’s bond (companions), hyper attack 1, hyper initiative, hyper mortality, quarry, swift tracker, track +6, wild empathy +11, woodland stride

Combat Gear potions of cure serious wounds (2); Other Gear [+1 shock] +1 keen composite (+5) longbow with 40 arrows and 15 [+1 brilliant energy] arrows, belt of physical might +2 (Str, Dex), bracers of greater shadow armor +3, ring of protection +2, hoverbike, nightvision goggles

The grandson of Mercury found out about his family’s true history after the tragic death of his parents, taking up the bloody mantle of Sniper despite the darkness cast upon it by his murderous grandfather at the end of the last century. He operates throughout the East Coast but predominantly in Neo York, outing neo-deputies that have become nothing but hypercorporate lackeys or corrupt police officers. Sniper’s superior network of netjacker informants have kept him in the loop for most global events and he’s been known to work alongside the Order of the Tide, Soldier Corps, UNIFIED, and even the Zodiac Defenders on occasion, but those in the know have heard he’s started operating with Override (meaning the archer’s legacy is likely to come to an end soon).

By day Sniper works against the efforts of evil hypercorporations as Michael Conrad, CEO of Oriviachan. Most of his business model relies on dumbing down the gadgets he uses in the field (or those brought to him by thieves) to be sold as toys all over the world, providing an essential service for operators that all ultimately become a part of the archer vigilante’s network. Much of his time is tied up in litigation—as many of the items he produces are made from stolen property—but prosecutors rarely follow things to their end, leaving Sniper to do his work.
Old male human veloces 8 [hs 4, meganaut 2]
NG Medium humanoid (human, hyper)
Init +12; Senses darkvision 60 ft.; Awareness +7

DEFENSE

AC 26, bullet 25, touch 25, flat-footed 17 (+5 armor, +8 Dex, +1 dodge, +2 hyper)
hp 107 (8d8+56+12); Hyper Bonus +2
Fort +14, Ref +18, Will +4
Defensive Abilities evasion, swift dodge +4; DR 5/advanced
Hyper Flaw fetish (battlesuit)

OFFENSE

Speed 100 ft., leap (20 ft. horizontal, 10 ft. vertical)
Melee unarmed +20/+15/+15 (1d3+14 plus 1d6 electricity)
Special Attacks dash 24 rounds/day, hyper bonus +2
Veloces Spell-Like Abilities (CL 12th; concentration +18)
9/day—burst of speed (close range, +30 ft, 4 targets)

TACTICS

Combat Splits uses dash and runs to the inside of an enemy grouping to use Whirlwind Attack or stays on the move with Spring Attack.
Morale Splits flees when reduced to 20 hp or less.

STATISTICS

Str 24, Dex 26, Con 22, Int 18, Wis 10, Cha 14, Luck 18, Rep 24
Hyper Strength 2 (Strong Leap, Strong Warrior),
Hyper Dexterity 2 (Dexterous Footwork, Dexterous Strikes),
Hyper Constitution 2 (Hyper Age), Hyper Intelligence 1
Base Atk +6; CMB +15 (+17 trip); CMD 34 (36 vs. trip)
Feats AlertnessB, DodgeB, Combat Expertise, Combat Reflexes, Deflect ArrowsB,
Improved Trip, Improved Unarmed StrikeB, MobilityB, SidestepB, Spring AttackB,
TechnologistT(H), Whirlwind Attack, Hyper Feats Extra Hyper Attribute (2)
Skills Acrobatics +19, Athletics +22, Awareness +7, Bluff +5, Diplomacy +6, Heal +4,
Knowledge (geography, history, nature, technology) +8, Search +8, Sense Motive +7, Stealth +19, Survival +5,
Use Magic Device +6, Use Technology +8
Languages Chinese, English, Japanese, Russian, Spanish
SQ career 9/day, hyper attack 1, hyper initiative, hyper mortality, impart swiftness, kip up, marathon runner, rapid drinker, rapid wondrous activation, touch of speed, veloces enigma (charging juggernaut, personal slipstream)
Combat Gear potions of cure serious wounds (2); Other Gear [+1 shock amulet of mighty fists], [+4 invulnerable haramaki], [belt of physical perfection +2], hyperjack, nightvision goggles

A Japanese Defense Force project begun in the end of the 20th century bore fruit in the son of head researcher Shiro Yamada: Hiro. Early, clumsy genetic encoding bred a child with the superior acuity and reflexes required to operate the DRS (Disaster Relief Specialist) suit, granting enhanced strength, durability, and most importantly, speed. It wasn’t long before the brilliant youth deduced the militarized plans being implemented into the project after his father’s mysterious death, fleeing with the armor and living a life on the run from Fujitsaku Enterprises—Hiro has been a thorn in the side of corrupt businesses and nations since the speedster known as Splits. Though once a member of UNIFIED as well as Soldier Corps, after the tachyon flux Hiro has become a mysterious recluse and the few confirmed sightings of the old operator have been with Override (often preceding the deaths of several other individuals).

Throughout the hypercorporate espionage community he is known for being fastidiously straightforward, quick to act, and brutally effective (if not always in the most intelligent, straightforward fashion), but the exploits of his youth are the stuff of legend. Ridiculously impulsive and utterly lacking in wisdom, the immature speedster was the source of numerous catastrophes across the world—Hiro is rumored to have spent an entire decade fighting against undead spirits he unleashed by rapidly exploring Egyptian tombs, looking for a nemesis that had holed up beneath the pyramids—and he still seeks redemption for the dangerously foolish mistakes of his past. The descendents of those he has caused the wrongful death of that are able track the speedster down and prove he has injured them in some way are able to call on Splits for a single favor (duties that keep him extremely busy).
TOMAHAWK

Male half-elf ranger 6/fighter 5 [hs 7, meganaut 3]
NG Medium humanoid (human, hyper)
Init +13; Senses darkvision 60 ft., low-light vision; Awareness +26

**DEFENSE**

AC 28, bullet 24, touch 20, flat-footed 19 (+6 armor, +6 Dex, +1 dodge, +3 hyper, +2 natural)
hp 174 (11d10+88+21); Hyper Bonus +3
Fort +19, Ref +15, Will +10; +2 vs. enchantment
Defensive Abilities bravery +1, evasion; DR 4/—; Immune exhaustion, fatigue, sickened, sleep
Hyper Flaw fetish (magic tomahawks)

**OFFENSE**

Speed 50 ft. leap (10 ft. vertical, 20 ft. horizontal)
Melee +1 keen ghost touch hand axes +23/+18/+18/+13/+13 or +21/+21/+16/+16/+16/+11 (1d6+13, 19-20/Crit x3)
Special Attacks favored enemy (humans +4, magical beasts +2), hunter’s bond (companions), hyper bonus +3, rend (1d10+9), weapon training 1 (axes)
Hyper Spell-Like Abilities (CL 18th; concentration +25)
at will—detect magic
10/day—protective ward (10-ft.-radius, 7 rounds, +4 deflection)
Ranger Spells Prepared (CL 13th; concentration +17)
1st—lead blades, pass without trace

**TACTICS**

Combat Tomahawk tries a diplomatic resolution but when that fails, activates protective ward.
Morale Tomahawk intends to die in battle like his predecessors and fights to the death.

**STATISTICS**

Str 23, Dex 22, Con 24, Int 18, Wis 19, Cha 21, Luck 24, Rep 29
Hyper Strength 2 (Strong Leap), Hyper Dexterity 2 (Dexterous Footwork),
Hyper Constitution 2 (Hyper Endurant, Hyper Tough), Hyper Intelligence 1 (Hyper Analysis +1 for 7 rounds 1/day), Hyper Wisdom 1 (Tactical Genius 1/day), Hyper Charisma 1 (Likable Advice 1/day)
Base Atk +11; CMB +20; CMD 37
Skills Acrobatics +9, Athletics +20, Awareness +26, Bluff +8, Diplomacy +8, Disable Device +10, Handle Animal +13, Heal +11, Intimidate +12, Knowledge (geography) +10, Knowledge (nature) +10, Knowledge (nobility) +5, Knowledge (technology) +8, Ride +13, Search +13, Sense Motive +10, Spellcraft +11, Stealth +20, Survival +18, Use Magic Device +9, Use Technology +9, Vehicular Control +11
Languages Dwarven, Elven, English, Russian, Sioux
SQ armor training 1, favored terrain (urban +2), hyper attack 2, hyper focus 3/day, hyper initiative, hyper mortality, hyper rest, keen senses, track +6, wild empathy +11
Combat Gear potions of cure serious wounds (2); Other Gear +1 keen ghost touch hand axes (2), +4 ghost touch leather armor, belt of physical perfection +2, headband of mental superiority +2, amulet of natural armor +2, ring of evasion, nightvision lenses

An alter sapiens in every generation of the tribes of Wówičakȟe Oyáŋke excels far beyond their peers and comes to house an embodiment of power known as Tomahawk. Bloodline doesn’t appear to factor into it, only devotion to their kin—the spirit of Tomahawk chooses its vessel with a rhyme and reason known only to the Sioux Tribal Council. These elders also sanction and choose what activities Tomahawk engages in and are even rumored to be able to remove his powers (few other explanations suffice for the death of a Tomahawk in 2082). John Runningwolf took on the mantle in 2086 and has done the name proud since, strictly undertaking operations that are ecologically friendly.
TORIUS

CR 21/MR 10—XP 409,600

Male human barbarian (invulnerable rager) 11 [hs 4, hypernaut 2]
CN Medium humanoid (human, hyper)
Init +16; Senses low-light vision; Awareness +11

DEFENSE
AC 25, bullet 23, touch 23, flat-footed 18 (+4 deflect, +5 Dex, +2 dodge, +2 hyper, +2 natural)
hp 232 (11d12+143+12); Hyper Bonus +2
Fort +19, Ref +10, Will +5; +4 vs. fear
Defensive Abilities hard to kill; DR 5/—; Resist cold 3

OFFENSE
Speed 70 ft.
Melee unarmored +22/+17/+17/+12 (1d4+11)
Ranged strong hurl +17 (1d8 per 100 pounds+15
or 4d8 per 400 pounds+20, Range 30 ft.)
Special Attacks champion’s strike (sudden attack +10), greater rage (30 rounds/day), hyper bonus +2, legendary champion, rage powers (brawler, good for what ails you, greater brawler, increased damage reduction, spell sunder)
Hyper Powers (CL 15th, concentration +23)
4/combat—size decrease (hyper flaw: tiring)
4/combat—size increase (hyper flaw: tiring)

TACTICS
Combat Torius immediately rages (+6 Str, +6 Con, Two-Weapon fighting, unarmored to 1d6) and only uses size increase (typically once a round up to Gargantuan) after his allies attack.
Morale Torius is foolhardy and fights until reduced to 60 hp, using size decrease to virtually disappear.

STATISTICS
Str 29, Dex 20, Con 30, Int 8, Wis 10, Cha 14, Luck 18, Rep 20
Hyper Strength 1 (Strong Hurl, Weaponize Grapple)
Base Atk +11; CMB +22 (+32 grapple); CMD 43 (53 vs. grapple)
Feats Alertness, Body Shield, Chokehold, Dodge, Improved Grapple, Improved Unarmed Strike, Greater Grapple, Power Attack, Rapid Grappler, Toughness; Hyper Feats A Bit Abberant, Extra Attribute Trait;
Mythic Feats Dodge, Drink Is Life, Improved Grapple, Titan Strike, Toughness
Skills Acrobatics +13, Athletics +23, Awareness +11, Craft (pottery) +3, Handle Animal +6, Intimidate +10, Knowledge (History) +5, Linguistics +0, Ride +9, Survival +4, Use Magic Device +8
Languages English, Latin
SQ amazing initiative, champion abilities (critical master, devastating smash, fleet warrior, impossible speed, maneuver expert, perfect strike, shatter spells, titan’s rage, to the death, uncanny grapple), fast movement, force of will, hyper attack 1, hyper initiative, hyper mortality, immortal, mythic power (23 points), mythic path (champion), mythic saving throws, recuperation, surge +1d12, unstoppable
Combat Gear potions of cure serious wounds (2); Other Gear amulet of natural armor +3, cord of stubborn resolve and physical perfection +6, ring of protection +4

Torius’ impressive thirst for alcohol leaves him unable to reveal precisely how he came to be trapped with demon lords and the titans, the nature of his liberation during the tachyon flux, or much about his time there (wherever that was). Since his return to Earth however, he has become widely feared by hypercorporations and nations alike. Nobody is ever really sure of what the Master of Many Sizes’ motives or goals are at any time, but few believe the reason the god gives for his actions—revelry. Time and again he has been found nearby sites of theft or great destruction, but elements of his passing while fully reduced are so small that even advanced technology and epic magic often fail to find proof he was or was not in any given location. Despite his chaotic nature and penchant for drinking in great excess, Torius is highly sought after by operator teams in need of either brawn or stealth.
VERDANT SORCERESS
CR 26—XP 2,457,600
Female chlorvian sorcerer 11/monk (martial artist) 5 [hs 8, parallel 2/savant 1]
NG Medium humanoid (chlorvian)
Init +12; Senses low-light vision; Awareness +23

DEFENSE
AC 44, bullet 43, touch 34, flat-footed 39 (+4 mage armor, +5 deflect, +4 Dex, +1 dodge, +4 hyper, +6 monk, +6 natural, +4 shield)
hp 254 (5d8+11d6+155+35); Hyper Bonus +4
Fort +22, Ref +18, Will +25; +2 vs. mind-affecting effects, paralysis; +6 vs. sleep
Defensive Abilities bloodline arcana, evasion, rooting 19 minutes/day;
Immune disease, fatigue, poison
Hyper Flaw dependency (sunlight), fetish (herbalist satchel, meditation incense)

OFFENSE
Speed 40 ft.
Melee +1 called spell-storing quarterstaff flurry +17/+17/+12/+12/+7 (1d6+9)
or unarmed flurry +14/+14/+9/+9/+4 (1d8+6)
Ranged +3 returning ironwood shuriken flurry +19/+19/+14/+14/+9 (1d2+9, Range 10 ft.)
Special Attacks exploit weakness (swift action, +2), hyper bonus +4, massmorph, pain points, perfect strike 13/day, stunning fist 13/day (DC 23)
Hyper Spell-Like Abilities (CL 24th; concentration +33)
13/day—tanglevine (CMB +33); Bloodline Spell-Like Ability (CL 19th, concentration +29)
9/day—awaken (DC 24), focused scrutiny, sickening entanglement (DC 21), summon nature’s ally V, summon nature’s ally VI, wilderness soldiers
Sorcerer Spells Known (CL 19th; concentration +29)
5th (6/day)—overland flight, plant shape I, wall of thorns
4th (8/day)—black tentacles, command plants, forgetful slumber, stoneskin
3rd (8/day)—arcane sight, deep slumber, haste, slow, speak with plants
2nd (9/day)—barkskin, glitterdust, mirror image, protection from arrows, resist energy, see invisibility
1st (9/day)—entangle, mage armor, magic missile, ray of enfeeblement, shield, sleep
0th—breeze, chameleon scales, detect magic, drench, mage hand, prestidigitation, read magic, root, scoop

Bloodline verdant Special verdant heart (racial)

TACTICS
Combat The Verdant Sorceress summons plant creatures, supporting them with spells.
Morale The Verdant Sorceress only flees when reduced to 20hp or less.

STATISTICS
Str 15, Dex 18, Con 26, Int 20, Wis 20, Cha 28, Luck 26, Rep 35
Hyper Constitution 1 (Hyper Blooded), Hyper Charisma 1 (Hyper Following: Awakened Plants)
Base Atk +8; CMB +18; CMD 40
Feats Alertness, Augment Summoning, Combat Reflexes, Deflect Arrows, Dodge, Eschew Materials, Improved Unarmed Strike, Iron Will, Greater Weapon Focus (quarterstaff), Perfect Strike, Quarterstaff Master, Skill Focus (Knowledge [nature]), Spell Focus (conjuration), Summon Plant Ally, Sunlight Summons, Toughness, Weapon Focus (quarterstaff), Weapon Specialization (quarterstaff); Hyper Feats Hyper Peripheral (create water), Parallel Access (3), Powerful Talent (Physical Enhancement +5 [Str, Dex]; hyper flaw: fetish [meditation incense: 1 minute use for 1 hour effect])
Skills Acrobatics +15, Athletics +10, Awareness +23, Bluff +13, Craft (alchemy) +18, Craft (woodworking) +13, Diplomacy +25, Handle Animal +15, Heal +15, Intimidate +13, Knowledge (arcana) +13, Knowledge (nature) +26, Profession (herbalist) +18, Sense Motive +23, Spellcraft +18, Stealth +10, Survival +8, Use Magic Device +28; Racial Modifiers +4 Stealth in forest, jungle, or swamps
Languages Aklo, English, Elven, Nepali, Sylvan, Treant, Vegepygmy
SQ chlorvian racial traits (sociable, symbiotic), extreme endurance, fast movement, high jump, hyper attack 2, hyper initiative, hyper focus 4/day, hyper mortality, hyper rest, maneuver training

Combat Gear boots of vaulting, gloves of arrow snaring; Other Gear +1 called spell-storing quarterstaff, +3 returning ironwood shuriken (10), belt of constitution +6, cloak of resistance +3, headband of mental superiority +4, last leaves of the autumn dryad, ring of evasion, ring of protection +5, robe of arcane heritage

Florisley Avergreen was blasted by the tachyon flux while using a portal between planets, creating a space-time anomaly that deposited a duplicate of her in Kathmandu on Earth. Found by the Scion of Chi and instantly recognized as a kindred soul, she has since become integral to the mystical metropolis.
VLAD III DRACULA

Male human hyper vampire swashbuckler 19 [hs 10]
LE Medium undead (augmented humanoid, hyper)
Init +27; Senses darkvision 120 ft; Awareness +34

DEFENSE
AC 59, bullet 52, touch 44, flat-footed 39 (+8 armor, +13 Dex, +5 deflect, +6 dodge, +10 hyper, +6 natural)
hp 417 (19d10+266+42) fast healing 10; Hyper Bonus +5
Fort +26, Ref +29, Will +16
Defensive Abilities channel resistance 22; DR 10/magic and silver; Immune undead traits; Resist acid 30, fire 30, cold 32, electricity 32; SR 21 (absorbs 50 spell levels of up to 8th-level)

OFFENSE
Speed 30 ft.; fly 90 ft (perfect)
Melee +5 wounding speed rapier +49/+49/+44/+44/+39/+39/+34/+34 (1d6+31 plus 1 bleed and energy drain, Crit 15–20/x2)
or 2 claws +32 (1d8+13 plus energy drain and chill touch, DC 24)
Ranged +5 collapsing igniting speed composite (+5) longbow
+42/+42/+37/+37/32/+32/+27/+27 (1d8+15 plus 1d6 fire, Crit x3, Range 110 ft.)
Special Attacks aura of despair (29 round/day), blood drain, children of the night, children of darkness, create hyper spawn, dominate (DC 37), energy drain (3 levels, DC 37), hand of shadows, life stealer (DC 37), overshadow the sun; Panache Points 12

TACTICS
Combat Vlad is arrogantly confident despite his paranoia, taking pleasure from slashing enemies to ribbons and pausing only to inflict devastating critical attacks.
Morale Vlad uses getaway boots (keyed to his personal crypt, a location known only to the Knight Marshal of the Sange) when reduced to 25% health.

STATISTICS
Str 22, Dex 36, Con —, Int 22, Wis 20, Cha 36, Luck 30, Rep 43
Hyper Charisma 2 (Hyper Confident: Intimidate), Hyper Dexterity 2 (Dexterous Strikes)
Base Atk +19; CMB +37; CMD 59
Feats Agile Maneuvers, Alertnessb, Bleeding Criticalb, Critical Focus, Critical Masteryb, Dodgeb, Combat Expertise, Combat Reflexesb, Extra Panache, Impaling Critical, Improved Initiativeb, Improved Unarmed Strikeb, Lightning Reflexesb, Lunge, Power Attack, Slashing Grace, Toughnessb, Staggering Criticalb, Stunning Criticalb, Weapon Focus (rapier), Weapon Specialization (rapier); Hyper Feats Extra Hyper Attribute (2), Hyper Peripheral (disrupt undead), Telepath, Powerful Talent (aura of despair)
Skills Acrobatics +35, Awareness +34, Bluff +43, Diplomacy +24, Intimidate +35, Knowledge (local, nobility) +17, Knowledge (history) +14, Knowledge (planes, religion) +25, Ride +22, Sense Motive +35, Stealth +40, Use Magic Device +32; Racial Modifiers +8 Awareness, +8 Bluff, +8 Sense Motive, +8 Stealth
Languages Aklo, English, French, German, Romanian, Russian, Turkish; telepathy 200 ft.
SQ air of majesty, deeds (all), change shape (dire bat or wolf, beast shape II), charmed life 7/day, gaseous form, hand of shadows, hyper attack 3, hyper focus 5/day, hyper initiative, liege of shadows, nimble +5, panache, scion of negative energy 20/day, shadowless, spider climb, swashbuckler finesse, swashbuckler weapon training +4
Combat Gear potions of invisibility (2); Other Gear +5 collapsing igniting speed composite (+5) longbow (10 arrows), +5 ring of protection, +5 wounding speed rapier, +8 bracers of armor, belt of physical might +6 (Dex, Str), getaway boots, hand of glory, headband of mental superiority +6, lavender and green ellipsoid ioun stone, mantle of spell resistance, greater ring of energy resistance (acid), greater ring of energy resistance (fire)

Once a struggling, would-be prince of Wallachia in the mid-1400s, Vlad sought power at Transylvania’s negative energy font and emerged as its scion: the first vampire. After several centuries he has returned to rule his homeland, this time with a benevolent, humanitarian hand; however, the Father of Vampires fights an increasingly difficult battle against the negative energy inside him to keep a grip on both his sanity and identity.
Female dwarf netjacker 10 [hs 5, meganaut 1/parallel 1]
LG Medium humanoid (dwarf, hyper)
Init +11; Senses darkvision 60 ft.; Awareness +16

**DEFENSE**

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

**OFFENSE**

Speed 30 ft.
Ranged [+1] +1 metarifle +19/+14/+14 touch or +17/+17/+12/+12 touch (2d6+6 cold, fire, electric, or sonic, Range 150 ft.)

Special Attacks calculated attack +2, hyper attack +2
Hyper Spell-Like Abilities (CL 15th, concentration +25)
5/day—rapid repair (hyper flaw: powered)
10/day—make whole, technomancy

**TACTICS**

Combat W.A.T.S.O.N. covers S.H.E.R.L.O.C.K. (page 137) as it engages opponents in melee, keeping to cover but always within a few dozen feet so she is able to quickly repair the robot.
Morale W.A.T.S.O.N. retreats when S.H.E.R.L.O.C.K. is reduced to 20 hp or less and she can’t repair it.

**STATISTICS**

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

Hyper Dexterity 1 (Dexterous Footwork),
Hyper Intelligence 2 (Hyper Analysis +2 for 5 rounds 2/day, Hyper Ingenuity 2/day)
Base Atk +7; CMB +8; CMD 32

Feats AlertnessB, Combat Expertise, Craft Technological ItemTG(B), DodgeB, Extra Evolution, Improved Unarmed StrikeB, Point-Blank Shot, Rapid Shot, TechnologistTG(B), Toughness;
Hyper Feats Electronic Telepath (75 ft.),
Extra Attribute Trait, Extra Hyper Attribute

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

Languages Chinese, Draconic, Dwarven, Elven, English, French, German, Halfling, Italian, Japanese, Russian, Spanish

SQ hacking talents (equipment malefactor, fast fix, invisibility to tech, make-it-fit [10 robotic points, 10 rounds], override control), hyper attack 1, hyper dwarf (+2 Craft [mechanical, weapons]), hyper focus 2/day, hyper initiative, hyper mortality, hyper rest, robot artist (SHERLOCK, page 137), stonecunning, tech master, tech savant, tech wiz

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

The British Government has been using S.H.E.R.L.O.C.K. (Steam Heated Electric Robot Legally Owned by Country and King) since the 1940s, but not as a solitary unit for some time. Emma Goldsmythe excelled in underworld circles providing tech for the darker side of society until British Secret Intelligence discovered her, and after a whirlwind education at England’s finest universities, she earned assignment to the longtime robotic soldier as the only active agent to hold the W.A.T.S.O.N. (Wartime Agent and Technical Special Operations Navigator) rank.
WILD ONE

CR 9—XP 6,400

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

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

OFFENSE
Speed 20 ft.
Melee mwk club +9/+4 (1d4+1)
Ranged +1 revolver +13/+8 (1d6+2, Crit 19–20/x2, Range 20 ft.)
Special Attacks calculated attack +2

TACTICS
Combat Wild One stays mounted on his getaway proxy (page 137), making Ride By Attacks while the getaway proxy makes Spring Attacks. When cornered, the getaway proxy opens fire with its flamethrower; knowing he’ll usually be outnumbered and outgunned, Wild One uses hit and run tactics to slowly wear opponents down.

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

STATISTICS
Str 10, Dex 19, Con 15, Int 18, Wis 10, Cha 10, Luck 12, Rep 12
Hyper Dexterity 1 (Dexterous Skills), Hyper Intelligence 1 (Hyper Smart 1/day)
Base Atk +6; CMB +6; CMD 24
Skills Awareness +13, Craft (mechanical) +25, Knowledge (local) +15, Stealth +19, Use Technology +23, Vehicular Control +15
Languages Chinese, English, Gnome, Nepali, Russian, Sylvan, Thieves’ Kant
SQ robot artist, gnome magic, hacking talent (equipment malefactor, invisibility to tech, override control, smart dodge), hyper gnome (roll twice and take the better result on Bluff or Diplomacy 1/day), hyper mortality, tech savant, tech wiz

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

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

Renowned for his daring and talent to remain beneath the notice of authorities, Wild One has begun to make a prominent name for himself beyond the confines of Lucrum. He’s been sighted working in Neo York and other cities on the eastern seaboard, but more importantly he’s a cewebrity. Wild One earned the respect of Ennganyar through a battle on Xypher that quickly went viral—fighting inside of giant mechas, they trashed great swathes of the spam server until finding through their banter that they shared many philosophical tennets, sparking a steadfast friendship.
Hypercorps 2099 includes descriptions and statistics for more than four dozen unique heroes and villains but part of the fun of the game is taking familiar monsters we already know—behir, dragons, giants, oozes, rust monsters, treants, vegepygmies, and everything in between—and using them in new ways. This section of the book provides simple templates to make a variety of hyper creatures, as well as pre-built creatures you can drop right into your game (hyper or otherwise)!

**Abbernaut Template (CR +2)**
Abbernaut creatures are super-powered mutations as powerful as they are disfigured. An abbernaut creature’s quick and rebuild rules are the same.

**Rebuild Rules:**
- **Hit Points**: +3 hp per hit dice;
- **Senses**: darkvision 60 ft.;
- **Attacks**: increase damage dice of natural attacks by 1 step;
- **Special Qualities**: one monster ability that has no prerequisites (page 195);
- **Flaw**: disturbing;
- **Special**: +1 hyper bonus to AC, attacks, damage, saves, CMB, and CMD.

**Bodytech Template (CR +1)**
Bodytech creatures have one or more of their limbs replaced by advanced mechanical counterparts. A bodytech creature’s quick and rebuild rules are the same. Note that this template may be added more to a creature multiple times.

**Rebuild Rules:**
- **Hit Points**: +1 hp per hit dice;
- **Gear**: two pieces of cyberware (up to 10,000 bt each);
- **Special**: +1 hyper bonus to AC, attacks, damage, saves, CMB, and CMD.

**Meganaut Template (CR +2)**
Meganaut creatures are smarter, faster, and stronger than others of their kinds. A meganaut creature’s quick and rebuild rules are the same.

**Rebuild Rules:**
- **Hit Points**: +2 hp per hit dice;
- **Ability Scores**: +4 hyper bonus to two attributes and two corresponding attribute traits at hyper attribute rank 2 (page 198);
- **Special**: +1 hyper bonus to AC, attacks, damage, saves, CMB, and CMD.

**Parallel Template (CR +2)**
Parallel creatures have access to uncanny abilities. A parallel creature’s quick and rebuild rules are the same.

**Rebuild Rules:**
- **Hit Points**: +2 hp per hit dice;
- **Spell-Like Abilities**: three spell-like abilities determined by hit dice, each usable spellcasting modifier times per day (use highest attribute modifier as spellcasting modifier);
- **Special**: +1 hyper bonus to AC, attacks, damage, saves, CMB, and CMD.

**Savant Template (CR +2)**
Savant creatures are exceptionally talented, skilled in all manner of things. A savant creature’s quick and rebuild rules are the same.

**Rebuild Rules:**
- **Hit Points**: +3 hp per hit dice;
- **Ability Scores**: +2 hyper bonus to any two attributes;
- **Skills**: +1 hyper bonus to all skills;
- **Special**: +2 hyper bonus to AC, attacks, damage, saves, CMB, and CMD.

<table>
<thead>
<tr>
<th>Hit Dice</th>
<th>Spell-Like Abilities</th>
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<tbody>
<tr>
<td>1–5</td>
<td>any two 1st-level, any 2nd-level</td>
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<tr>
<td>6–10</td>
<td>any two 2nd-level, any 3rd-level</td>
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<tr>
<td>11–15</td>
<td>any two 3rd-level, any 4th-level</td>
</tr>
<tr>
<td>16–20</td>
<td>any two 4th-level, any 5th-level</td>
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A prime human specimen, this gray-uniformed soldier has shocking blonde hair and bright, chilling blue eyes.

**ANGEL SOLDATEN**  **CR 9—XP 6,400**

<table>
<thead>
<tr>
<th>Stat</th>
<th>Value</th>
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<tbody>
<tr>
<td>Str</td>
<td>18</td>
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<td>Dex</td>
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<td>Con</td>
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<td>Wis</td>
<td>20</td>
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<td>Cha</td>
<td>12</td>
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**Init** +5; **Senses** darkvision 60 ft., low-light vision; **Awareness** +17

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**Defense**

**AC** 22, bullet 18, touch 17, flat-footed 16 (+5 armor, +5 Dex, +1 dodge, +1 hyper)

**hp** 92 (5d10+2d8+40+11); **Hyper Bonus** +1

**Fort** +10, **Ref** +10, **Will** +7

**Defensive Abilities** bravery +1, evasion; DR 5/magic

**Offense**

**Hyper Flaw** fetish (battlesuit)

**Hyper Spell-Like Abilities** (CL 7th, concentration +12)

- 1st (5/day)—*magic missile, shield*
- 2nd (5/day)—*fly*
- 3rd (4/day)—*dragon’s breath*
- 4th (4/day)—*alter sapiens*
- 5th (3/day)—*scorching ray*
- 6th (3/day)—*fly, dragon’s breath* (hyper flaw: powered [battlesuit])
- 7th (3/day)—*scorching ray* (hyper flaw: powered [battlesuit])

**Tactics**

**Combat** Angel Soldaten focus their fire on targets one by one—otherwise they provide cover so an ally can complete the team’s objective.

**Morale** Angel Soldaten fight to the death unless commanded to retreat.

---

**Statistics**

**Str** 20, ** Dex** 20, **Con** 20, **Int** 20, **Wis** 20, **Cha** 20, **Luck** 14, **Rep** 19

**Base Atk** +6; **CMB** +12; **CMD** 28

**Feats** Alertness[8], Dodge[8], Far Shot, Improved Natural Weapon (unarmed)[8], Improved Unarmed Strike[8], Point-Blank Shot[8], Rapid Shot, Technologist[8], Weapon Focus (rifle)[8], Weapon Specialization (rifle)[8]; **Hyper Feats** A Bit Abberant (darkvision, low-light vision)

**Skills** Acrobatics +15, Athletics +15, Awareness +17, Bluff +12, Intimidate +15, Linguistics +11, Profession (soldier) +12, Search +17, Sense Motive +17, Stealth +17, Survival +17, Use Technology +9, Vehicular Control +9

**Languages** Chinese, English, German, Italian, Japanese, Mapudungun, Portuguese, Russian, Spanish

**SQ** armor training 1, hyper attack 1, hyper mortality, rogue talent (fast stealth), trapfinding

**Combat Gear** potions of cure serious wounds, potion of invisibility, potion of pass without trace; **Other Gear** +1 invulnerable chain shirt, LUCRUM rifle with clip (80 bullets), mwk longsword, commlink, hyperjack

These genetically designed Nazi offspring are the footsoldiers of Siegreich, commander of the Fourth Reich, and are seeded in cities across the world in various positions of power.
Standing well over a hundred feet tall, this gigantic creature’s four spindly limbs seem incapable of supporting its own weight, let alone the smooth steel carapace that protects it. Over a dozen eyes stare out of its face in different directions above a pair of mandibles dripping with foul-smelling toxins.

**Dakai**

CN Colossal aberration (robot)  
Init +11; Senses darkvision 120 ft.; Awareness +43  

--- **DEFENSE** ---  
AC 42, bullet 9, touch 9, flat-footed 35 (+11 armor, +7 Dex, +22 natural, –8 size)  
hp 690 (40d8 + 360 plus 150 hp force field)  
Fort +21, Ref +20, Will +25  
Defensive Abilities hardness 20, hyper-resistance, reflective shell, unkillable; Immune acid, bleed, disease, fire, mind-affecting effects, paralysis, permanent wounds, petrification, poison, polymorph; SR 39  
Weakness vulnerable to critical hits  

--- **OFFENSE** ---  
Speed 60 ft., climb 40 ft., swim 120 ft.  
Melee bite +36 (4d6+14 plus poison), 2 claws +34 (2d8+7)  
Ranged 2 laser eye beams +30 touch (6d6 fire, Range 120 ft.), 2 plasma eye beams +30 touch (6d6 plasma, Range 120 ft.)  
Space 30 ft.; Reach 30 ft.  
Special Attacks combined arms  

--- **TACTICS** ---  
Combat Dakai eliminates nearby threats with melee attacks and unleashes eye beams on targets at range.  
Morale Dakai flees when reduced to 50 hp or less.  

--- **STATISTICS** ---  
Str 38, Dex 25, Con 28, Int 7, Wis 17, Cha 12  
Base Atk +30; CMB +56; CMD 63 (67 vs. trip)  
Feats Awesome Blow, Cleave, Combat Reflexes, Greater Overrun, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Overrun, Improved Snap Shot, Improved Sunder, Multiattack, Point-Blank Shot, Power Attack, Rapid Shot, Run, Snap Shot††† (plasma eye beams), Snatch, Weapon Focus (laser eye beams, plasma eye beams)  
Skills Awareness +43, Intimidate +41  
Languages English (can’t speak); telepathy 100 ft.  

--- **ECOLOGY** ---  
Environment coastal  
Organization solitary  
Treasure none  

--- **SPECIAL ABILITIES** ---  
Combined Arms (Ex) When taking a full attack action, Dakai attacks with natural attacks and eye beams simultaneously.  
Hyper-Resistance (Ex) Dakai is considered a hyper creature when determining what can affect it.  
Poison (Ex) Bite—injury; save—Fort DC 30; frequency—2/round for 4 rounds; effect—1d4 Constitution, Strength, and Dexterity drain; cure—3 consecutive saves.  
Reflective Shell (Ex) Dakai’s metallic carapace can deflect any sort of ranged touch attack, magical or otherwise. Whenever a creature hits Dakai with a ranged touch attack that does not also hit Dakai’s normal AC, that effect is reflected to a random square within the original effects normal range. If Dakai succeeds a Reflex save (as an immediate action) that exceeds the original attack roll, the effect instead targets a square of Dakai’s choosing.  
Unkillable (Ex) Dakai can recover from any injury, though not quickly. Even if disintegrated or slain by a death effect, Dakai continues to recover from its injuries as though it were resting. It obviously has some value for its own life and flees when seriously injured, but no means of suppressing this regenerative capability has been discovered.  

The first appearance of Dakai was in September 2090, just over a year after Lucrum landed in the ocean. As a collective defense of the city was mounted, each of the hypercorporations publicly pointed fingers at one another to assign blame. Days later all records of Dakai’s attack and subsequent blame game were erased from all official records—though it had long since leaked to the global media and exists still on the Hypernet. Since then Dakai has attacked Lucrum twice more and made five other appearances around the globe. Each time it has been seriously injured (and once killed) by local forces, though no sign of any damage has persisted between attacks.
PAIN | PANIC DRONES (netjacker 5)
N Tiny constructs (robot)
Init +3 | +4; Senses darkvision 60 ft., low-light vision; Awareness +18|+5

DEFENSE
AC 21|22, bullet 17|18, touch 17|18, flat-footed 18|18 (+4 armor, +4 Dex) (+3) 3d10+6
hp 23 hp | 23 hp (+3) (3d10+6)
Immune netjacker robot traits
Fort +2, Reflex +6|+5, Will +3
Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE
Speed 15 ft., fly 30 ft. (good) | 20 ft., climb 20 ft. (Pain) Ranged dart +7 (1d, Range 30 ft.), energy ray +7 touch (1d4 electricity, Range 30 ft.) (Panic) Melee 2 claws +2 (1d3–1)

STATISTICS
(Pain) Str 7, Dex 16, Con —, Int 5, Wis 12, Cha 7 (Panic) Str 8, Dex 18, Con —, Int 6, Wis 12, Cha 6
Base Atk +3; CMB +1; CMD 13|13
Feats Point-Blank Shot, Skill Focus (Awareness) | Skill Focus (Disable Device), Skill Focus (Stealth)
Skills Awareness +18, Fly +9 | Awareness +5, Disable Device +21, Stealth +27
Upgrades 3; Cost 4,500bt (each); Weight 13 lbs.|16 lbs.

PHOENIX, SNAKE, HOUND DRONES (netjacker 8)
N Small construct (robot)
Init + 3; Senses darkvision 60 ft., low-light vision; Awareness +9

DEFENSE
AC 22, bullet 17, touch 17, flat-footed 16 (+3 armor, +5 Dex, +1 dodge, +2 natural, +1 size)
hp 42 (6d8+15)
Immune netjacker robot traits
Fort +3, Reflex +6, Will +3
Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE
Speed 40 ft., climb 40 ft. (snake only), fly 40 ft. (average; phoenix only), Reach 10 ft. Melee bite +7/+2 (1d6+1); Ranged energy ray +10/+5 (2d4 fire [phoenix], cold [hound] or acid [snake], Range 30 ft.)

STATISTICS
Str 10, Dex 16, Con —, Int 5, Wis 10, Cha 11
Base Atk +6; CMB +6; CMD 20
Feats Dodge, Improved Natural Weapon (bite), Toughness
Skills Acrobatics +9, Awareness +9, Disable Device +8, Search +4
Upgrades 4; Cost 22,000bt; Weight 1,400 lbs.
**HYPER LYCANTHROPE**

"Hyper lycanthrope" is an acquired template that can be added to any creature with the lycanthrope subtype (hereafter referred to as the "base lycanthrope"). A hyper lycanthrope uses the base lycanthrope's stats and abilities except as noted here.

**Hyper Subtype:** A hyper lycanthrope gains the hyper subtype and a hyper score equal to one half the base lycanthrope’s CR (minimum 1). The hyper lycanthrope gains all bonuses from hyper score except for hyper route grades, hyper mortality, and hyper rest.

**CR:** Adjust the base lycanthrope’s CR according to its hyper score (see Table 9–1: Hyper Score).

**AC:** In hybrid or animal form the hyper lycanthrope’s natural armor increases by its hyper score.

**Ability Scores:** Hyper lycanthropes use the best available attribute scores from all of their forms regardless of what form they are in.

**Defensive Abilities:** A hyper lycanthrope is treated as a natural lycanthrope for purposes of DR and shape changing abilities.

**Speed of the Beast (Ex)** At hyper score 1, 3, 7, and 9, a hyper lycanthrope’s base speed increases by +5 feet.

**Children of the Wild (Su)** At hyper score 2, for a number of times per day equal to 1/2 its hyper score, a hyper lycanthrope gains the ability to summon 2d6 mundane animals related to its animal form. These creatures arrive in 2d6 rounds and serve the hyper lycanthrope for 1 hour.

**Legendary Curse (Su)** At hyper score 3, the strength of a hyper lycanthrope’s curse grows. It adds its hyper score to the Fortitude DC of its curse of lycanthropy ability and can affect creatures within 2 size categories of itself. It can also choose for affected creatures to have the abilities of a natural lycanthrope (as opposed to an afflicted lycanthrope).

**Lycanthropic Dominance (Su)** At hyper score 4 the hyper lycanthrope gains dominate monster as an at will spell-like ability. This ability only affects animals related to the hyper lycanthrope’s animal form, but it treats the animals as though they share a common language.

**Inspiring Leader (Su)** At hyper score 5 the hyper lycanthrope can spend a standard action to howl or roar, creating an effect identical to a bard’s inspire courage +2 or inspire competence +2 for animals and lycanthropes related to its animal form. This effect lasts for a number of rounds equal to its hyper score and grants a hyper bonus.

**Dire Shape Change (Su)** At hyper score 6 a hyper lycanthrope can choose to increase in size when assuming its hybrid or animal forms as per enlarge person. Alternately, the hyper lycanthrope can choose to be smaller, as per reduce person. It also gains darkvision 120 ft. in all of its forms.

**Bloody Ferocity (Ex)** At hyper score 7 the hyper lycanthrope becomes even more dangerous. Its natural attacks in hybrid and animal form count as wounding weapons and it gains the rend universal monster ability.

**Hyper Curse (Su)** At hyper score 8 the hyper lycanthrope can choose to make creatures it affects with its lycanthropic curse ability turn into hyper lycanthropes (as opposed to natural or afflicted lycanthropes) and it adds twice its hyper score to the DC of this ability. It can also now affect non-hyper lycanthropes with its lycanthropic dominance ability. Wolfsbane grants no additional saves to creatures affected by the hyper lycanthrope’s bite.

**Hyper Ferocity (Su)** At hyper score 9, a hyper lycanthrope gains the ferocity universal monster ability. For a number of rounds per day equal to its hyper score, the hyper lycanthrope gains fast healing 5 and becomes immune to the effects of silver.

**Lycanthropic Paragon (Su)** At hyper score 10 the hyper lycanthrope becomes a paragon of its kind. It can now affect hyper lycanthropes of a lower hyper score with its lycanthropic dominance ability and its inspiring leader bonuses are increased to +4. The hyper lycanthrope can assume any of its forms as a swift action. Creatures affected by the hyper lycanthrope’s lycanthropic curse can now only be cured by a heal or remove disease as cast by a 12th level cleric within 12 hours.
HYPER VAMPIRE

“Hyper vampire” is an acquired template that can be added to any creature with the vampire template (referred to hereafter as the base vampire). A hyper vampire uses the base vampire’s stats and abilities except as noted here.

Hyper Subtype: A hyper vampire gains the hyper subtype and a hyper score equal to half of the base vampire’s CR (minimum 1). The hyper vampire gains all bonuses from hyper score except for hyper route grades, hyper mortality, hyper rest, or hyper life; a hyper vampire with a pre-existing hyper score loses these abilities.

CR: Adjust the base vampire’s CR according to its hyper score (see Table 9–1: Hyper Score).

Scion of Negative Energy (Su) On a successful hit with natural attacks, a hyper vampire deals 3 levels of energy drain and adds its hyper bonus to the DC to resist this ability. A hyper vampire inflicts energy drain with melee weapons.

Strength of the Ancients (Su) A hyper vampire is invulnerable to all adverse effects from exposure to sunlight for a number of rounds equal to hyper score. As it increases in hyper score, a hyper vampire ignores other vampire weaknesses: garlic (hs 2), mirrors and holy symbols (hs 4), invitation (hs 6), and running water (hs 8). The hyper vampire’s fast healing increases to 10.

Hand of Shadows (Su) At hyper score 2, as a swift action a hyper vampire can wreathe its hands with shadow indefinitely, gaining 2 claw attacks dealing 1d8 damage. At hyper score 2, creatures that take damage from its claw attacks are affected by chill touch (CL equal to hit dice + hyper score).

Improved Resistances (Su) At hyper score 3, a hyper vampire’s channel resistance increases to +8. For every subsequent increase in hyper score this increases by +2 and its elemental resistances increase by +1.

Children of Darkness (Su) At hyper score 4, a hyper vampire can use its children of the night ability once per hour and can expend two uses of the ability to add the advanced template to these summoned creatures. Once per day the hyper vampire can use this ability to instead call 2d6+2 wights or 1d6+1 advanced wights. At hyper score 7, once per day the hyper vampire can call 2d6+1 revenants or 1d6+1 greater shadows.

Liegé of Shadows (Su) At hyper score 5, the hyper vampire can use shadow step as a move action a number of times per day equal to hyper score. The hyper vampire’s darkvision increases to 120 feet.

Improved Domination (Su) At hyper score 6 a hyper vampire can crush the minds of others as a move action and adds its hyper score to the save DC of this ability. By spending a full-round action it can experience all sensory input from a dominated creature (this can only be used on one creature at a time; ending this ability is a free action).

Air of Majesty (Su) At hyper score 6, the hyper vampire’s dark nobility makes it difficult for creatures to do it harm, doubling its hyper bonus to AC.

Vampiric Flight (Su) At hyper score 7, the hyper vampire gains a fly speed equal to triple base speed (perfect maneuverability). When flying the hyper vampire manifests either shadowy wings (gaining its hyper bonus to Disguise and Intimidate) or floats unnaturally (gaining its hyper bonus to Awareness and Stealth).

Create Hyper Spawn (Su) At hyper score 8, a hyper vampire can create hyper vampires or advanced vampire spawn (instead of non-hyper vampires or normal vampire spawn).

Life Stealer (Su) At hyper score 9, as a full-round action a hyper vampire can inhale deeply in order to draw life essence from all creatures within 40 feet. Each creature must succeed at a Fortitude save (DC 10 + the vampire’s HD + the vampire’s Cha modifier) or be affected as per the vampire’s blood drain ability.

Overshadow the Sun (Su) At hyper score 10, a hyper vampire can perform a 10 minute ritual to draw cataclysmic energies from the Shadow Plane and create darkness in a 1-mile radius for up to 5 hours (as per deeper darkness; hyper and mythic vampires can see through this darkness).
This giant mass of thorny vines resembles a humanoid shape but in place of a head it sports a giant mouth with a
tendril-like plant tongue.

**KAWSY SACH’QAQA**

N Gargantuan plant

Init +1; Senses blindsight 120 ft., scent, tremorsense 40 ft.; Awareness +23

---

**DEFENSE**

AC 48, bullet 8, touch 8, flat-footed 46 (+1 Dex, +1 dodge, +40 natural, –4 size)

hp 647 (35d8+490); fast healing 15

Fort +33, Ref +12, Will +14

DR 15/—; immune blind, gaze, plant traits; Resist acid 10, cold 10, electricity 10, fire 10; SR 38

---

**OFFENSE**

Speed 50 ft., burrow 20 ft., climb 20 ft.

Melee bite +39 (4d10+34 plus grab, Crit 19–20/x2),
2 slams +39 (4d8+17 Crit 19–20/x2),
2 claws +39 (4d6+17 plus grab),
tongue +34 touch (grab)

Space 20 ft.; Reach 20 ft.

(30 ft. with tongue)

Special Attacks constrict (4d6 +17),
predator engulf, trample (4d6+8+17, DC 44)

---

**TACTICS**

Combat Kawsay sah’chaqa snatches up a creature and engulfs it before retreating to digest in peace. It tramples over any obstacles and knocks away pursuers.

Morale If reduced to fewer than 150 hit points or if combat continues for more than a minute, kawsay sach’aqa flees underground to find easier prey elsewhere.

---

**STATISTICS**

Str 44, Dex 13, Con 38, Int 5,
Wis 12, Cha 11

Base Atk +26; CMB +47 (+49 bull rush,
+51 grapple, +49 overrun); CMD 59

(61 vs. bull rush, 61 vs. overrun)

Feats Alertness, Awesome Blow,

Skills Athletics +30, Awareness +23, Intimidate +10, Search +2

Languages English (cannot speak), Spanish (cannot speak)

SQ compression, powerful bite

---

**ECOLOGY**

Environment temperate jungles

Organization solitary

Treasure none

---

**SPECIAL ABILITIES**

**Predator Engulf (Ex)** If kawsay sach’aqa begins its turn with an opponent at least two size categories smaller than itself grappled in its mouth, it can close its jaws completely around the foe by making a combat maneuver check (as though attempting to pin the foe, but as a free action). If it succeeds, it engulfs the prey and inflicts 4d10+34 points of damage and 6d6 acid damage as the cavity floods with digestive enzymes. The seal formed is airtight, so an engulfed creature risks suffocation. Engulf is a special form of pinning and an engulfed creature can escape in the same way as though pinned, but since an engulfed creature is contained wholly inside the plant’s jaws it cannot be targeted by effects or attacks that require line of sight or line of effect. If kawsay sach’aqa is grappling or pinning a foe, it cannot attack other targets with its bite or tongue but is not otherwise hindered.

**Powerful Bite (Ex)** Kawsay sach’aqa applies twice its Strength modifier to its bite damage.

Created from excess runoff of FludiPur, the giant plant known as kawsay sach’aqa stalks the Amazon as the unmatched alpha predator of the jungle.
Heavily armed and armored, this soldier’s equipment and weapons are clearly stamped with LUCRUM—no effort is made to hide allegiances.

**LUCRUM OPERATIVE**

CR 7—XP 3,200

Human slayer 5 [hs 1, meganaut 1]
LE Medium humanoid (human)

Init +4; **Senses** darkvision 120 ft.; Awareness +7

---

**DEFENSE**

AC 24, bullet 18, touch 17, flat-footed 19 (+7 armor, +4 Dex, +1 dodge, +1 hyper, +1 shield)

hp 47 (5d10+15); **Hyper Bonus** +1

Fort +8, Ref +9, Will +1

Immune poison, disease

---

**OFFENSE**

Speed 30 ft.; leap (10 ft. horizontal, 5 ft. vertical)

Melee +1 club +11 (1d8+4)

Ranged LUCRUM rifle +13 or +11/+11 or +7/+7/+7 (2d10+3, Crit x4, Range 80 ft.)

**Special Attacks** sneak attack +1d6, studied target (2 targets, +2)

---

**TACTICS**

**Combat** Lucrum operatives attack in unison and focus fire on one target at a time, eliminating spellcasters first.

**Morale** Lucrum operatives do not flee until ordered to do so.

---

**STATISTICS**

**Str** 16, **Dex** 18, **Con** 17, **Int** 13, **Wis** 8, **Cha** 10, **Luck** 12, **Rep** 12

Hyper Strength 1 (Strong Leap), Hyper Constitution 1 (Hyper Blooded)

Base Atk +5; CMB +9; CMD 24

**Feats** AlertnessB, DodgeB, Improved Unarmed StrikeB, Point-Blank Shot, Precise Shot, Quick Draw, Rapid Shot; **Hyper Feats** Hyper Coordination

**Skills** Acrobatics +12, Athletics +8, Awareness +7, Bluff +8, Disguise +8, Search +9, Sense Motive +7, Stealth +12, Survival +7

**Languages** English, one other

**SQ** hyper mortality, slayer talents (deadly range, foil scrutiny), track

**Combat Gear** potion of cure moderate wounds; **Other** Gear +1 breastplate, +1 club, mwk buckler, mwk commlink, mwk nightvision goggles, LUCRUM rifle (linked) with 2 clips (240 bullets), fragmentation grenadeG (2), gravity grenadeG, hyperjack, credchip with 400 bt

---

**SPECIAL ABILITIES**

Corporately Funded (Ex) Lucrum Operatives have gear equivalent to a PC of their level. This increases their CR by 1.

Lucrum employs dozens of types of operatives, but the majority of them are heavily armed, heavily armored, and well equipped. More than merely effective combatants, they are skilled saboteurs and assassins as well. Higher ranking LUCRUM operatives are one-man armies capable of standing toe-to-toe with the strongest *alter sapiens*, but any squad of these warriors is a thing to be feared.

---

**MERACERY FREELANCER**

CR 8—XP 4,800

Half-orc cavalier (strategist) 6 [hs 2, parallel 1]
N Medium humanoid (human, orc)

Init +4; **Senses** darkvision 60 ft.; Awareness +5

---

**DEFENSE**

AC 20, bullet 18, touch 18, flat-footed 15 (+4 armor, +4 Dex, +1 dodge, +1 hyper)

hp 61 (6d10+18+6); **Hyper Bonus** +1

Fort +8, Ref +7, Will +3

**Defensive Abilities** evasion, orc ferocity; **DR** 2/

---

**OFFENSE**

**Speed** 30 ft.

**Melee** +1 keen scimitar +10/+5/+5 (1d6+4, Crit 17–20/x2) or unarmed +9/+4/+4 (1d3+3)

**Ranged** razor shotgun +14/+9/+9 (2d6+3, Crit x3, Range 40 ft. cone) or sniper rifle +14 (2d12+3, Crit 19–20/x3, Range 500 ft.)

**Special Attacks** cavalier’s charge, challenge +9 2/day, tactician 2/day

**Hyper Spell-Like Abilities** (CL 8th, concentration +12)

1st (4/day)—silence

---

**TACTICS**

**Combat** Mercenary freelancers use their sniper rifle and remain as far away as possible, resorting to the razor shotgun as enemies advance.

**Morale** Mercenary freelancers retreat at 16 hp or less.

---

**STATISTICS**

**Str** 14, **Dex** 18, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10, **Luck** 14, **Rep** 14

**Base Atk +6; CMB +9; CMD 24

**Feats** AlertnessB, Dazzling DisplayB, DodgeB, Improved Unarmed StrikeB, Lookout, Point-Blank Shot, Precise Shot, Precise StrikeB, Quick DrawB;

**Hyper Feats** Telepath

**Skills** Appraise +6, Athletics +8, Awareness +5, Bluff +6, Profession (soldier) +9, Search +8, Sense Motive +6, Stealth +9, Survival +2, Use Technology +4,

**Vehicular Control +10

**Languages** Chinese, English, Orc; telepathy 40 ft.

**SQ** banner, braggart, drill instructor, hyper attack 1, hyper half-orc (+2 Stealth), hyper mortality, mount (motorcycle), order of the cockatrice

**Combat Gear** potions of cure serious wounds, potion of fly; **Other Gear** +1 keen scimitar, [-2] bulletproof vest (+4 armor, DR 2/—), sniper rifle with clip (8 bullets), razor shotgun with clip (40 cartridges), commlink, hyperjack

Found on battlefields across the world, mercenary freelancers are master tacticians and excellent strategists—those who aren’t rarely last very long.
Moving with an unnatural quickness, this runner flits from place to place in the blink of an eye!

**MURDERBALL RUNNER**

CR 5—XP 1,600

Human veloces 4 [hs 1, meganaut 1]

NE Medium humanoid (human, hyper)

Init +9; Senses Awareness +9

---

**DEFENSE**

AC 22, bullet 22, touch 22, flat-footed 12 (+1 deflection, +9 Dex, +1 dodge, +1 hyper)

hp 33 (4d8+12); Hyper Bonus +1

Fort +7, Ref +14, Will +2

Defensive Abilities swift dodge +2

---

**OFFENSE**

Speed 90 ft.

Melee mwk starknife +7 (1d4+3, Crit x3)

Ranged mwk starknife +14 (1d4+3, Crit x3, Range 160 ft.)

Special Attacks dash 12 rounds/day (+4 Dex, +2 dodge AC/Reflex, +4 AC vs. ranged attacks), hyper bonus +1

---

**TACTICS**

Combat Murderball runners attack and then move, focusing on either acquiring the murderball, moving it afield, or removing a weapon from their enemies.

Morale Murderball runners flee when reduced to 10 hp or less.

---

**STATISTICS**

Str 14, Dex 28, Con 14, Int 13, Wis 10, Cha 8, Luck 12, Rep 11

Hyper Dexterity 3 (Dexterous Aim, Dexterous Footwork)

Base Atk +3; CMB +13 (+15 disarm); CMD 27 (29 vs. disarm)

Feats Agile Maneuvers, Alertness, Combat Expertise, Dodge, Endurance, Following Step, Improved Disarm, Improved Unarmed Strike, Power Attack; Hyper Feats Extra Hyper Attribute

Skills Acrobatics +16, Athletics +9, Awareness +9, Heal +7, Search +3, Sense Motive +9, Stealth +16

Languages Chinese, English

SQ careen 5/day (free action, speed +20 ft.), fast movement, hyper mortality, rapid drinker, rogue talent (stand up), veloces enigma (personal slipstream)

Combat Gear potions of cure moderate wounds (6);

Other Gear ring of protection +1, mwk starknives (2)

---

Murderball bruisers are as offensive and brutal as their name implies, manipulating the battlefield with their incredible strength and sometimes acting as the last line of defense before the score field, blocking the net with their durable bulk.

Murderball runners are fantastic acrobats and some of the most athletic sports stars in the world, impossibly quick and preternaturally graceful.
The figure before you has a lawman’s badge prominently displayed on its forehead, above an impassive protective mask.

**NEO-OFFICER**

CR 9—XP 6,400

Human brawler 4 [hs 4, meganaut 2]
N Medium humanoid (human, hyper)
Init +5; Senses darkvision 60 ft.; Awareness +8

---

**DEFENSE**

AC 18, bullet 16, touch 16, flat-footed 15 (+3 armor, +1 Dex, +2 dodge, +2 hyper)

hp 66 (4d10+28+12); Hyper Bonus +2

Fort +12, Ref +7, Will +3

DR 8/—; Immune nauseated, sickened;
Resist cold 12, electricity 12

---

**OFFENSE**

Speed 30 ft., leap (vertical 15 ft., horizontal 30 ft.)

Melee unarmed +16/+11 or brawler’s flurry +14/+14/+9 (1d8+13, Crit 19–20/x2)

Ranged combat pistol +8/+3 (2d6+2, Crit x4, Range 100 ft.)

Special Attacks hyper bonus +2, knockout strike 1/day (DC 20), martial flexibility 5/day

---

**TACTICS**

Combat Neo-Officers charge into the fight like juggernauts.

Morale Neo-Officers only retreat when presented with overwhelming force.

---

**STATISTICS**

Str 22, Dex 12, Con 24, Int 12, Wis 10, Cha 10,

Luck 18, Rep 18

Hyper Strength 3 (Strong Back, Strong Leap, Strong Warrior), Hyper Constitution 3 (Hyper Endurant, Hyper Resistant, Hyper Tough)

Base Atk +4; CMB +12 (+13 grapple); CMD 25 (26 vs. grapple)

Feats AlertnessB, DodgeB, Improved Critical (unarmed), Improved Unarmed StrikeB, Power AttackB, Weapon Focus (unarmed), Weapon Specialization (unarmed)B; Hyper Feats Extra Attribute Trait, Extra Hyper Attribute Skills Acrobatics +8, Athletics +10, Awareness +8, Sense Motive +8, Search +12, Survival +6, Use Technology +2

Languages English, Spanish (all: translator)

SQ AC bonus, brawler’s cunning, hyper attack 1, hyper initiative, hyper mortality, martial training, unarmed strike

Combat Gear potions of cure serious wounds (2); Other Gear [+1] bulletproof vest (chain shirt: +3 armor, DR 2/—), combat pistol with clip (40 bullets), commlink, nightvision goggles, translator

The typical Neo-Officer is exceptionally single-minded, dedicated, and physically dominating—few others live long enough to be promoted to the position otherwise. While they aren’t lacking in courage, these deputies typically fight defensively until backup arrives.

Wearing light power armor and a glowing visor, this woman holds a heavy firearm like it weighs nothing.

**POLICE OFFICER**

CR 3—XP 800

Human fighter 4
LN Medium humanoid (human)
Init +3; Senses darkvision 60 ft.; Awareness +4

---

**DEFENSE**

AC 18, bullet 14, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge)

hp 38 (4d10+12)

Fort +6, Ref +4, Will +1

Defensive Abilities bravery +1; DR 2/—

---

**OFFENSE**

Speed 30 ft.

Melee gauntlet +5 (1d3+1)

Ranged SMG +8 or +6/+6 or +2/+2/+2 (2d8, Crit x4, Range 80 ft.)

---

**TACTICS**

Combat Police officers cover one another and focus on saving civilians before downing targets.

Morale Police officers flee if more powerful reinforcements arrive and innocents have gotten to safety.

---

**STATISTICS**

Str 12, Dex 16, Con 15, Int 13, Wis 10, Cha 8

Base Atk +4; CMB +5; CMD 19

Feats DodgeB, MobilityB, Point-Blank ShotB, Precise Shot, Rapid Shot, Shot on the RunB

Skills Athletics +6, Awareness +4, Search +3, Sense Motive +4, Survival +5, Use Technology +3

Languages English, Spanish

SQ armor training 1

Combat Gear potions of cure serious wounds (2); Other Gear chainmail (bulletproof riot suit: +4 armor, DR 2/—), SMG with 2 clips (300 bullets), commlink, smartlight

Police officers almost never engage without reinforcements nearby or imminent, responding in numbers to make up for their relative lack of power when compared to alter sapiens. No matter where an operator might be working, the threat of a police response (either from genuine and local cops or those on the hypercorporate take) is a given.
This towering monstrosity looms high into the digital sky, the sleek chrome of the metal plates that make up its body a testament to truly elegant programming.

**ROBO-REX CM**

<table>
<thead>
<tr>
<th>N'Gargantuuan construct (digital asset)</th>
</tr>
</thead>
</table>

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

---

**DEFENSE**

| AC 24, bullet 13, touch 13, flat-footed 23 (+2 Dex, +1 dodge, +4 deflection, +11 natural, –4 size) |

hp 126 (12d10+60); fast healing 1

Fort +4, Ref +7, Will +6

DR 4/—; Immune construct traits

**Weaknesses** Hypernet native (DC 22)

---

**OFFENSE**

<table>
<thead>
<tr>
<th>Speed 60 ft.</th>
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</thead>
</table>

Melee bite +20 (4d6+18 plus grab, Crit 19–20/x2 plus 2d6 bleed)

Ranged digital spittle +11 touch (1d4 acid plus slow, Range 50 ft.)

Space 20 ft.; Reach 20 ft.

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

**Spell-Like Abilities (CL 12th; concentration +14)**

4/day—gaseous form, invisibility, negate aroma

---

**TACTICS**

**Combat** A robo-rex uses spell-like abilities to remain undetected until it is within range for a swift charge and Vital Strike, using Spring Attack to dart into and out of cover. It identifies hackers and swallows them whole to capture them when possible.

**Morale** When reduced to 70 hp or less, the robo-rex's programming changes to lethal mode and it fights until destroyed.

---

**STATISTICS**

<table>
<thead>
<tr>
<th>Str 34, Dex 17, Con —, Int 14, Wis 15, Cha 8</th>
</tr>
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</table>

Base Atk +12; CMB +28 (+32 grapple); CMD 46

**Feats** Bleeding Critical, Critical Focus, Dodge, Improved Critical (bite), Mobility, Power AttackB, Spring Attack, Vital StrikeB

**Skills** Acrobatics +15, Awareness +22, Stealth +11, Survival +14; **Racial Modifiers** +8 Awareness, +8 Stealth

**Languages** Binary, Unix; tongues (translator)

SQ cyber stomach, digital buffer, translator

---

**ECOLOGY**

**Environment** Hypernet

**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.

---

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 revolves around TY-R0, a robo-rex that was once the shining attraction of the Digital Dinos Cyberpark™; rumor has it that it somehow broke free, 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—and no operators yet have managed to capture the beast, if it really exists at all.
The night sky slowly melts away to reveal a fearsome draconic creature streaking through the air on brilliant wings of energy. Deadly plasma flows from its sharp maw and its incredibly fluid movements are as wondrous as they are terrifying.

---

**Robodragon**

**CR 21—XP 409,600**

CN Huge construct dragon (robot)

Init +10; **Senses** blindsight 200 ft., darkvision 400 ft., scent; **Awareness** +40

**Aura** frightful presence (300 ft., DC 29)

---

**DEFENSE**

AC 37, bullet 27, touch 27, flat-footed 30 (+6 deflection, +6 Dex, +1 dodge, +6 hyper, +10 natural armor, –2 size)

hp 441 (31d12+40; 200 point force field)

Fort +21, **Ref** +23, **Will** +21

DR 10/—

Immune construct immunities

Resist acid 20, cold 20, electricity 20, fire 20, sonic 20

**Weaknesses** vulnerability to critical hits and electricity

---

**OFFENSE**

**Speed** 80 ft., fly 200 ft. (perfect)

**Melee** bite +39 (2d6+10), 2 claws +37/+37 (1d8+10), 2 energy wings +37/+37 touch (2d8+6 electricity), tail slap +37 (2d6+10)

**Ranged** 3 laser eye blasts +33 touch (2d6+5 fire, Range 200 ft.)

**Space** 15 ft.; **Reach** 25 ft.

**Special Attacks** explosive demise (100–ft.–radius, 31d6 electricity and fire damage, Reflex DC 25 for half), plasma breath weapon (50–ft.–cone, 20d6 electricity and fire damage, Reflex DC 25 for half)

**Extraordinary Spell-Like Abilities** (CL 31st, concentration +37)

At will—arcane sight, haste (self only), improved invisibility (self only), locate creature, locate object, locate weakness, major image (DC 19), mirror image, technomancy, true sight

---

**TACTICS**

**Combat** A robodragon uses improved invisibility to maximize the effectiveness of its plasma breath, then swoops in and uses Combat Reflexes and Pin Down to keep enemies from dispersing or moving to aid one another.

**Morale** Robodragons fight to their explosive death.

---

**STATISTICS**

<table>
<thead>
<tr>
<th>Str 30</th>
<th>Dex 22</th>
<th>Con —</th>
<th>Int 22</th>
<th>Wis 15</th>
<th>Cha 19</th>
</tr>
</thead>
</table>

**Base Atk** +31; **CMB** +43; **CMD** 62 (cannot be tripped)

**Feats** Alertness, Combat Expertise, Combat Reflexes, Disruptive, Dodge, Flyby Attack, Great Fortitude, Hover, Improved Initiative, Iron Will, Multiattack, Pin Down, Snatch, Spellbreaker, Technologist, Wingover

**Skills** Appraise +20, Athletics +23, Awareness +40, Bluff +28, Craft (mechanical) +13, Diplomacy +18, Fly +40, Heal +15, Intimidate +29, Knowledge (all) +14, Search +44, Sense Motive +40, Spellcraft +29, Stealth +32, Survival +26, Use Magic Device +17, Use Technology +40;

**Size Modifiers** Fly –4, Stealth –8

**Languages** all; tongues (translator)

**SQ** dual-type, mechanical design, sound mimicry, translator

---

**ECOLOGY**

**Environment** any

**Organization** solitary

**Treasure** quadruple

---

**SPECIAL ABILITIES**

**Dual-Type (Ex)** Robodragons count as both constructs and dragons, gaining the most beneficial traits of both types.

**Explosive Demise (Ex)** 1d4 rounds after being reduced to 0 hit points, a robodragon explodes in a ball of plasma that engulfs everything in a 100–ft.–radius, dealing 31d6 electricity and fire damage (Reflex DC 25 halves).

**Laser Eye (Ex)** The robodragon does not provoke attacks of opportunity with its laser eye attacks and may make melee and ranged attacks as part of the same full-attack action.

**Mechanical Design (Ex)** Robodragons receive their full Strength bonus to damage for all melee attacks and count their hit dice as fighter levels when qualifying for feats. All of a robodragon’s spell-like abilities are extraordinary effects and it may use Fly in place of Acrobatics when moving to avoid attacks of opportunity. Additionally, a robodragon can take three full turn of actions in the Hypernet as a swift action while at the same time taking a movement action and standard action in the real world (acting in both dimensions simultaneously). The robodragon’s statistics do not change when it enters the Hypernet.

The origins of the robodragon are unknown—some claim it is a horror from the Hypernet made real, others point to secret government or hypercorporate weapons projects, and a few theorize that the creature is from outer space. Its motives are as mysterious as its creation, and even seasoned operators quickly flee or die when they find a robodragon in a skyscraper lair or hidden research facility.
This fellow is perpetually surrounded by small, glowing readouts, floating about him in the air.

**SEC-JACKER**  
CR 6—XP 2,400  
Male human netjacker 7  
N Medium humanoid (human)  
Init +1; Senses Awareness +1

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

---  
**OFFENSE**  
Speed 30 ft.  
Ranged mwk revolver +7 (1d8, Crit x4, Range 20 ft.)  
Special Attacks calculated attack +2

---  
**STATISTICS**  
Str 8, Dex 12, Con 14, Int 16, Wis 12, Cha 13  
Base Atk +5; CMB +4; CMD 17

---  
**Feats**  
Craft Technological ItemTG(B), Defensive Combat Training, Diehard, Dodge, Endurance, Mobility, TechnologistTG(B)  
Skills Craft (mechanical) +10, Disable Device +11, Knowledge (technology) +20, Search +13, Use Technology +20, Vehicular Control +11

---  
**Languages**  
English, German, Japanese, Spanish

---  
**SQ**  
Hacking talents (bodytech attack, equipment malefactor, override control), robot artist (overprotective proxy), tech savant +1

---  
**Gear**  
Cybernetic armTG, mwk revolver with 6 bullets, studded leather armor, digiboard, hyperjack, smartlight

---  
**Overprotective Proxy** (netjacker 7)  
N Small construct (robot)  
Init +4; Senses blindsense 30 ft., darkvision 60 ft., low-light vision; Awareness +5

---  
**DEFENSE**  
AC 23, bullet 13, touch 13, flat-footed 20 (+6 armor, +2 Dex, +1 dodge, +4 natural)  
hp 43 (5d10+16)  
Fort +3, Ref +3, Will +3

---  
**Immune**  
Netjacker robot traits  
**Weaknesses** vulnerable to critical hits, vulnerable to electricity

---  
**OFFENSE**  
Speed 30 ft.  
Melee club +9 (1d6+3)  
Ranged web +7 touch (8/day, DC 15)

---  
**STATISTICS**  
Str 16, Dex 14, Con —, Int 6, Wis 10, Cha 10  
Base Atk +5; CMB +6; CMD 21

---  
**Feats**  
Dodge, Weapon Focus (club), Ability Focus (web)  
Skills Awareness +3, Search +3, Stealth +13, Survival +5  
**Upgrades** 10; **Cost** 8,000bt; **Weight** 780 lbs.

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

---

**SEC-OPS**  
CR 4—XP 1,200  
Human gunslinger 3 [hs 1, meganaut 1]  
NE Medium humanoid (human, hyper)  
Init +6; Senses darkvision 60 ft.; Awareness +6

---  
**DEFENSE**  
AC 18, bullet 18, touch 16, flat-footed 13 (+2 armor, +4 Dex, +1 dodge, +1 hyper)  
hp 33 (3d10+12)  
Fort +6, Ref +7, Will +4

---  
**Defensive Abilities** nimble +1; DR 4/—

---  
**STATISTICS**  
Str 12, Dex 18, Con 17, Int 10, Wis 16, Cha 8, Luck 12  
Hyper Constitution 1 (Hyper Tough), Hyper Wisdom 1 (Tactica Genius 1/day)

---  
**Base Atk +3; CMB +4; CMD 20

---  
**Feats**  
AlertnessB, DodgeB, Improved Unarmed StrikeB, Guns smithing, Point-Blank Shot, Precise Shot, Rapid Shot

---  
**Hyper Feats**  
Hyper Peripheral

---  
**Skills**  
Acrobatics +8, Awareness +8, Search +5, Stealth +5, Survival +8, Vehicular Control +10

---  
**Languages**  
English

---  
**SQ**  
Deeds (deadeye, gunslinger initiative, gunslinger’s dodge, pistol-whip, quick clear, utility shot), gunsmith

---  
**Combat Gear** potion of cure moderate wounds; Other Gear mwk battleaxe, mwk bulletproof vest (chain shirt: +2 armor, DR 2/—), commlink, manacles, nightvision goggles, SMG with 2 clips (300 bullets), credchip with 47bt

---

Sec-ops are used by virtually every hypercorporation across the world. Mostly ex-soldiers or retired mercenaries, security forces tend to value their lives more than whatever they are protecting (unless they are particularly well-paid).
It’s difficult to focus on this man’s drab clothing and pallid skin—every time you blink you begin to forget he is there.

**THOUGHT POLICE**

CR 7—XP 3,200

Human mesmerist 2/inquisitor 4 [hs 1, savant 1]
LE Medium humanoid (human)
Init +5; Senses Awareness +13

**DEFENSE**

AC 16, bullet 14, touch 13, flat-footed 14 (+3 armor, +1 Dex, +1 dodge, +1 hyper)
hp 35 (2d8+4d8+5); Hyper Bonus +1
Fort +4, Ref +5, Will +12

**Defensive Abilities**
copycat 3/day, towering ego

Ref +12, Fort +5, Will +35 (2d8+4d8+5); Hyper Bonus +1
hp 42 (4d10+20)

**OFFENSE**

Combat pistol +6 (2d6+1, Crit x4, Range 100 ft.)
Ranged
dagger +5 (1d4+1)

Melee
30 ft.

Speed

**TACTICS**

Combat The Thought Police excel at moving and acting unseen. They study society and troublesome individuals within Lucrum so that when the time comes to act, they can do so with the smallest possible action.

**SPECIAL ABILITIES**

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

**UNBOUND PROXY CM**

CR 3—XP 800

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

**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 14)

**OFFENSE**

Ranged energy ray +6 or +4/+4 touch (2d6 nonlethal force, Range 20 ft.)

**Special Attacks**
unbound proxy poison

**Spell-Like Abilities** (CL 4th; concentration +7)
At will—entangle, nondetection
2/day—detect thoughts, solid fog (others only)
4 rounds/day—forcecage

**TACTICS**

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

**Morale** An unbound proxy fights until it is destroyed.

**STATISTICS**

Str 15, Dex 14, Con —, Int 12, Wis 17, Cha 13

**Base Atk +4; CMB +7; CMD 19**

**Feats**
Point-Blank Shot, Rapid Shot

**Skills**
Acrobatics +6, Awareness +9, Stealth +6;
Racial Modifiers +8 Stealth

**Languages**
Binary, Chinese, English, Japanese, Unix

**SQ**
Hypernet native (DC 13), silent steps

**ECOLOGY**

Environment Hypernet
Organization solitary, pair, or array (4–12)

**Treasure** none

**SPECIAL ABILITIES**

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

**Unbound Proxy Poison (Ex)**

**Slam**—injury; save—Fort DC 12; frequency—1/round for 2 rounds; effect—1d6 Int; cure—2 consecutive saves.

Unbound proxies are often creations of nostalgia and deeply reflective of their creator, kept around as the first line of defense against intrusion into a server. Unbound proxies vary wildly in form and function; the example above is mostly a search-and-capture model of digital asset but countless variations exist.
BULLET ARMOR CLASS
Magic has kept up or outpaced the development of firearms throughout the 21st century. Any magical effect that increases AC (be it the enhancement bonus on armor or a spell like barkskin) also applies to touch AC against firearms ("bullet AC"). Spells and effects that already grant bonuses specifically against firearms increase that bonus by 50%.

NEW, OLD, AND DIFFERENT
Climb, Perception, and Swim are no longer skills.

ATHLETICS (Str; Armor Check Penalty)
You can climb, jump, and swim your way through unusual terrain, and perform tasks of strength and endurance. Check: Athletics replaces both Climb and Swim, and any feat or ability that would grant a bonus to those skills instead grant a bonus to Athletics (climb or swim speeds grant bonuses only to those activities). Athletics may also be substituted for Acrobatics when making checks to jump, or other tasks (such as weightlifting or long-distance running) at the GM's discretion.
Class Athletics is a class skill for the following classes: barbarian, bloodrager, brawler, cavalier, druid, fighter, hunter, monk, ranger, and warpriest.

AWARENESS (Wis)
You are keenly aware of your surroundings. Check: Awareness is used instead of Perception for opposing Disguise, Stealth, and Sleight of Hand checks, as well as determining vision at range. Any feats or abilities that grant a bonus to Perception grant their bonus to Awareness.
Class Awareness is a class skill for all classes.

KNOWLEDGE (TECHNOLOGY) (Int)
Check: This skill covers the breadth of technology in the modern era: historical specifics about recent inventions, the Hypernet, and the identification of technological devices, programs, and robots of all kinds. At the GM’s discretion it may substitute for Knowledge (engineering) for purposes of technological items.
Class Knowledge (technology) is a class skill for all core and base classes except for barbarian, bloodrager, brawler, druid, and shaman.

SEARCH (Int)
You can quickly identify anything out of place and find objects you’re looking for. Check: Search is used instead of Perception to find objects or locate secrets (like hidden doors), and has the same restrictions as that skill. Any feats or abilities that grant a bonus to Perception grant their bonus to Search.
Class Search is a class skill for alchemists, bards, hunters, inquisitors, investigators, ninja, rangers, rogues, and witches.
LUCK and REPUTATION

The PCs walk into a bar—does anyone recognize them? How likely is it they’ll find a gig here? After things go south and a fight breaks out in the alleyway, is there a dumpster to grab cover behind? When playing in a Hypercorps 2099 game there are many different factors normally at play and though GMs can meticulously prepare for every eventuality if they so choose, the focus should remain on intense, dramatic gameplay; to keep things going smoothly, make use of these new attributes.

A character’s Luck attribute is equal to 10 + double hyper score. A character’s Reputation attribute is equal to 10 + double hyper score + Charisma modifier.

Characters receive a number of Trust points equal to their Reputation attribute modifier to spend on contacts (a means to acquire illicit goods, sell stolen property, and make connections elsewhere; see Contacts UCA for more information and when pertinent, utilize the Cast chapter for statistics for an operator’s NPC ally). An NPC is not considered a contact without a Trust score of at least 1.

Luck and Reputation checks are d20 + attribute modifier and their results vary, but are always at the GM’s discretion. PCs should be wary of relying too much on either of these resources—PCs receive a number of “chance” points they can use to request Luck checks only a number of times per day equal to their modifier and “sway” points for Reputation checks a number of times per week equal to their modifier. Further, each time either attribute is used this way it is temporarily reduced by 1 and does not recover until the next day (for Luck) or week (for Reputation).

In games not using the Hyper Score system, replace hyper score with level to determine Luck and Reputation attributes and treat Hyper Luck and Hyper Reputation as general feats.

<table>
<thead>
<tr>
<th>Luck or Reputation DC</th>
<th>Luck Example</th>
<th>Table 6-4: Luck and Reputation Checks</th>
<th>Reputation Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>Likely</td>
<td>10</td>
<td>While crossing the overpass with a Neo Sheriff in pursuit, you spot a garbage truck with an open top cruising at a speed you think won’t make you a smear on the pavement.</td>
<td>You’re on neutral turf and you know it, but the clowns walking across the avenue in your direction don’t until they see your distinctive red belt. You get a nod of respect—maybe they know where the next party is at.</td>
</tr>
<tr>
<td>Unlikely</td>
<td>14</td>
<td>This skycar must be Swiss-made as only their alloys deflect laser fire enough to provide the cover you so desperately need. It won’t last long but if you can get it floating, it’s a great piece of mobile cover.</td>
<td>When the cops showed up you thought it was the end, but your elderly neighbor—apparently the aunt of one of the officers—puts in a good word on your behalf, knowing that you keep the worst elements of the city out of the apartments.</td>
</tr>
<tr>
<td>Rare</td>
<td>18</td>
<td>In a stroke of brilliant fortune the trash can lid you picked up has the top of a cast-iron kettle in it; the heavy iron deflects the hail of incoming bullets easily.</td>
<td>One of the bouncers at the door to the club moves to block your way, but his three peers shake their heads “no”: they know exactly who you are and wouldn’t dare obstruct your night.</td>
</tr>
<tr>
<td>Unbelievable</td>
<td>22</td>
<td>Not only is the dumpster able to soak a few rounds of lead, you find two grenades duct taped to the container’s putrid underside!</td>
<td>Knowing how valued your talents are and that just the mention of your name can elicit fear from a rival, Ms. Grey nods and increases your payment for this operation by 10%.</td>
</tr>
<tr>
<td>Ridiculous</td>
<td>26</td>
<td>Quickly sliding behind the bar before a fusillade of bullets wrecks the bottles behind you, you recover the dead bartender’s shotgun and see that he left the safe open!</td>
<td>The sec-ops guard cornering you doesn’t just know who you are, they are a super fan that has read everything about you and for an autograph they’ll let this trespass slide.</td>
</tr>
<tr>
<td>Impossible</td>
<td>30</td>
<td>As you plummet thousands of feet above the earth and contemplate your imminent death, you spot a messenger proxy headed on a trajectory about to cross your own—you may live through this yet!</td>
<td>Though you’ve never operated in Neo York before and know almost no locals, everyone keeps a respectable distance and hangs on your every word. Getting a gig here will be easy.</td>
</tr>
</tbody>
</table>
GAMEMASTERING: OPERATIONS AND YOU

Both the GM and players in a session of *Hypercorps 2099* need to acknowledge that while the game is in most ways similar to a standard *Pathfinder Roleplaying Game* experience, the fundamental distribution of resources is dramatically changed. Both PCs and enemies are much more powerful, the world is deadlier, and there are more mechanics for storytelling in a player’s hands—these will not be your typical gaming sessions.

With that in mind get ready for some epic adrenaline-filled action!

**NOTE: If you are not the GM, do not read this chapter!** The hypercorporate lawyers will be all over us.

**CREATING CHARACTERS IN HYPERCORPS 2099**

With the Hyper Score system there are many ways to build essentially the same character. The GM and players should look to the many NPCs in the Cast chapter of the book as examples of how to create an interesting and balanced suite of powers for the campaign, or even consider picking out one they might want to play should an operator die prematurely. Remember that the specific details of hyper powers are deliberately malleable to allow players to swap out thematic effects as they see fit so their character feels unique to their design!

**LUCK & REPUTATION**

These two new attributes are part of sharing the storytelling in *Hypercorps 2099*, but for the GM they serve another purpose: quickly providing answers for what, when, where, why, and how PCs get things done. With the plethora of rules already available for nuances of the environment, adding on much more for a change in genre can be exhausting when creating an active and consistent sandbox design. “Is there something that weighs 400 pounds that I can rip out of the ground?” is something characters with Hyper Strength might be asking a lot—have them roll a Luck check. What about if they call one of their contacts? Make a Reputation check. What if the entire party is meeting with a Mr. Gray and are pressing for better pay—roll a collective Reputation check.

| Collective Checks: Unless specified otherwise, a collective check can have any number of participants, each of which adds their bonus to a single d20 roll. For example, four operators each with Luck scores of 14 (a +2 modifier) rolling a collective Luck check would roll 1d20+8. |

It’s important that the players feel they have a tactile control over these high-powered stories, so remember that even extremely unlikely situations (like finding a 600 lb. rock to throw amid the Salt Flats of Utah, or being recognized by a distant relation in a city on the other side of the world) should allow for at least a chance of success, even if only on a natural 20. The obvious exceptions are when the PCs are going so far as to disrupt the game—even great heroes aren’t so lucky that their enemies are unexpectedly struck by a weapon from space, or so famous that a deity will surrender on sight. In these cases the GM should try to accommodate the attempt without letting it entirely change the flow of the game.

**POWERED TEAMWORK**

Players are likely going to work out some specialized maneuvers for combat or utility, and the GM should encourage that! Hyper strong PCs might throw their cyber samurai ally at a flying robodragon, energy controlling operators might cross their streams to bring about explosive results, a grappling-focused savant and teleporting hypernaut may time their actions to put a target into a successful grapple more easily—the group will come up with plenty of ideas on how to combine their individual prowess.

When they do, determine how difficult it is (starting at DC 20 for relatively simple team maneuvers), what the final outcome will be, and at least as importantly, what the name for the maneuver is! The characters involved in the maneuver should then roll a collective Luck check to succeed. These sorts of complex maneuvers should get easier over time, and for every attempt at the maneuver after the first, the DC should decrease by 1 or more, until they become so simple as to be second nature (generally, once the DC is 10 or lower).

**ACTION-ORIENTED GAMING**

If your group wants to get into the minutiae of life in the future you should by all means engage them, but otherwise don’t let it bog down the game unless it serves an important purpose for the narrative. *Hypercorps 2099* is intended to be high-powered and fast-paced—between operations the PCs shouldn’t be dealing with day-to-day living unless they are keen to it, or if it’s a jumping off point for something exciting.

Downtime can and should still be occupied with mundane trade that doesn’t require a great deal of conflict, like upkeep of gear or peaceful interaction with contacts, not to mention dealing with day to day living costs for an operator in 2099. A good apartment, a full belly, and a fulfilling life in the future costs a few hundred bytecoins each month (or more, depending on locale and ultimately at the GM’s discretion). There’s also legal costs to consider for covering all of a group’s tracks, and since citizens everywhere still pay taxes, smart operators need to clean their compensation before spending too much of it (a percentage of their earnings at the GM’s discretion).

Though it isn’t for every game, GMs should strongly consider tracking how long it takes for heat to die down after high-profile operations. Check with the PCs about how much they want to pay to minimize
blowback, and then make a collective Luck and Reputation check against a DC equal to 20 + 10 per operator +
party’s average hyper score. For each 2.5% of the mission’s fee the party spends on bribes and legal fees, they
gain a +1 bonus on this check. On a success, the group can typically continue action immediately without being
hounded by bounty hunters and other nemeses, but for every point the party doesn’t meet their DC, they’ll have
to lay low for a day to avoid direct repercussions from the hypercorporations or organizations they may have of-

ARE WE GOING TO DIE?
Yes. You shouldn’t have read this far if you aren’t the GM, so chances are good your PC is biting the big one
pretty soon. Stop reading now and perhaps they’ll show pity? Hypercorps 2099’s design intentionally stacks the
odds on all sides much higher than normal, so it’s true: the operators may very well die to a hail of gunfire or
hyper-powered foe—enemies are deadlier, more numerous, and backed by lethal environments to boot. Below
are several game tools for the GM (and the players) to bring a measure of balance to the game’s dramatic ebb
and flow!

Leveling in the Future
With the increase in power brought on by Hyper Scores players will be facing greater challenges and thus
gaining more experience than normal. GMs are encouraged to use Slow Experience Progression or to do away
with it entirely, simply awarding a full level or increase to Hyper Score after each operation.

Take it to the Limit!
Player resources, hero points in particular, are intended to be used! At the end of an operation, all or nearly all
of a group’s hero points should be spent.

Winning in Different Ways
The GM shouldn’t put the PCs into impossible situations, but they should put them into ones that seem impos-
sible without teamwork and the group’s unique abilities. Only put the party’s backs against the wall when it is
essential for the narrative and don’t hesitate to remind the operators that winning doesn’t always require “killing
all the bad guys” (see Operations & Objectives on the next page).

Video Roleplaying Game
With the greater amount of power in the hands of the PCs, their foes are going to fall more quickly than ever.
Don’t be bashful about reinforcements and think of gaming sessions more like levels in a video game—where
many, many weak enemies precede a powerful boss fight, and most gear can’t simply be picked up and
sold after a fight. The value of the equipment gained from killing 12 more guards than anticipated can easily be reme-
died by imposing a hefty tax from the operators’ fence. Maybe the weapons are hot, bio-linked to the owners, or easily
tracked—remember that the PCs aren’t the only ones with more mobi-

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tracked—remember that the PCs aren’t the only ones with more mobi-

The beginning sessions of a Hypercorps 2099 campaign should be gritty, dirty, unfortunate, and extremely cyberpunk. GMs should show the darker (and poorer) sides of wherever the game is set, and create a general malaise that is as slick and approachable as a high-end hypercorporate luxury skyscraper. As the operators complete more missions and their hyper score increases, more and more of the game should include alter sapiens (see the Cast chapter for many examples). By the penultimate sessions of a Hypercorps 2099 campaign, the PCs should be well beyond clearing a few neighborhoods of gangers or malignant spirits—they should be facing hypercorporations head-on and stopping catastrophes with reverberations felt across an entire city, country, or even the world.

Operations and missions are as diverse and varied as the GM can devise, but they should differ from ‘quests’ in other games in two key ways. First, with the greater risk of a Hypercorps 2099 game should come greater rewards. There are plenty of ways for GMs to tax players back to their expected wealth level if they need to, but a PC with Hyper Score 5 should have the resources of a character several levels higher than they actually are, provided they’re careful with their money. Second, with the interconnected game world the party’s decisions at critical moments should have wide-reaching and long lasting effects. Hypercorporations or alter sapiens they wrong should dog the PCs as adversaries, increasing the dramatic tension as alliances and rivalries accumulate.

With so many more options for success and failure, GMs are encouraged to make sure to keep goals of their operations clear and specific. In a future where magic and nanites are real, it’s easy to let your imagination get the better of you as a player or as a GM. Presented below are a few examples of operations a party might be hired for, and their objectives:

Abduction: Keeping a competitor’s researchers from making a breakthrough first can be a tough business but when done right, nobody has to die! Assassination: Sometimes one specific target needs to die (usually with a minimum of collateral damage preferred).

Consolidation: Whether a corporate acquisition or a drawn out gang-war, getting yourself into the right territory is critical.

Monster Hunting: The hyper intelligent genetically engineered creature escaped the hypercorp research lab! Who’d have expected that?

Sabotage: Breaking into a hypercorporation (either through the Hypernet or in person) to plant false evidence or destroy specific items is a common service rarely performed by in-house staff.

Theft: There are slick hypercorporate executives that haven’t managed a single honest project in their entire lives—it’s much cheaper to hire professionals to steal someone else’s work.

With the Hyper Score system and the remainder of the content in Hypercorps 2099 a GM can easily devise an exciting campaign, but as a design template this book offers more than a framework for tailored games—with some reskinning and a bit of tweaking, classic adventures and modules already on hand can be converted with ease!

A Deadlier Game
The core of Hypercorps 2099 is amping up the power of a game, so the GM should make sure to keep in mind the altered average party level (see Table 9-1: Hyper Score) when planning what to throw at the party. Using templates from the Hyper Bestiary (page 134) allows a GM to quickly enhance foes encountered by the operators where necessary. Don’t forget that it’s fine to add more enemies as the PCs mow them down—low power mooks are in no short supply.

A Rose by Any Other Name
There are new creatures offered in the Hyper Bestiary but by no means should one rely solely on the adversaries in Hypercorps 2099 for their game—a monster is a monster! GMs are encouraged to alter the presentation or origin of any existing monster entry to fit them into their game. You don’t even have to change a wealth of statistics: a roided-out ganger could use the stats for an ogre and an insane hologram could be a will-o-wisp!

Gaming in the Hypernet
The easiest way to reuse existing material without any additional work or prep on the GM’s part is to run a game on the Hypernet (page 26). The Veranthea: Life & Death server, for instance, is a replica medieval fantasy world perfectly suited for existing Pathfinder content, yet can easily be changed to the virtual campaigning of the group’s choosing. PCs in these games may not initially be aware that they are players in a universe of ones and zeros, they may be trapped in that section of the Hypernet, professional e-athletes, or any of the varied, largely non-scientific explanations for cyberspace common to science fiction films of the 80s and 90s.

Skyscraper Dungeons
Skyscrapers are a great place for dungeons! With no laws governing hypercorporate land other than those imposed by its owners, near-limitless wealth, and high technology at their fingertips, hypercorporate skyscrapers can contain just about anything! It’s especially easy to make liberal use of an endless stream of minions here, and restrict what’s valuable enough to be taken (all in-house hypercorporate technology may be digitally watermarked, for example). Don’t forget that the closer the party gets to the top, the more advanced the challenges and obstacles become! After all, hypercorporate executives don’t take kindly to being disturbed.
Minions and Mooks
Rather than slowing the game down in fights with many smaller enemies, GMs are encouraged to round hp and damage values done by and to them to the nearest 5 or 10. For example, if the PCs are fighting 10 Sec-Ops with 33 hp each, treat them all as having 30 hp and when a PC does 27 damage, treat it as 30 damage instead (eliminating a Sec-Ops in a single blow).

SECURITY SYSTEMS
One of the trickier bits of successfully implementing a cyberpunk setting is security measures—with the wealth of magic and technology at a hypercorporation’s disposal, the availability and effectiveness of alarm systems and defensive resources can be daunting to GMs and players alike. While Hypercorps 2099 includes concrete mechanics and rules for these staples of the genre, consider simplifying the process when appropriate. Parties that have a netjacker on hand are well-suited for dealing with electronic security (through simple Use Technology checks, usually opposed by an enemy hacker) and operators are usually able to forego some of their pay from a mission to hire on a digital security expert managed by the GM.

Alarm and its non-magical equivalents are an almost omnipresent concern for operators, especially in the restricted zones of hypercorporate properties, as are digital, physical, and magical locks. Beyond these minimal security measures, there are the considerations of perceived security versus real security. What looks like a camera is just as effective as a real camera to those who don’t know otherwise—allowing even the dingiest convenience store in Hypercorps 2099 to have the appearance of some level of security.

The shotgun under the counter and panic button by the register, however, are very real forms of security. Unless the PCs are undertaking an operation on a major hypercorporation, it is unlikely both types are in play—more often than not, perceived security is their biggest hurdle (as it is typically cheaper and much easier to maintain).

It’s also worth noting that even beyond the protection of wherever they are, executives of large hypercorporations (and Mr. Grays and Ms. Greys) often have their own, elite security. They are typically monitored with biometric tags, and loaded with bodytech and enchanted items keyed to work exclusively for them—and advanced weapons, besides. Were that not discouraging enough, executives are typically waited on by powerful bodyguards (including spellcasters and netjackers).

Minions and Mooks
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ADVANCED SECURITY SYSTEMS

When a trap is sufficiently advanced or part of a larger digital security system, it is a technological trap. Unlike normal traps, technological traps require the Technologist feat to disable. While netjackers receive this as a bonus feat, any class that receives trapfinding is also considered to have the Technologist feat to discover and disarm traps.

Technological traps typically exist as parts of larger systems. When tripped, they trigger silent, audible, or visual alarms, typically with the intent of bringing down other forms of security rather than causing direct harm themselves.

IDENTIFICATION SYSTEM: BIOMETRIC  CR 1 or 4
Type mechanical and technological (genetic);  Search DC 20 (or 10);  Disable Device DC 20 (or 30)
EFFECTS
Trigger proximity (or sound/visual);  Reset automatic
Special negated by biometric tag; at the GM’s discretion, a Disguise check can disable this trap

IDENTIFICATION SYSTEM: COMPUTATIONAL  CR 4
Type mechanical and technological;  Search DC 10;  Disable Device DC 30
EFFECTS
Trigger touch;  Reset automatic
Special digiboard users may disable this trap with Use Technology

IDENTIFICATION SYSTEM: MECHANICAL  CR 1
Type mechanical;  Search DC 10;  Disable Device DC 25
EFFECTS
Trigger touch;  Reset manual

LASER GRID SYSTEM  CR 5
Type mechanical and technological;  Search DC 22;  Disable Device DC 30
EFFECTS
Trigger touch;  Reset automatic
Special at the GM’s discretion, this trap can be bypassed with an Acrobatics check

PRESSURE SENSITIVE SYSTEM: AIR  CR 6
Type mechanical and technological;  Search DC 30;  Disable Device DC 35
EFFECTS
Trigger proximity;  Reset manual

SURVEILLANCE SYSTEM: CAMERAS  CR 1/2 or 4
Type mechanical and technological (electric eyes);  Search DC 10 (or 30);  Disable Device DC 10 (or 25)
EFFECTS
Trigger visual;  Reset manual
Special closed-circuit surveillance systems increase DCs by +5 and CR by +2

Hyper Trap Template (CR +1 or more)
As technology has advanced, physical security measures have become more devious, deadlier, and less expensive. Combined with the separation of Search and Awareness, this can make traps into truly deadly threats. To turn any existing trap into a hyper trap, GMs should apply one of the following templates to their traps. Each one increases a trap’s CR by 1, but can be applied multiple times to the same trap to increase the trap’s power further still.

- Increase the trap’s Search or Disable Device DC by +5.
- Increase the trap’s attack bonus by +5 and damage by +3d6.
- Increase the save DC required to avoid the trap’s effects by +5.
- A trap that wouldn’t otherwise reset does so automatically after 1d4 rounds.
- The trap gains the technological type.

SURVEILLANCE SYSTEM: MAGICAL  CR 7
Type magic;  Search DC 20;  Disable Device DC 24
EFFECTS
Trigger visual;  Reset automatic

TEMPERATURE SENSITIVE SYSTEM  CR 5
Type mechanical and technological;  Search DC 25;  Disable Device DC 30
EFFECTS
Trigger proximity;  Reset automatic

MEDISTATION
Price varies;  Weight 2,000 lbs. (rooted to ground)
Located outside hospital emergency areas and in locales where professional medical help is not readily available, these hypercorporate-run kiosks offer curatives of various types at +50% the normal cost. It isn’t uncommon for ne’er-do-wells or operators without any bytecoins in their account to attempt to breach a medistation (a DC 42 Disable Device check or DC 35 Strength check). Tiny-sized or smaller creatures can attempt to squeeze inside (DC 32 Escape Artist check) but need to get past the internal sensors (DC 40 Stealth check). Attempting to prevent a medistation from sending a breach signal requires a DC 50 Use Technology check.

Failure on any of these checks prompts a hypercorporate sec-ops or police response within 1d4 minutes, depending on location. Once inside a medistation operators find 5d4 medispray, 3d4 potions of cure light wounds, 2d4 potions of cure moderate wounds, and 1d4 potions of cure serious wounds. Medistations have a hardness of 30, 240 hit points, and automatically repel conjuration magic.
ERAS OF PLAY
While Hypercorps 2099 is written with a primary focus on the near future of a very Earth-like world, the timeline at the beginning of this book provides much more than a detailed list of events leading up to modern day, but also a list of possible adventures as well! Whether the operators live before the coming of the cyberpunk future or they are just visiting another era via time travel (perhaps due to an errant portal caused by the *tachyon flux*), there are many exciting ways to take the game to multiple different eras.

DEMIGRANT EQUALITY
While in 2099 there’s little legal distinction between human and demigrant, in the not-too-distant past it was the subject of a great deal of legislation and public debate. For campaigns taking place during earlier eras, demigrants are likely to experience scorn, unfair treatment, and even open violence entirely due to their ancestry! GMs should remember that this distrust runs both ways: orc gangbangers keep to their own, elven clades stick together, halfling guilds only entrust small folk, and they all hate humans as much as they are hated by them. In general, the further back in history one goes, the greater level of demigrant-focused racism the operators are likely to experience (the exceptions being World Wars I and II, where public attention was focused on more pressing matters).

GOVERNMENTS AND HYPERCORPORATIONS
One of the prevailing assumptions of Hypercorps 2099 is that the major powers of the world are dominated by hypercorporations and executives, not nations and politicians. The further back the timeline a campaign goes, the less this holds true, focusing instead on patriotism and politics driven by elected officials and even monarchs. This isn’t to say that industrial moguls don’t play an important role in the past, or that kings and presidents don’t exist in 2099, only that the further back you go, the more likely you have to deal with government agents rather than corporate ones.

In campaigns set before 2020 GMs should consider making the PCs government agents supported by federal funding, complete with all the responsibilities that come with carrying a badge, pursuing tasks of national interest. Operators without legal authority might form their own team of *alter sapiens* not unlike Liberty/Soldier Corps or UNIFIED, doing good (or otherwise) for a city they call their own.

MODERNIZATION OF MAGIC
Though ubiquitous in the future, the revival of arcane and divine power on Earth took almost two centuries to become widely accepted. The newer these phenomena are to the world—particularly in areas with a history of superstition (like Salem, MA)—the less likely people will be to accept magic of any kind. The further back in time the campaign is set, the more spellcasters must keep the workings of their craft away from the public eye, or find themselves at least as poorly treated as demigrants of the era (or worse).

MODIFIED SETTLEMENT SIZES
With modern technology, population density can reach heights unheard of in medieval times. In games before 2020, standard settlement sizes should be 10 times as large as listed (so a thorp would have 200 people or fewer), and in games after 2020, standard settlement sizes should be 10 times again (so a hamlet would have 2,100 to 6,000 people).

REDUCED EQUIPMENT
The further back in time you go, the less available advanced equipment (like that in the Hyper Equipment chapter) becomes. In Moderncorps games, any hyper equipment costs 50% more and subtract 1 from each damage dice rolled (to a minimum of 1 damage per dice). In Great and Cold War games, hyper equipment costs five times the listed price, and the damage penalty is doubled. In Demicrisis games or earlier, the sort of weapons and tools found in Hyper Equipment aren’t even yet a twinkle in their inventor’s eye.

RESKIN THE CAST
The Cast chapter has several different legacy operators that carry on the mantle of their predecessors (often utilizing the same abilities) or that have lived for hundreds of years or longer: Edgar Allan Poe, Everywoman, Ghost Shot, Lady Atom, Nevidimy, Proletariat, Ramon Benitez, SHERLOCK & WATSON, Sniper, Tomahawk, and Torius. These NPCs can be used straight from the book or with only minor changes to statistics (for instance, removing a hyperjack imposes a -2 penalty to ranged attack and damage). Other characters can also be reused with a fresh coat of paint to fit into an earlier era *Hypercorps 2099* game, trading cybernetics for steampunk or magic.
DEMICRISIS (1879 to 1899)

Campaigns set in this era are the most like medieval fantasy—though there are telephones, railroads, and unique (but expensive and exceedingly uncommon) vehicles that bring the world together, Earth holds many mysteries and more appear with each passing day until the dimensional portals come to a close at the turn of the century. Industrialist geniuses are the only demigrants that receive consistent respect outside of Wòwìcȟàkȟe Oyáŋke or Galu, and though they boast wealth, many of the rest are impoverished, fresh-faced arrivals from another realm.

TECHNOLOGY

After the industrial revolution in the United States primitive mechanical devices, steam-powered locomotives, and even long distance communication (via Morse code or telephones) are spreading across the world. Rural life hasn’t necessarily changed much yet and the consumer systems of the future haven’t made the acquisition of goods widely available outside of cities—new inventions are sold by traveling salesmen (some less reliable than others) alongside the tinctures of medicinal merchants (equally reliable), but on the whole magical equipment is relied on more heavily by adventurers than technological.

Netjackers are all but unknown and will find their talents somewhat wanting in comparison to other campaign eras.

DEMICRISIS ADVENTURES

• Though many samurai in Japan have their swords taken from them, some resist and find themselves empowered by their ancestors. Most of these ronin are hunted by Emperor Meiji’s regime, but not all—some are instead tasked with dispatching oni that are appearing across the world, and thus celebrated as patriots.
• Rioting demigrants aren’t uncommon but some other-planar immigrants respond to the prejudice of the world with spell and steel. Keeping the peace and stopping wide-scale violence is a noble task, and can even be quite profitable.
• For some industrialists a monopoly is not enough and the plight of megalomania drives them onward to craft armies of automatons to sweep across the land, claiming it as their own.
• These are the final age of kings, queens, and royalty of all kinds—before the spread of democracy takes hold, however, these heads of state still assassinate, embarrass, frame, and otherwise sabotage one another.

STEAMBOT TEMPLATE CR +2

Created by mad scientists and pneumatic geniuses, these automats are as varied in design and function as nature, powered by a wide variety of different combustible resources.

“Steambot” is an acquired template that can be added to any corporeal living creature.

CR: Same as the base creature + 2.
Type: The creature’s type changes to construct (steambot). Do not recalculate class Hit Dice, BAB, or saves.
Senses: A steambot creature gains darkvision 60 ft.
Armor Class: A steambot creature gains a +6 natural armor bonus.
Hit Points: A steambot gains +3 hit points per hit dice.
Defensive Abilities: A steambot creature gains all of the immunities of its new type (construct), DR 5/—, acid, cold, electricity, fire, and sonic resistance 10.
Melee: A steambot creature increases the damage dice of all its natural attacks by one step.
Special Attacks: A steambot creature gains the following special attacks.
Steam Breath (Ex): As a swift action every 1d4 rounds, a steambot can release a 30-ft.-cone of steam, blinding non-construct creatures for 1d6 rounds and dealing a number of d8s of fire damage equal to its hit dice. A Reflex save (DC 10 + 1/2 hit dice + Wisdom modifier) halves this damage and negates blindness. For 1d4 rounds afterward the affected area grants total concealment.
Special Qualities: A steambot creature gains the following special quality:
Combustion Fueled (Ex): A steambot doesn’t drink, eat, or sleep, instead relying on triggered chemical combustion in order to operate. Without being refueled every 24 hours (either by itself or another creature) with 1 pound per hit dice of its chosen resource (usually coal), a steambot creature ceases to function.
Abilities: Str +8, Dex +4, Wis +4. As mindless constructs, steambots have no Constitution or Intelligence scores.
Feats: A steambot creature retains all of the base creature’s feats.
Skills: A steambot creature gains a +8 racial bonus to Acrobatics checks.
World War II wrought massive change across the entire globe, and the weaponry used in the conflict destroyed the lands of many of the countries in which the fighting took place. The Allied forces (however briefly) rise above their demigrant racism while the Axis persecute non-humans worse than ever. The Cold War was even more divisive, pitting coalitions of nations against one another in subdued clashes of espionage, propaganda, and sabotage in the name of their ideals. Throughout the era, magic users of all kinds are looked at with suspicion—not because people distrust magic, but because those with a gift for it have almost certainly have been recruited by one power or another.

**Technology**

By the first attacks in Europe, cars and telephones are commonplace throughout the civilized world. The conflicts ultimately fueled an arms race that catapulted the planet into a new age of technology (and eventually the digital age). Stores everywhere offer automobiles and simple technology, and in the best funded and most successful military labs, the first pieces of Hyper Equipment are coming into existence (which are available, if any at all, are at the GM’s discretion).

Netjackers are rare and will find their talents wanting in comparison to other campaign eras.

**Cold World Wars Adventures**

- With the PCs’ exceptional talents they are the perfect sleeper agents, able to operate inside of an occupied city to mount and lead a resistance movement against invaders. Building on their reputations and inspiring the populace, the party lays the groundwork for the liberation wherever they ply their trade.
- By removing a key opponent, the PCs can cripple entire lines of command, bringing military operations to a standstill. Breaching enemy territory, remaining undiscovered, and absconding with an unwilling captive is too difficult for the average soldier, but not for extraordinarily empowered agents!
- Receiving intel about advanced weaponry or mystical artifacts of great power, the PCs are called on to discover the secret asset before enemy forces can seize it!
- Fighting in the front lines, the PCs lead key offensives and espionage missions on the forefront of the conflict. They make names for themselves fighting in the trenches and rallying the troops, or by destroying enemy research labs and liberating imprisoned allies.

**Types of Militarized Alter Sapiens**

Specific members of the cast work wonderfully in this era (and in some cases were there), but there simply isn’t enough room to include every type of super soldier in this book. Below are a few suggestions for NPCs and creatures ideal to use in campaigns set during World War II (though some will need new origins or names).

- **Atomic Americans** (Everywoman, Lady Atom, Tomahawk)
  GMs can also grant a stock NPC the advanced template and a single damage-dealing spell-like ability (of a spell-level equal to 1/2 hit dice) that automatically targets and triggers when reduced to 0 hp.

- **British Pneumatic Soldiers** (DM-1, Deathwing, WATSON & SHERLOCK)
  GMs may choose to grant a stock NPC the steambot template without the construct type or steam breath special attack (reducing the CR increase to +1) or by adding the bodytech template (page 134).

- **Chinese Chi Specialists** (Deathslide, Rabbit, Unyielding Torrent)
  GMs seeking more variety for chi specialists may grant the parallel template (page 134) to any monk NPC.

- **German Donnerkrieger and Blitzkrieger** (Sec-Ops Guard, Siegrich, Murderball Bruiser)
  To create a new Donnerkrieger, GMs need only apply the abbernaut template or meganaut template (page 134) to any barbarian or fighter NPC.

- **Italian Dio Uomini** (Pop, Sniper, Torius)
  Though more elegant versions of Italian super soldiers exist (many believe Torius to unknowingly be among them), most Dio Uomini from WWII are far more monstrous in both appearance and temperament: use the statistics for mythic hill giantsMA, mythic fire giantsMA, and sidheB4.

- **Japanese Shinto Warriors** (Sword Empress, Tsuki)
  A stock NPC can acquire equipment of a value equal to 2,000bt x hit dice to increase its CR by +1 (usually magical weapons, armor, and other enchanted gear that increases one’s defense).

- **Russian Muzhchiny Zhivotnykh** (Kodyax)
  Lycanthropes can all qualify as Muzhchiny Zhivotnykh, but creating a new one is a simple task achieved by adding the abbernaut template (page 134) to any existing NPC.
**MODERNCORPS (1999–2019)**

The new millennium heralded the digital age, rapidly spreading technology across the planet and ultimately making information instantaneously available. While this era of the campaign setting is most like 2099, there are some fundamental differences worth noting. Racism against demigrants is still common (though these are the last years of its major influence) and magic users of all stripes are generally accepted (though sometimes with suspicion). Business moguls perform corporate subterfuge and utilize cutthroat tactics against their adversaries, but they are far more subtle without the use of personal armies and the legal protections of a hypercorporation. Perhaps most importantly, national powers remain the ultimate authority, their militaries able to exert enough force to put down virtually any threat—even the most powerful *alter sapiens*.

**TECHNOLOGY**

With the dawn of the digital age technology quickly became ubiquitous—while there are no flying cars, drones are a new innovation, and advanced scientific tools remain too expensive for mass-production, they still play a large part in the campaign setting. Government agents, teams of *alter sapiens* with hyper intelligent tinkerers, and elite executives have access to virtually all of the gear in the Hyper Equipment chapter, though in addition to their increased costs, these goods are often restricted, illegal, or simply hard to get a hold of.

While netjackers are not common in this era, their skills and expertise are as suited to this timeframe as in 2099.

**MODERNCORPS ADVENTURES**

- Only a few parts of the world are unexplored, but these are the most remote and distant lands on the planet—what powers and mysteries lay within these rare temples and ruins are bound to be potent indeed. Whether working on behalf of eccentric collectors, museums, universities, or by themselves, the PCs must survive ancient curses and truly untamed wilds to recover powerful items and secrets.
- This era is marked by widespread *alter sapiens* groups in the public eye, so many that the UN sanctions their own organization. Most such groups are heroic in nature; those that predominantly act in their own self-interests are vilified by the media and their more altruistic peers.
- Great old dark ones begin to reach fell tendrils into Earth’s realm at the turn of the millennium, inciting their followers to redouble efforts to weaken the dimensional barriers. Cultists across the globe enact rituals, gather totems of power, and destroy holy relics antithetical to their cause—the PCs must curb these evil acts to prevent darkness from overwhelming the planet!
- Though unable to plainly overtake governments, megalomaniacal CEOs and industry moguls attempt national coups in less modernized countries to monopolize markets or for more sinister purposes. Hired by opposing companies, drafted by the state, or imbued with a sense of liberty and justice, the PCs resist or sabotage these illegal grabs at power to earn a fine paycheck or even the respect of an entire nation.

**AGENT TEMPLATE      CR +1**

Governments, private security firms, and spy agencies employ a wide variety of specialists who all tend to share some of the same qualities—a talent for subtlety, remaining unseen, and picking up on cues required to give them an edge.

**Note:** Use this template to quickly take an existing NPC and equip them with a firearm when it seems like the PCs have struck on an important narrative thread the GM wants them to follow. Though less common, agents are also appropriate for and present during WW II and the Cold War.

“Agent” is an acquired template that can be added to any humanoid or monstrous humanoid with an Intelligence of 3 or more.

**CR:** Same as the base creature +1.

**Defensive Abilities:** An agent gains improved evasion and a +3 dodge bonus to AC.

**Feats:** An agent gains Exotic Weapon Proficiency (any one), Improved Initiative, Improved Unarmed Strike, Toughness, Weapon Focus, and Weapon Specialization as bonus feats.

**Skills:** An agent creature gains a +6 racial bonus to Acrobatics, Athletics, Awareness, Bluff, Search, Sense Motive, Sleight of Hand, and Stealth checks.

**Gear:** An agent creature gains a combat pistol or one exotic weapon they are proficient with.

**CREDCHIPS**

By the end of the Moderncorps era, paper currency is rarely used and most transactions are done via bytecoins. Individuals carry credchips on their person (usually several) and are able to deposit or withdraw data from hypercorporate bank accounts into a credchip with a simple swipe from a personal device (most often a smartlight or digiboard). Almost everyone, legitimate or otherwise, accepts credchips or credchip-transactions as payment.
Ballistics Brawler (Monk Archetype)

Chi specialists in WWII developed a form of martial arts that emphasizes the use of guns, a deadly school of combat that maximizes firearms' effectiveness—now it is popular with operators all over the planet.

Alignment: Ballistic brawlers must be of neutral alignment.

Gun Flurry (Ex) A ballistics brawler learns how to unload a fusillade of bullets and treats one-handed firearms as though they had the monk weapon quality. A ballistics brawler making melee attacks while wielding one-handed firearms deals his unarmed strike damage. This modifies and replaces the flurry of blows ability.

Learned Ki (Ex) At 4th level, the ballistics brawler gains the gunsmith gunslinger ability (including Gunsmithing as a bonus feat). In addition, he gains grit equal to his Intelligence modifier (minimum 1), but a ballistics brawler only has half as many ki points as he normally would and determines the size of his ki pool using Intelligence rather than Wisdom.

A ballistics brawler treats his gunslinger level as his monk level -4 for determining what deeds he has access to (at 4th level, a ballistics brawler only has access to the quick clear deed).

This ability modifies ki pool.

Cartridge Clear (Su) At 5th level, the ballistics brawler learns how to simultaneously empty and reload two one-handed firearms. Using this ability is a swift action that requires the expenditure of a ki point or point of grit.

This ability replaces purity of body.

Firearm Fighter (Ex) At 7th level, a ballistics brawler does not provoke attacks of opportunity from making ranged attacks with a firearm while in melee combat.

This ability replaces wholeness of body.

Ballistic Awareness (Ex) At 11th level, a ballistics brawler's talents with firearms becomes instinctive. The ballistics brawler may make attacks of opportunity with her firearms at a range equal to double her reach.

This ability replaces diamond body.

Sliding Charge (Ex) At 12th level, a ballistics brawler may make a charge attack and deliver a free trip combat maneuver on a successful hit. This combat maneuver does not provoke attacks of opportunity. The ballistics brawler also gains the stand up rogue trick.

This ability replaces abundant step.

Ballistic Dodge (Ex) At 13th level, a ballistics brawler has seen so many flying bullets that he develops a preternatural sense for when to dodge out of the way. The ballistics brawler gains Deflect Arrows as a bonus feat; if he already possess this feat, he is able to deflect a second ranged attack each round by spending a ki point.

This ability replaces diamond soul.

Quivering Bullet (Su) At 15th level, a ballistics brawler gains the use of the quivering palm monk ability and are able to use it in conjunction with a ranged attack made with a firearm (either by firing it or throwing the weapon).

This ability improves and modifies quivering palm.

Bullet Storm (Ex) At 17th level, a ballistics brawler can take in his surroundings, making calculations at a rapid speed that determine how to fire a hailstorm of bullets at numerous targets. By remaining perfectly still and spending a full-round action studying his surroundings (provoking attacks of opportunity), a ballistics brawler is able to make a single ranged attack with a firearm against every creature within his reach x 5 as a full-round action on his next turn.

This ability replaces timeless body and tongue of the sun and moon.
Otherworldly Ammunition (Su) At 19th level, a ballistics brawler’s willpower condenses in his ammunition. All of the ballistics brawler’s bullets gain the ghost touch weapon quality. This ability replaces empty body.

Master of the Gun (Ex) At 20th level, a ballistics brawler’s firearms become an extension of his body. The ballistics brawler never has to reload his firearms and he deals his unarmed strike damage with bullets. This ability replaces perfect self.

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

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

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

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

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

Ghost Strike (Su) While using ghost drive, the cyber ninja may choose to suppress the ability as she strikes a target by spending a ki point, disrupting electronics and living flesh alike. Electronic devices and creatures take 1d8 force damage per 3 ninja levels (to a maximum of 6d8); other objects or creatures take 1d6 force damage per 3 ninja levels (to a maximum of 6d6).

Bodytech Samurai (Samurai Archetype)
To survive in a cutthroat world ruled over by hypercorporations and influenced by individuals able to throw cars with ease, a normal warrior needs an edge—bodytech.

Skills: Cyber samurai add Knowledge (technology) (Int), Use Technology (Int), and Vehicular Control (Dex) to their list of class skills.

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

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

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

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

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

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

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

Order Abilities: A samurai who belongs to the order of the street gains the following abilities as she increases in level.

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

Way of the Street (Ex): At 8th level, the samurai uses her humility and reputation to great effect. When making Diplomacy checks to gather information the
The proxy's special abilities and the proxy's upgrades. The mechwarrior is still limited to the proxy's maximum number of natural attacks. The proxy has no skills or feats of its own. The proxy must be at least the same size as the mechwarrior. Getting into or out of a proxy is a full-round action that provokes attacks of opportunity.

While wearing her proxy, the mechwarrior loses the benefits of her armor. She counts as both her original type and a robot for any effect related to type, whichever is worse for the mechwarrior. Spells such as antitech field or destroy robot work normally on the proxy, but the mechwarrior is unaffected. Neither the mechwarrior nor her proxy can be targeted separately, as they are fused into one creature. The mechwarrior and proxy cannot take separate actions. While fused with her proxy, the mechwarrior can use all of her own abilities and gear, except for her armor. In all other cases, this ability functions as the netjacker's normal robot artist ability (for example, the proxy and netjacker share a digital watermark).

This modifies and replaces robot artist.

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

This ability replaces calculated attack.

Hacking Talents: Mechwarriors are able to take the following hacking talents.

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

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

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

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

### CLASS SKILLS

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

**Skill Ranks per Level:** 2 + Int modifier.

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</tr>
<tr>
<td>16th</td>
<td>+12/+7/+2</td>
<td>+5</td>
<td>+10</td>
<td>+10</td>
<td>Advanced hacking talent</td>
</tr>
<tr>
<td>17th</td>
<td>+12/+7/+2</td>
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<td>+10</td>
<td>+10</td>
<td>Tech doyen</td>
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<tr>
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<td>+11</td>
<td>+11</td>
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<tr>
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<td>+12</td>
<td>+12</td>
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</tr>
</tbody>
</table>

**Starting bytecoins:** 10d10 x 10 bt

**Weapon and Armor Proficiency:** Netjackers are proficient with all simple weapons and one exotic weapon of their choice. Netjackers are also proficient with light armor, medium armor, and with shields (including tower shields). Characters that take the netjacker class at 1st level begin play with a free (installed) hyperjack and a digiboard.
Robot Artist: A netjacker begins play with one or more robots (either a proxy or two drones) she is able to simultaneously control while taking part in a fight. The netjacker does not require Craft Technological Item to construct, improve, or repair drones and proxies, but without access to proper equipment, facilities, and materials she takes a -5 penalty on checks to do so. While commanding a robot while in a stressful situation (such as during combat), a netjacker suffers a -2 penalty to AC, attack rolls, and skill checks for each drone under her control (-3 for a proxy). This penalty is reduced by 1 at 6th level and every 6 levels thereafter (to a minimum of 0 at 18th level).

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

The robot(s) take a form shaped by the netjacker’s mechanical designs and efforts at crafting. The robot’s Hit Dice, saving throws, skills, feats, and abilities are tied to the netjacker’s class level and increase as the netjacker gains levels. In addition, each robot receives an upgrade pool of robot points based on the netjacker’s class level; these can be used to give the robot different abilities and powers (treating it as an eidolon for these purposes; see upgrade pool below). Whenever the netjacker gains a level (and has the time and resources to make modifications), she must decide how these points are spent, and they are set until she gains another level of netjacker.

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

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

Using a Proxy
A proxy acts on the netjacker’s initiative –3.

A netjacker can give up all her actions, becoming stunned to take over the body of the proxy as a free action, retaining all mental attributes, feats, and skill ranks while gaining all of the proxy’s attacks, 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.

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 OA.

When a proxy is destroyed the netjacker takes an amount of damage from feedback equal to $1d10 \times \frac{1}{4}$ the done’s hit dice. When a drone being directly controlled by a netjacker is destroyed, the netjacker takes an amount of damage from feedback equal to drone’s maximum hp. A Fortitude save (DC $10 + \frac{1}{2}$ the drone’s hit dice) allows the netjacker to take half damage instead.

Tech Wiz: A netjacker gains Technologist TG as a bonus feat and an insight bonus to all Craft (mechanical), Knowledge (technology), and Use Technology checks equal to netjacker level (minimum 1). At 5th level a netjacker makes these skill checks in half the normal amount of time (minimum immediate action) and gains Craft Technological Item 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. Abilities have a range of netjacker level x 20 feet (or if within range of electronic telepathy) unless 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.

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

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

Fast-Fix (Ex): The netjacker quickly spot-welds and hyperglues pieces and bits back onto her robot as a standard action that does not provoke attacks of opportunity. Her robot heals a number of hit points equal to $1d8 + \frac{1}{2}$ 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 $1d8 + \frac{1}{2}$ the netjacker’s Intelligence modifier plus $1d8$ for every two netjacker levels beyond first.

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

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

Networking Executables (Ex): The netjacker spends a swift action to simplify the routines of a drone or proxy and maximize its effectiveness at a single task. The robot receives a hyper bonus equal to $\frac{1}{2}$ 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.

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 $20 + \text{target’s hit dice} + 1$ per 2,000bt of the target’s cost, or opposed by an enemy netjacker’s Use Technology check. The target remains under the netjacker’s control (as dominate monster) for a number of rounds equal to netjacker level + Intelligence modifier.
Routine Maintenance (Ex): The netjacker is totally in sync with technology of all kinds, learning how to use Craft (mechanical) more efficiently. When creating new equipment, it costs 75% the normal amount and when repairing damage robots or technology, costs are halved.

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

Targeting Relays (Ex): Using the sensors of her drones, the netjacker triangulates her attacks to maximize their potential. The netjacker can spend a swift action to gain a hyper bonus to her next attack roll equal to ¼ netjacker level. If taken a second time, the netjacker also gains a hyper bonus to damage equal to ¼ 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 penalties for controlling drones or a proxy, but only in regard to the target of calculated attack. This bonus increases by +1 at 7th level and every 4 levels thereafter (to a maximum of +5 at 19th level).

Tech Savant (Ex): At 5th level, a netjacker gains a +1 hyper bonus to AC, attack rolls, and skill checks made while in the Hypernet. At 8th level and every three levels thereafter, this 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 (mechanical) 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 ¼ netjacker level (no save). This includes all technological equipment; the netjacker’s proxy or drones are also affected, as is her hyperjack (negating many of her abilities for the duration of the effect).

Flash Firewall (Ex): As an immediate action, the netjacker creates a firewall that stops all electronic intrusions against her robots for a number of rounds per day equal to her Intelligence modifier. This advanced hacking talent counteracts a firesale (both the netjacker’s and those of another creature). The netjacker can use this ability a 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 netjackers' 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 + ½ netjacker level + netjacker's Intelligence modifier) but even on a successful save, they are compelled to do so for one round (unless controlled by an opponent netjacker).

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

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

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

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

Robots: 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 improve the abilities of the robot at no additional cost. These choices are not set and the netjacker can change them whenever she gains a level (or by spending 1 day per 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, immunity (electricity), magic attacks, major magic, minor magic, ultimate magic, weapon training.
- Evolutions that grant additional attacks do not grant the robot additional attacks each round, only natural weapons capable of making attacks (and qualifying the robot for other evolutions that require natural weapons). By taking an evolution that normally grants an attack a second time at double the cost, a robot gains a secondary attack via that evolution. When a robot increases in size its weight is doubled.
- Robots that take the ability increase evolution more than once can apply the bonus to the same individual ability score once for every 4 netjacker levels.
- Robots that take the flight evolution require propellers, jets, or some other form of physical propulsion; until taken twice specifically to carry weight, a robot cannot fly and support anything greater than a medium load.

**Robot Base Forms**

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

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

- Netjacker robots have no Constitution score. Any DCs or other statistics that rely on a Constitution score treat a robot as having a score of 10 (no bonus or penalty).
- Netjacker robots receive darkvision 60 ft. and low-light vision.
- Netjacker robots are immune to ability damage, ability drain, bleed, disease, death effects, fatigue, exhaustion, energy drain, mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), necromancy effects, nonlethal damage, paralysis, poison, sleep effects, stunning, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Netjacker robots cannot heal damage on their own, but can be repaired via a netjacker talent or the use of the Craft (mechanical) skill. Netjacker robots can also be healed through spells such as *make whole*. A netjacker robot with the fast healing special quality is able to benefit from that quality.
- Netjacker robots are immediately destroyed when reduced to 0 hit points or less (dealing feedback damage to the netjacker; see pages 165–166).
- Netjacker robots are vulnerable to electricity and critical hits; whenever a robot takes extra damage from a critical hit, it must make a DC 15 Fortitude save to avoid being stunned for 1 round. If it makes a successful saving throw, it is staggered for 1 round. The robot remains immune to other sources of the stunned condition.
- Netjacker robots cannot be raised or resurrected.
A netjacker and her robot(s) share a mental link that allows for communication across any distance (as long as they are both able to access the Hypernet); otherwise it is equal to 50 ft. x netjacker level (ignoring obstructions).

Netjacker robots cannot benefit from most magical items, but do gain the enhancement bonuses of a magic weapon and certain weapon enchantments (at the GM’s discretion). Netjacker robots can make use of advanced craftsmanship items without issue.

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 1,000bt;
Weight 300 lbs. + 15 lbs. per upgrade

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

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

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

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

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

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

Starting Statistics: Size Large; Speed 40 ft.; Attack slam (1d6); Ability Scores: Str 20, Dex 10, Con —, Int 6, Wis 12, Cha 6; Free Evolutions mount, wheels

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

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

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

Spy Drone
These 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 500bt;
Weight 10 lbs + 2 lbs. per upgrade

Starting Statistics: Size Tiny; Speed 20 ft., climb 20 ft.; AC +2 size; Attack claws (1d3); Ability Scores: Str 8, Dex 17, Con —, Int 6, Wis 12, Cha 6; Free Evolutions claws, climb, limbs (arms), limbs (legs), tail

Upgrades: These new evolutions are available only to robots.

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

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

1 Point - Size Reduction (Ex) The robot becomes miniaturized, reduced in size by one category. The robot gains a +2 bonus to its Dexterity score and takes a -4 Penalty to its Strength. Depending on its new size category it gains a bonus to its AC and attack rolls, a penalty of equal value to its CMB and CMD scores, and a bonus to Fly and Skill checks (see the skill descriptions). Reduce the damage of all of its attacks by one step (1d6 becomes 1d4, 1d4 becomes 1d3). If this choice is made, the robot can be remade to its original size whenever the netjacker can change the robot’s upgrade pool (which causes it to lose these modifiers for being smaller). Reduce the robot’s weight by half. A netjacker must be 4th level or higher to select this upgrade for their robot.
2 Points - Energy Ray (Ex) The robot gains an energy ray to make ranged touch attacks. The range increment of a robot’s energy ray is equal to \( \frac{1}{2} \) the robot’s hit dice x 10 feet and deals 1d4 acid, cold, electric, fire, or sonic damage (chosen when the upgrade is gained) on a successful hit. This damage increases to by +1d4 at 6th level and every 6 levels thereafter (to a maximum of 4d4 at 18th level).

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

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

By taking this upgrade a second time, the robot may make attacks while using ghost capacitator, disrupting electronics and living flesh alike. Electronic devices and creatures take 1d6 force damage per 2 netjacker levels (to a maximum of 10d6); other objects or creatures take 1d4 force damage per 4 netjacker levels (to a maximum of 5d4).

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

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<tr>
<th>Level</th>
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<th>Bonus Attack</th>
<th>Saves</th>
<th>Armor Bonus</th>
<th>Str/Dex Bonus</th>
<th>Upgrade Pool (proxy)</th>
<th>Bonus hp (proxy)</th>
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<td>7th</td>
<td>5</td>
<td>+5</td>
<td>+2</td>
<td>+6</td>
<td>+2</td>
<td>10</td>
<td>16</td>
<td>4</td>
<td>8</td>
</tr>
<tr>
<td>8th</td>
<td>6</td>
<td>+6/+1</td>
<td>+2</td>
<td>+6</td>
<td>+2</td>
<td>11</td>
<td>18</td>
<td>4</td>
<td>9</td>
</tr>
<tr>
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<td>+6/+1</td>
<td>+3</td>
<td>+6</td>
<td>+2</td>
<td>12</td>
<td>21</td>
<td>4</td>
<td>11</td>
</tr>
<tr>
<td>10th</td>
<td>7</td>
<td>+7/+2</td>
<td>+3</td>
<td>+8</td>
<td>+3</td>
<td>14</td>
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<td>12</td>
</tr>
<tr>
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<td>+3</td>
<td>+8</td>
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</tr>
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</tr>
<tr>
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<td>+4</td>
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<td>+4</td>
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<tr>
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<td>+12</td>
<td>+4</td>
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<td>19</td>
</tr>
<tr>
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<td>+5</td>
<td>+14</td>
<td>+5</td>
<td>22</td>
<td>39</td>
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</tr>
<tr>
<td>18th</td>
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<td>+13/+8/+3</td>
<td>+6</td>
<td>+14</td>
<td>+5</td>
<td>23</td>
<td>42</td>
<td>8</td>
<td>22</td>
</tr>
<tr>
<td>19th</td>
<td>14</td>
<td>+14/+9/+4</td>
<td>+6</td>
<td>+14</td>
<td>+6</td>
<td>24</td>
<td>44</td>
<td>8</td>
<td>23</td>
</tr>
<tr>
<td>20th</td>
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<td>+16</td>
<td>+6</td>
<td>26</td>
<td>46</td>
<td>9</td>
<td>24</td>
</tr>
</tbody>
</table>

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

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

Skill Ranks per Hit Die: 6 + Int modifier.
Speed is a relative thing, but those that best understand it can turn rapid movement into an asset easily the equal of a powerful spell or masterfully wielded blade. The veloces is just such an individual; rather than study the arcane or art of combat, they are driven by a fundamental need for speed.

Role: Couriers, messengers, and scouts are commonly veloces, and militaries find great use for these runners to reconnoiter and support warriors in the field. Adventuring parties especially enjoy a veloces’ presence—they prove to be ideal monster bait.

Alignment: The nature of a veloces essence denies any lawful character from taking levels in this class.

Hit Die: d8

Class Skills
The veloces’ class skills are Acrobatics (Dex), Athletics (Str), Awareness (Wis), Diplomacy (Cha), Heal (Wis), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Linguistics (Int), Profession (any) (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), Survival (Wis), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

<table>
<thead>
<tr>
<th>Level</th>
<th>Base Attack Bonus</th>
<th>Fortitude Save</th>
<th>Reflex Save</th>
<th>Will Save</th>
<th>Special</th>
<th>Fast Movement</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>+0</td>
<td>+2</td>
<td>+2</td>
<td>+0</td>
<td>Bonus feat, dash, Endurance, fast movement</td>
<td>+10 ft.</td>
</tr>
<tr>
<td>2nd</td>
<td>+1</td>
<td>+3</td>
<td>+3</td>
<td>+0</td>
<td>Careen, swift dodge</td>
<td>+15 ft.</td>
</tr>
<tr>
<td>3rd</td>
<td>+2</td>
<td>+3</td>
<td>+3</td>
<td>+1</td>
<td>Kip up, veloces enigma</td>
<td>+20 ft.</td>
</tr>
<tr>
<td>4th</td>
<td>+3</td>
<td>+4</td>
<td>+4</td>
<td>+1</td>
<td>Bonus feat, rapid drinker</td>
<td>+30 ft.</td>
</tr>
<tr>
<td>5th</td>
<td>+3</td>
<td>+4</td>
<td>+4</td>
<td>+2</td>
<td>Marathon runner, touch of speed</td>
<td>+35 ft.</td>
</tr>
<tr>
<td>6th</td>
<td>+4</td>
<td>+5</td>
<td>+5</td>
<td>+2</td>
<td>Evasion, veloces enigma</td>
<td>+40 ft.</td>
</tr>
<tr>
<td>7th</td>
<td>+5</td>
<td>+5</td>
<td>+5</td>
<td>+2</td>
<td>Bonus feat, impart swiftness</td>
<td>+45 ft.</td>
</tr>
<tr>
<td>8th</td>
<td>+6/+1</td>
<td>+6</td>
<td>+6</td>
<td>+2</td>
<td>Rapid wondrous activation</td>
<td>+50 ft.</td>
</tr>
<tr>
<td>9th</td>
<td>+6/+1</td>
<td>+6</td>
<td>+6</td>
<td>+3</td>
<td>Veloces enigma, veloces haste</td>
<td>+60 ft.</td>
</tr>
<tr>
<td>10th</td>
<td>+7/+2</td>
<td>+7</td>
<td>+7</td>
<td>+3</td>
<td>Bonus feat, immune to fatigue</td>
<td>+65 ft.</td>
</tr>
<tr>
<td>11th</td>
<td>+8/+3</td>
<td>+7</td>
<td>+7</td>
<td>+3</td>
<td>Rapid staves</td>
<td>+70 ft.</td>
</tr>
<tr>
<td>12th</td>
<td>+9/+4</td>
<td>+8</td>
<td>+8</td>
<td>+4</td>
<td>Freedom of movement, veloces enigma</td>
<td>+80 ft.</td>
</tr>
<tr>
<td>13th</td>
<td>+9/+4</td>
<td>+8</td>
<td>+8</td>
<td>+4</td>
<td>Bonus feat, improved evasion</td>
<td>+85 ft.</td>
</tr>
<tr>
<td>14th</td>
<td>+10/+5</td>
<td>+9</td>
<td>+9</td>
<td>+4</td>
<td>Rapid wands</td>
<td>+90 ft.</td>
</tr>
<tr>
<td>15th</td>
<td>+11/+6/+1</td>
<td>+9</td>
<td>+9</td>
<td>+5</td>
<td>Immune to exhaustion, veloces enigma</td>
<td>+100 ft.</td>
</tr>
<tr>
<td>16th</td>
<td>+12/+7/+2</td>
<td>+10</td>
<td>+10</td>
<td>+5</td>
<td>Bonus feat</td>
<td>+105 ft.</td>
</tr>
<tr>
<td>17th</td>
<td>+12/+7/+2</td>
<td>+10</td>
<td>+10</td>
<td>+5</td>
<td>Slip the barrier</td>
<td>+110 ft.</td>
</tr>
<tr>
<td>18th</td>
<td>+13/+8/+3</td>
<td>+11</td>
<td>+11</td>
<td>+6</td>
<td>Blazing bolt, veloces enigma</td>
<td>+120 ft.</td>
</tr>
<tr>
<td>19th</td>
<td>+14/+9/+4</td>
<td>+11</td>
<td>+11</td>
<td>+6</td>
<td>Bonus feat</td>
<td>+125 ft.</td>
</tr>
<tr>
<td>20th</td>
<td>+15/+10/+5</td>
<td>+12</td>
<td>+12</td>
<td>+6</td>
<td>Embodiment of speed</td>
<td>+130 ft.</td>
</tr>
</tbody>
</table>

Starting bytecoins: 6d10 x 10 bt

Weapon and Armor Proficiencies: A veloces is proficient with simple weapons, starknives, light shields, and light armors.

Bonus Feats: The veloces gains a bonus feat at 1st level and every three levels thereafter. These feats must be chosen from the following list and she must have any prerequisites a bonus feat requires: Agile Maneuvers, Cartwheel DodgeUC, Charge ThroughAPG, Charging HurlerUC, Combat PatrolAPG,
Disorienting Maneuver\textsuperscript{UC}, Dodge, Dragon Style\textsuperscript{UC}, Extra Veloces Enigma, Fleet, Following Step\textsuperscript{APG}, Greater Bull Rush, Greater Drag\textsuperscript{APG}, Greater Overrun, Greater Reposition\textsuperscript{APG}, Improved Bull Rush, Improved Charging Hurler, Improved Drag\textsuperscript{APG}, Improved Overrun, Improved Reposition\textsuperscript{APG}, Improved Unarmed Strike, Landing Roll\textsuperscript{UC}, Lightning Stance, Mobility, Quick Draw, Parting Shot\textsuperscript{APG}, Shot on the Run, Sidestep\textsuperscript{APG}, Spring Attack, Stand Still, Step Up, Wind Stance, Wall Run

**Endurance:** Veloces gain Endurance as a bonus feat.

**Fast Movement (Ex)** A veloces gains a hyper bonus to her land speed, as shown on Table: Veloces. A veloces in medium or heavy armor or carrying a medium or heavy load loses this extra speed. If she already possesses fast movement from another source, both abilities stack.

**Dash (Ex)** The veloces can sprint at incredible speeds for brief periods of time, weaving and lightly stepping with the grace of a leaf dancing in the wind and the swiftness of a primordial predator. Starting at 1st level, a veloces can dash for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can dash for 2 additional rounds. Temporary increases to Constitution, such as those gained from rage and spells like bear’s endurance, do not increase the total number of rounds a veloces can dash per day. The total number of rounds of dash per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in a dash, a veloces gains a +4 morale bonus to her Dexterity, a +2 dodge bonus to AC and Reflex saves, ignores all types of difficult terrain (magical and mundane), and negates a number of attacks of opportunity provoked from movement equal to veloces level each turn. She must move at least her full speed (this movement does not need to be in a straight line) during any turn this ability is active. While in a dash, a veloces cannot use any Charming- or Intelligence-based skills (except Intimidate) or any ability that requires patience or concentration.

A veloces can end her dash as a free action and is fatigued after dashing for a number of rounds equal to 2 times the number of rounds spent in the dash. A veloces cannot enter a new dash while fatigued or exhausted but can otherwise enter dash multiple times during a single encounter or combat. If a veloces falls unconscious, her dash immediately ends.

Entering a dash is a swift action. At 7th level a veloces can begin a dash with a free action during the beginning of a movement action.

**Careen (Ex)** At 2nd level, the veloces can gain a hyper bonus to her speed by +20 ft. as a free action. The veloces can use this ability a number of times per day equal to 3 + Constitution modifier.

**Swift Dodge (Ex)** At 2nd level the veloces bobs and weaves fluidly as she moves around the battlefield. Any round in which a veloces moves more than 60 feet, her synapses fire even faster than normal, granting a dodge bonus to AC and Reflex saves equal to half her veloces level until the end of her next turn.

**Kip Up (Ex)** At 3rd level the veloces gains the stand up rogue talent and is able to stand up from prone as a free action.

**Veloces Enigma** At 3rd and every three levels after the veloces unlocks more of the mysteries behind momentum and velocity, gaining additional abilities while she is sprinting across the battlefield. These activate only when a veloces is dashing and unless noted otherwise any effects remain until the veloces’ current dash ends. A veloces is never affected by the hazardous effects generated with her own veloces enigma so long as she is in a dash. Unless otherwise noted, activating a veloces enigma is a standard action that does not provoke an attack of opportunity.

**Blazing Trail (Ex)** By expending one round of dash, a veloces releases some of her control on friction and sets the very winds ablaze as she runs across the battlefield to create a blazing trail of flame behind her. This effect is identical to a wall of fire spell on any area the veloces passes through the turn she activates blazing trail. The veloces’ caster level is equal to her veloces level. A veloces must be at least 12th level before selecting this veloces enigma.

**Bouncing Dodge (Ex)** When a veloces would be struck by a melee weapon during a dash, she can try to convert some or all of that damage into movement by recoiling with a bouncing dodge. To
do so, a veloces must expend a round of dash and make an Acrobatics check (DC = 5 + the damage dealt from the attack) as an immediate action. If the veloces succeeds this check, she takes no damage from the attack but instead must move 5 feet in a straight line for each 5 points of damage negated in this way, up to a maximum of half her speed.

If this movement would cause the veloces to enter the square of a creature or object of her size or larger, she must make an Acrobatics check against the creature’s CMB (if an object, it is considered to have a CMB equal to half the total damage being negated by bouncing dodge); on a failure her movement immediately ends and she takes 1d4 points of damage before falling prone in that square.

**Charging Juggernaut (Ex)** When a veloces makes a charge while dashing, she strikes with all the force of her considerable velocity. The veloces is able to make charge attacks without moving in a straight line. The veloces receives an additional +1 precision bonus to both attack and damage for every 20 feet of movement in a straight line before the attack. Should the veloces score a critical hit on her charge attack she immediately takes a number of points of damage equal to the bonus damage granted by charging juggernaut; if the veloces has the bouncing dodge veloces enigma, she may use it to negate this damage.

**Cloudwalker (Su)** While in a dash, every surface is a veloces runway. She is able to effortlessly and safely run across anything she chooses; across water, through the air, or over a flow of lava. A veloces using cloudwalker is only immune to damage or effects that would be caused by contact with a surface and may still suffer from other hazards from the terrain (such as poisonous gas or a hurricane), and suffers full effects (including falling, if appropriate) of the square in which she ends her turn. Cloudwalker does not require activation; a veloces that has this ability is considered to always be under its effects while using dash. A veloces must be at least 6th level before selecting this veloces enigma.

**Personal Slipstream (Ex)** When the veloces is on the move, the winds part for her. While in a dash she is never checked or blown away by strong winds of windstorm or lesser strength (whether natural or magically created), and ranged attack rolls against the veloces take a -4 penalty. Tiny or smaller creatures must succeed at a Fortitude save (DC 10 + 1/2 veloces level + veloces’ Constitution modifier) to successfully touch or attack the veloces in melee. Failure knocks the attacker prone and pushes it 5 feet away from the veloces for every 4 veloces levels. This movement can pass through the squares of other creatures without affecting them and does not provoke attacks of opportunity or cause damage. Personal slipstream does not require activation and a veloces that has this ability is considered to always be under its effects while using dash.

**Primed Reflexes (Ex)** A veloces is prodigiously agile and when larger creatures attack her, they merely create openings through which she easily slips. For the cost of one round of dash, a veloces can activate primed reflexes for the duration of her dash as a free action. Once active, whenever the veloces is missed by a creature at least one size category larger than her, she can use primed reflexes as an immediate action, moving up to 5 feet + 5 feet for every 4 veloces levels.

**Quaking Trail (Ex)** Moving as quickly as she does, the veloces’ feet can really tear up the earth behind her. While in a dash, she may expend a round of dash at the beginning of her turn to permanently change all of the squares that she passes through into difficult terrain. Quaking trail can only be used on earth, dirt, soil, and sand. At 12th level, the veloces speed is so great that she may use quaking trail on stone and rock. A veloces must be at least 9th level before selecting this veloces enigma.

**Quickness Field (Su)** While in a dash the veloces is so fast that she is able to pass through flame totally unscathed, gaining immunity to fire while dashing. Quickness field does not require activation and a veloces that has this ability is considered to always be under its effects while using dash. A veloces must be at least 9th level before selecting this veloces enigma. This veloces enigma may be taken a second time, granting immunity to another type of energy.

**Redirect (Su)** By spending three rounds of dash as an immediate action, a veloces can move so quickly as to turn a spell or spell-like ability that was targeting her back on the original caster. The veloces can only redirect single-target spells: spells with an area of effect to fail). A veloces must be at least one size category larger than the original target multiple creatures are not affected. Redirect also fails to stop touch range spells.

The veloces can instead interpose a new creature or a solid object between her and the caster of the effect by succeeding an Acrobatics check with a DC of the target creature’s CMD - 1/2 veloces level (or 15 for a solid object). On a success, the veloces moves up to her movement speed to behind the target, who becomes the new target of the original spell or ability (even if that would cause the original effect to fail). A veloces must be at least 9th level before selecting this veloces enigma.
Scorching Missiles (Su) While in a dash the veloces learns how to throw her weapons with the momentum of her movement, turning them into flaming missiles. By expending an additional round of dash as part of her movement, any ranged weapons thrown by the veloces gain the flaming burst quality until they strike the target as well as a +1 circumstance bonus to both attack and damage per 3 veloces levels.

Speed Phantom (Su) The veloces’ movement is so rapid that she defies the senses of creatures observing her. By spending a round of dash as a free action, after images appear in the square the veloces begins her turn in and the square she occupied after each 20 feet of her movement, but never within 40 feet of the square the veloces ends her movement in. These after images are illusory figments, but otherwise indistinguishable from the veloces. While using speed phantom, until the beginning of her next turn the veloces is considered to be under the effects of improved invisibility, negate aroma, and silence (self only). A veloces may not select this veloces enigma until 6th level.

Turbulent Backwash (Ex) By expending a round of dash as a swift action, the air in the wake of a veloces’ movement is left in tumultuous swirling eddies. Squares the veloces passes through become filled with tempest-like winds that are treated in all ways as areas of severe wind, applying a -4 penalty on ranged weapon attacks that pass through them. Any Medium or smaller creatures in those squares or that attempt to move through those squares are subjected to a bull rush combat maneuver. Turbulent Backwash has a CMB equal to the veloces’ CMD and the effect persists until the beginning of the veloces’ next turn.

Whirlwind Sprint (Ex) By spending two rounds of dash, a veloces can take full advantage of the air displaced by her movement, creating a whirlwind in four squares adjacent to those she passes through during her turn. A veloces must be at least 9th level before selecting this veloces enigma.

Rapid Drinker (Su) At 4th level the veloces masters a clever talent with liquids that serves her well when drinking vials of enchanted elixirs and potions. As a standard action, a veloces can drink two potions at once, using her accelerated metabolism to activate both simultaneously. Alternatively, she may administer a single potion to another creature as a swift action (and immediate action for the imbibers), or drink a single potion in a blur of motion that doesn’t provoke an attack of opportunity (a standard action). A creature must wait a number of rounds equal to 10 - veloces level (minimum 1) before it is able to benefit from rapid drinker again.

Marathon Runner (Ex) At 5th level the veloces has mastered running great distances. She is able to run continuously for a number of additional hours equal to her veloces level without making checks against fatigue and exhaustion.

Touch of Speed (Sp) At 5th level the veloces becomes able to share some of her innate ability with others. She gains the use of burst of speed as a spell-like ability a number of times per day equal to 3 + Constitution modifier and increases its range to touch. The veloces’ caster level is equal to her veloces level.

Evasion (Ex) At 6th level or higher, a veloces gains evasion.

Impart Swiftness (Su) At 7th level the veloces’ touch of speed ability improves, increasing the bonus to speed by +10 ft. for every four levels beyond 3rd. A veloces may simultaneously target a number of creatures equal to 1/2 veloces level and increases the range of burst of speed to close.

Rapid Wondrous Activation (Su) At 8th level the veloces controls speed so deftly that she learns how to “trick” some magic items. As a standard action a veloces can activate two wondrous items at once, or activate a single wondrous item so deftly that she doesn’t provoke attacks of opportunity. A veloces must wait a number of rounds equal to 20 - veloces level (minimum 1) before she can use rapid wondrous activation again.

Veloces Haste (Sp) At 9th level the veloces truly begins to unlock the secrets of swiftness, able to propel herself to move much faster than normal for limited periods of time. She gains the use of haste (self only) as a spell-like ability a number of times per day equal to 3 + Constitution modifier. The veloces’ caster level is equal to her veloces level. While she is under the effects of veloces haste and dash, when she makes a full-round attack she receives a second bonus attack at her highest base attack bonus.

Immune to Fatigue (Ex) At 10th level the veloces has conditioned her body to incredible ends. She gains immunity to fatigue, though she may still become exhausted. The veloces is still fatigued after using dash, but only for a number of rounds equal to how long she was dashing.

Rapid Staves (Su) At 11th level the veloces begins to understand the very speed of magic and how to best manipulate it within a magical staff. As a standard action a veloces can activate one magical staff twice in the same round, using her fantastic speed to make the activation seem simultaneous. Using this ability does not provoke an attack of opportunity. A veloces must wait a number of rounds equal to 30 - veloces level (minimum 1) before she can use rapid staves again.
**Extra Veloces Enigma (General)**
You are particularly beloved by the spirits of speed.

- **Prerequisites:** Veloces, 5th level
- **Benefit:** You gain another veloces enigma.
- **Special:** At 10th, 15th, and 20th level you may select this feat an additional time.

**Wall Run (General)**
Using your momentum and incredible speed, you are able to run along vertical surfaces.

- **Prerequisite:** Speed 60 ft.+
- **Benefit:** You are able to run along vertical surfaces at half your normal movement speed. If you end your movement in a square that has nothing to support your weight, you fall as normal.

**Freedom of Movement (Sp)**
At 12th level there is no cage or obstacle that can stop a veloces when she has a mind to go somewhere. She gains freedom of movement as a constant spell-like ability. The veloces’ caster level is equal to their veloces level.

**Improved Evasion (Ex)**
At 13th level the veloces gains improved evasion.

**Rapid Wands (Su)**
At 14th level the veloces unlocks the ability to use wands with shocking speed. As a standard action, a veloces can activate two magical wands twice in the same round, activating both simultaneously (though each wand expends two charges when used this way). Using this ability does not provoke an attack of opportunity. A veloces must wait a number of rounds equal to 40 - veloces level (minimum 1) before she can use rapid wands again.

**Immune to Exhaustion (Ex)**
At 15th level the veloces' body runs so efficiently that it is practically a machine. She gains immunity to exhaustion and is no longer fatigued from using dash.

**Slip the Barrier (Sp)**
At 17th level the veloces can move so fast that she learns how to literally run from one dimension to the next. She gains the use of plane shift as a spell-like ability a number of times per day equal to her Constitution modifier. The veloces' caster level is equal to veloces level.

**Blazing Bolt (Su)**
At 18th level the veloces learns how to pierce the veil of the energies that grant her powers, briefly able to embody them in a blazing streak of light. The veloces can turn herself into a bolt of lightning, as the ride the lightning spell except that she retains her normal movement speed. Activating blazing bolt is a swift action. A veloces may use blazing bolt a number of rounds equal to her Constitution modifier. These rounds need not be consecutive.

**Embodiment of Speed (Su)**
At 20th level the veloces becomes the embodiment of speed. She is able to run on any surface (including air) all the time, always ignore difficult terrain, always grant any allies that begin their turns within 50 feet the benefits of impart swiftness and receive the bonuses granted by swift dodge, even when flat-footed.

The veloces can use her speed to create temporary holes through dimensions; she gains the use of gate as a spell-like ability once per day and the use of blink as an at will spell-like ability. The veloces’ caster level is equal to veloces level.
**ADVANCED CRAFTSMANSHIP**

With lasers precise to the molecule, complicated manufacturing techniques, and industrial sciences, in *Hypercorps 2099* there are ways to produce perfectly mundane items of such an extraordinary quality that they rival even the most powerfully enchanted armor, gear, and weapons.

An item must be of masterwork quality before it can benefit from advanced craftsmanship.

Weapons and armor of advanced craftsmanship grant a hyper bonus instead of an enhancement bonus at an additional +50% of the item’s standard cost (so a [+1] katana costs +3,000bt and a [+2] chain shirt costs +6,000bt). At the GM’s discretion, certain armor or weapon qualities may also be added to a piece of advanced equipment in the same way as further enchanting a magical item. Like magical gear, advanced weapons and armor must have a [+1] bonus before any special qualities can be added.

Other magical items (including most wondrous items, at the GM’s discretion) can be created as advanced items at double the normal cost. Though they emulate magic items in most ways, advanced items do not give off any aura and recognizing what an advanced item does requires Use Technology instead of Spellcraft. Integrating advanced wondrous items as though they were cyberware requires installation as normal (DC 10 + caster level).

Gear and weapons of advanced craftsmanship can be made collapsible for an additional 500bt. When collapsed the item is two sizes smaller for the purposes of concealment and it can be collapsed or deployed as a swift action. Collapsible armor costs an additional 1,500bt, equips to the wearer in one round (incurring the staggered condition), and cannot be collapsed while worn.

Items of advanced craftsmanship can also be enchanted. If an item is both advanced and magical, add their bonuses together when determining the cost to purchase or improve the item (so, a [+1] +1 longsword costs 5,400bt: 400bt for a masterwork katana, 3,000bt for [+1] advanced and 2,000bt for the magical +1 enhancement). Advanced enchanted gear is written with the advanced modifier first, so a [+1] advanced +1 *magical* katana is written as a [+1] +1 *katana* or in the case of wondrous items, inside of brackets.

Unlike magical items, advanced items can be mass-produced by machines and are more readily available for purchase than their enchanted counterparts. Any magic item that costs more than 1,000bt requires more effort to purchase than a quick shopping trip on the Hypernet (most advanced items that cost more than 5,000bt are the same way).

**NEW MATERIAL: ARCANOSTEEL**

Mined from veins of magically infused ore in Honduras and treated with mystical energies on a molecular level, this incredible cyan metal grants incredible powers to whatever it is incorporated into. The larger an item is, however, the more talented its craftsman must be and the more expensive the process of synthesis becomes.

When the wearer of an arcanosteel armor or wielder of an arcanosteel weapon is affected by a spell that inflicts damage, the item gains a hyper bonus equal to the spell’s level (up to the item’s original enhancement bonus) until the end of the character’s next turn. Cantrips do not charge arcanosteel items.

**Table 8-1: Arcanosteel Costs**

<table>
<thead>
<tr>
<th>Enhancement Bonus</th>
<th>Armor Cost</th>
<th>Weapon Cost</th>
<th>Craft DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>+1</td>
<td>+1,000bt</td>
<td>+1,500bt</td>
<td>+3</td>
</tr>
<tr>
<td>+2</td>
<td>+2,000bt</td>
<td>+3,000bt</td>
<td>+6</td>
</tr>
<tr>
<td>+3</td>
<td>+3,000bt</td>
<td>+4,500bt</td>
<td>+9</td>
</tr>
<tr>
<td>+4</td>
<td>+4,000bt</td>
<td>+6,000bt</td>
<td>+12</td>
</tr>
<tr>
<td>+5</td>
<td>+5,000bt</td>
<td>+7,500bt</td>
<td>+15</td>
</tr>
</tbody>
</table>

**Armor and Damage Reduction**

With advanced craftsmanship, armor may be created to provide DR instead of an AC bonus. For a cost of 200bt per 2 points of reduced AC, an armor of advanced craftsmanship grants its bearer a cumulative DR 1/—. Armor modified this way cannot have a total armor bonus less than the DR it grants.

**Table 8-2: Examples of Advanced Armors**

<table>
<thead>
<tr>
<th>Advanced Armor</th>
<th>Normal Armor</th>
<th>Cost</th>
<th>Armor Bonus</th>
<th>Damage Reduction</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spidersteel Tactical Suit</td>
<td>Full plate</td>
<td>2,250bt</td>
<td>+3</td>
<td>3/—</td>
</tr>
<tr>
<td>Rising Sun Master Samurai</td>
<td>O-yoroi</td>
<td>2,250bt</td>
<td>+4</td>
<td>2/—</td>
</tr>
<tr>
<td>Heavy Kevlar Suit</td>
<td>Full plate</td>
<td>2,050bt</td>
<td>+5</td>
<td>2/—</td>
</tr>
<tr>
<td>Light Kevlar Suit</td>
<td>Full plate</td>
<td>1,850bt</td>
<td>+7</td>
<td>1/—</td>
</tr>
<tr>
<td>Premium Executive Jacket</td>
<td>[+1 invulnerability breastplate]</td>
<td>14,300bt</td>
<td>+2</td>
<td>7/— (5/hyper)</td>
</tr>
<tr>
<td>Heavy Bulletvest</td>
<td>Chainmail</td>
<td>700bt</td>
<td>+2</td>
<td>2/—</td>
</tr>
<tr>
<td>Light Bulletvest</td>
<td>Chainmail</td>
<td>500bt</td>
<td>+4</td>
<td>1/—</td>
</tr>
<tr>
<td>Spidersteel Shirt</td>
<td>Chain shirt</td>
<td>450bt</td>
<td>+2</td>
<td>1/—</td>
</tr>
<tr>
<td>Spidersteel Vest</td>
<td>Studded leather</td>
<td>375bt</td>
<td>+1</td>
<td>1/—</td>
</tr>
<tr>
<td>Spidersteel Liner</td>
<td>[+2 advanced leather]</td>
<td>6,160bt</td>
<td>+2</td>
<td>1/—</td>
</tr>
<tr>
<td>Synthsilk Vest</td>
<td>[+5 advanced haramaki]</td>
<td>50,553bt</td>
<td>+2</td>
<td>2/—</td>
</tr>
</tbody>
</table>
**Cybernetics**

A Heal check with a DC equal to the Install DC is required to put a cybernetic into a creature’s body.

**Biometric Tag**

**Price** 1,500bt; **Weight** —; **Slot** none; **Install DC** 14

A biometric tag is a miniscule diagnostic and radio transmitter. When implanted into a living creature it transmits their vital statistics (as deathwatch) to anyone who knows the frequency of the chip (typically a hypercorporation or team of operators). Finding a biometric tag’s frequency requires something capable of picking up a radio frequency (like a smartlight) and a Use Technology check (DC 20 + target’s hit dice). Modifying a biometric tag requires an unconscious or willing subject user and a DC 25 Use Technology check. Failure destroys the tag.

**Construction**

**Craft** DC 20; **Cost** 750bt

Craft CyberneticsT, cybernetics labT

**Bodytech Limb**

**Price** varies, **Weight** varies; **Slot** arm or leg; **Install DC** 16 + double mark

With mechanical- and bio-technology what they are, amputations are a relatively minor concern. Organic replacement limbs that function similarly to their originals are available in many markets from numerous suppliers for costs competitive to magical regeneration (typically 1,000bt). Mundane prosthetic limbs are similarly available for a much cheaper cost (often as low as 100bt per prosthetic limb) but are far less popular.

Bodytech limbs are some of the best technology that hypercorporate scientific research has yielded, tailored to fit a user’s body and customized for myriad purposes. Though they are more difficult to install than a standard cybernetic armT or cybernetic legT, bodytech limbs provide the same benefits as well as bodytech points.

<table>
<thead>
<tr>
<th>Mark</th>
<th>Bodytech Points</th>
<th>Arm Weight (% of body)</th>
<th>Leg Weight (% of body)</th>
</tr>
</thead>
<tbody>
<tr>
<td>I</td>
<td>2</td>
<td>8,000bt</td>
<td>10%</td>
</tr>
<tr>
<td>II</td>
<td>4</td>
<td>16,000bt</td>
<td>8%</td>
</tr>
<tr>
<td>III</td>
<td>8</td>
<td>32,000bt</td>
<td>6%</td>
</tr>
<tr>
<td>IV</td>
<td>12</td>
<td>64,000bt</td>
<td>4%</td>
</tr>
</tbody>
</table>

**Construction**

**Craft** DC 20 + double mark;

**Cost** varies (half price)

Craft CyberneticsT, cybernetics labT

**Digiboard**

**Price** 500bt; **Weight** 4 lbs.

This lightweight handheld glass or metal panel interfaces wirelessly with a user’s hyperjack, providing them tangible controls and output for most Hypernet tasks (often hrough augmented reality projected into the air or contact lenses) and sufficient processing power to allow hyperjack immersion into the Hypernet. They are able to perform any task a smartlight can and are capable of broadcasting virtually any type of signal. Masterwork digiboards grant their user a +1 hyper bonus to initiative, AC, CMD, and Reflex saves while in the Hypernet.

**Construction**

**Craft** DC 22; **Cost** 250bt

Craft Technological ItemT, cybernetics labT

**Bodytech Points**

A bodytech limb grants a number of bodytech points (determined by mark) that can be spent on various different functions determined when it is installed. Features marked as rated(R) cannot be selected more times than the mark of the limb.

**Cosmetic** A bodytech limb with this feature is indistinguishable from a regular limb without the use of scanning technology or detection magic.

**Concealed Compartments** A bodytech limb with this feature is able to store one Diminutive object (such as a light weapon) per bodytech point spent. Two points can instead be spent to conceal a Tiny object (such as a one-handed weapon). Accessing a concealed compartment is a free action.

**Explosive** A bodytech limb with this feature is rigged to explode when the user directs it as a swift action (or on the owner’s death), dealing 2d12 force and piercing damage per mark in a 10-ft. radius. A Reflex save (DC 10 + 5 per mark) halves this damage.

**Increased Ability Score**R A bodytech limb with this feature grants a hyper bonus to a physical ability score equal to the number of bodytech points spent on this feature. This feature may be taken multiple times, but no more than a number of times per mark on the same attribute (so a bodytech arm mark I can grant +1 Dexterity and +1 Constitution, but not +2 Strength).

**Impervious Materials**R A bodytech limb of mark II or higher with this feature grants cumulative DR 1/— for every 2 bodytech points spent on this feature.

**Hyper Materials**R A bodytech limb with this feature grants a hyper bonus to AC and CMD equal to the number of bodytech points spent on this feature.

**Bodytech Limb Mark III**

A Heal check with a DC equal to the Install DC is required to put a cybernetic into a creature’s body.
HYDRAULIC SPRINGHEELS
Price 5,000bt per pair per mark; Slot feet; Weight 8 lbs.; Install DC 18
These implants go into a creature’s feet, integrating into the heels. Biosteel nanites quickly fix to bone, muscles, and tendons, supporting a miniature hydraulic cylinder that rapidly extends outward for faster movement and enhanced jumps. Creatures with hydraulic springheels increase their base speed by +5 ft. per mark, and gain a leap movement speed of +5 ft. vertical per mark and +10 ft. horizontal per mark. A creature with more than two feet must have a hydraulic springheel in each foot to receive any bonuses.
CONSTRUCTION
Craft DC 22; Cost varies (half price)
Craft CyberneticsTG, cybernetics labTG

HYPERJACK
Price 800bt (includes installation); Slot none; Weight —; Install DC 12
Operators truly adept with computers have these cybernetic implants located somewhere along their spine, generally on the back of the neck but always somewhere near the brain or main conduits of the central nervous system. Using a hyperjack grants a +2 hyper bonus to Use Technology checks or any check that includes use of a digiboard or smartlight, and attack and damage rolls with hyper-linked weapons.
CONSTRUCTION
Craft DC 20; Cost 400bt
Craft CyberneticsTG, cybernetics labTG

METABOLIC NANITES
Price 20,000bt times mark value; Slot none; Weight —; Install DC 20 + double mark
Though enormously expensive to acquire and maintain, metabolic nanites allow someone to recover from nearly any injury and are highly sought after by operators of all kinds (particularly those suited for combat). Once successfully calibrated and installed, metabolic nanites grant a creature fast healing equal to their mark value (1, 2, 3, or 4). A creature with metabolic nanites must eat and drink three times more than normal per mark of metabolic nanite (6 times as much as normal for mark 2, 9 times for mark 3, etc.) or suffer from starvation and thirst. A starving character’s metabolic nanites immediately deactivate and they must be recovered for 24 hours before the nanites can reactivate. A standard ring of sustenance, whether advanced or magical, provides enough food and water towards these requirements to sustain the creature’s normal intake, but does not abate them entirely (so a creature with mark 4 nanites and a ring of sustenance still needs to eat 12 times as much as normal).
CONSTRUCTION
Craft DC 28 + double mark; Cost varies (half price)
Craft CyberneticsTG, nanotech labTG

OPTICAL LASER
Price 10,000bt; Slot eye; Weight 2 lbs.; Install DC 20
This cybernetic implant functions like a cybernetic eye but contains a miniaturized reactor that allows it to fire blasts of superheated light as a swift action (ranged touch, 2d6 fire damage, range 40 ft.) a number of times per day equal to its user’s hit dice. By expending two charges as a standard action, its user can instead blast the laser in a 30-ft.-line (4d6 fire damage, Reflex halves; DC 10 + 1/2 user’s hit dice + user’s Constitution modifier). Variations of optical lasers shoot cold or electricity for 1,000bt more (15,000bt versions shoot either negative or positive energy).
CONSTRUCTION
Craft DC 22; Cost 5,000bt (or 5,500bt or 7,500bt)
Craft Technological Arms and ArmorTG, cybernetics labTG

TARGETING MATRIX
Price 2,000bt; Weight —
This specialized software takes the user’s biometric data and real-time readings of the environment, visually overlaying the information in an augmented reality projection to grant the user greater accuracy. Creatures with a targeting matrix gain a +1 hyper bonus to attack rolls and an additional +2 hyper bonus to confirm critical hits.
CONSTRUCTION
Craft DC 24; Cost 1,000bt
Craft CyberneticsTG, cybernetics labTG

ANCHO
Type inhaled; Addiction moderate, Fortitude DC 18
Price 100bt–1,000bt
Effect 1 hour; +1d2 Cha, +1d4 Str, immunity to fear
Damage 1d4 Wis
Ancho (or “thick” or “Courage Powder” as it’s known in English-speaking countries) provides an overwhelming sense of euphoria and recklessness. The highest quality ancho runs for 1,000bt a dose and has a 5% chance to trigger an extreme adrenaline rush, granting the user a hyper score of 1 for the duration of the effects. Creatures with a hyper score are immune to this overload effect.

FASTJAK
Type inhaled; Addiction major, Fortitude DC 22
Price 700bt–1,000bt
Effect 1d4+3 rounds: improved haste
Damage 2d4+2 minutes; slow
Usually found in aerosol form, this highly illegal and incredibly addictive narcotic is banned virtually everywhere but remains pervasive all the same, utilized by elite sec-ops teams and operators the world over. Administering a dose of fastjak (a standard action) grants its user a +2 hyper bonus to AC and Reflex saves, a +20 ft. hyper bonus to all movement speeds, and starting at the beginning of the user’s next turn, an additional standard action each round. After 1d4+3 rounds the user becomes slowed (as the slow spell; no save) for 2d4+2 minutes.
GEAR

COMMLINK
Price 50bt; Weight —
Commlinks are small, ear-mounted means of subvo-
cally communicating in a (relatively) secure manner
over 5 miles. Locating a commlink frequency requires
a Use Technology check (DC 20 + 1 per 50 ft. from the
nearest commlink). Masterwork commlinks increase
the DC by +10 and work at a range of 20 miles.
CONSTRUCTION
Craft DC 16; Cost 25bt
Craft Technological ItemTG, production labTG

GRAY GOO
Price 500bt; Weight 2 lbs
This small canister is filled with aggressive nanites
programmed to deconstruct and dissolve any
inorganic material they come into contact with once
removed from their sealed container. This destruction
does 1d6 damage to the surface or object it is applied
to (ignoring hardness) and reduces the hardness of
the surface by the same amount. Gray goo remains
active for 2d4 rounds before destroying itself. A
canister of gray goo is enough to affect a single 5 ft.
cube of inorganic material.
CONSTRUCTION
Craft DC 25; Cost 250bt
Craft Technological ItemTG, nanotech labTG

LED SCRAMBLER
Price 150bt; Weight 1/2 lb.
This simple array of subwavelength optics is highly
illegal but ubiquitously found throughout the world,
easily crafted with directions made readily available
on the Hypernet by Anonymous. After activating LED
scramblers (a swift action) any electronic devices
(including cyber-eyesTG) used to make an Aware-
ess check to perceive or recognize the user’s face
(or a single object of Tiny size or smaller) take a -40
penalty to the check. LED scramblers are only effective
when 10 feet or further away from an electronic
device; masterwork LED scramblers reduce the range
increment to 5 feet or further away.
CONSTRUCTION
Craft DC 14; Cost 75bt
Craft Technological ItemTG, production labTG

LONG-RANGE TRANSMITTER
Price 500bt; Weight 8 lbs.
Festooned with small complex bundles of wires and
nodes, this otherwise unremarkable rod can be used
to better reach the Hypernet outside normal broadcast
zones. A long range transmitter reduces the chance
of not getting a signal to 10% per 50 miles.
Masterwork long range transmitters weigh double
and reduces the chances of being unable to get a
signal to 5% per 50 miles.
CONSTRUCTION
Craft DC 15; Cost 250bt
Craft Technological ItemTG, production labTG

MAGNETIC PULSE GRENADE
Price 50bt; Weight 1 lb.
This small electronic device emits a short, high intensity magnetic pulse.
This pulse deals 1d6 electricity damage (3d6
electricity for masterwork versions) to any creature with
the robot subtype, to objects with electronic
components, or to creatures with
embedded hyperjacks.
This damage bypasses hardness but is still subject to energy
resistance as normal; a DC 15 Reflex save halves
this damage.
CONSTRUCTION
Craft DC 20; Cost 25bt
Craft Technological Arms and
ArmorTG, military labTG

MEDISPRAY
Price 80bt; Weight —
Produced en-masse for military companies and hospi-
tals, this aerosol healing foam can be rapidly applied in
the middle of combat with a simple spray (a swift action
DC 10 Heal check that provokes attacks of opportunity).
Living creatures are healed 5 hp by one application of
medispray.
CONSTRUCTION
Craft DC 20; Cost 40bt
Craft PharmaceuticalTG, medical labTG

NIGHTVISION GOGGLES
Price 400bt; Weight 1 lb.
Complex electronic circuits and high-capacity batter-
ies in these goggles enable the wearer to see perfectly
in nonmagical darkness (granting darkvision 60 feet).
When a creature using nightvision goggles is exposed
to a flash of bright light (from daylight, a flash grenadeTG,
or similar effect), it is blinded for 1d4 rounds. Activating
or deactivating nightvision goggles is a swift action.
Masterwork nightvision goggles are called nightvision
lenses and look very similar to typical eyewear.
CONSTRUCTION
Craft DC 18; Cost 200bt
Craft Technological ItemTG, production labTG
POSICHARGE GRENADE

Price 200bt; Weight 6 lbs.
Five seconds after being thrown, a posicharge grenade explodes with 3d4 force and 3d4 positive energy in a 10-ft.-radius; only creatures are affected by this blast (not objects or terrain). Creatures damaged by positive energy take 2d4 positive energy damage at the start of their next turn, and 1d4 positive energy damage the following turn. Masterwork versions increase the damage dice by one step (to 3d6 and 3d6).
CONSTRUCTION
Craft DC 24; Cost 100bt
Craft Technological Arms and ArmorTG, military labTG

REBREATHER

Price 400bt; Weight 2 lbs.
This four-inch long metal rod fits comfortably into and over the mouth, siphoning oxygen from surrounding water to allow its user to breathe freely underwater. A standard rebreather functions for 2 hours before the filters need to be replaced (which costs 100bt).
CONSTRUCTION
Craft DC 24; Cost 400bt
Craft Technological ItemTG, production labTG

SHEN-CHI MANA+

Aura moderate transmutation; CL 7th
Slot none; Price 1,200bt; Weight 1/2 lb.
Drinking a can of Shen-Chi Mana+ restores one 2nd-level or lower spell slot for spontaneous casters; creatures that cannot benefit from this restored spell slot regain two daily uses of a class-derived supernatural ability.
CONSTRUCTION
Requirements Brew Potion, Matrix Magician, seventeen secret ingredients, mnemonic enhancer;
Cost 600bt

SILENCED BARREL

Price 100bt per bullet; Weight 1/2 lb.
This small, short polycarbonate cylinder has a long, coiled tendril of mesh around its base. Highly restricted virtually everywhere on the planet, this extremely adaptive firearm technology is used ubiquitously by operators and military institutions alike; despite a lack of durability, silenced barrels can be swapped from one gun to the next (regardless of type) until the item is spent. Installing or removing a silenced barrel requires two full-round actions. Durable versions of silenced barrels can be made for a specific firearm; the modification costs 250bt x clip size and it cannot be applied to a different type of gun (though it can be swapped between identical weapons, removing or installing it requires one minute).
CONSTRUCTION
Craft DC 26; Cost varies (half price)
Craft Technological Arms and ArmorTG, military labTG

SMARTLIGHT

Price 250bt; Weight —
The generic term for a wrist-mounted, personal computer, smartlights come in thousands of different specifications, sizes, and colors, and most corporations have their own proprietary versions. They can be used to make calls, browse (though not enter) the Hypernet, or play games—anything a typical computer might do in the modern era. The most common smartlight interface is to project a field of light onto the wearer’s wrist or hand, which it then detects input directly from. Masterwork smartlights may be used in conjunction with a hyperjack to emulate a VR rig (allowing limited immersion into the Hypernet; see “Jacking In & Out” on page 28).
CONSTRUCTION
Craft DC 28; Cost 125bt
Craft Technological ItemTG, production labTG

TRANSLATOR

Price 1,000bt; Weight 1 lb.
This miraculous device automatically translates up to 7 different languages spoken within 20 feet of it, displaying a conscription to an attached digiboard or repeating the phrases it hears after a few seconds delay. Standard translators only cover Chinese, Dwarven, Elven, English, Japanese, Russian, and Spanish but additional language packages can be purchased for 300bt a piece.
CONSTRUCTION
Craft DC 24; Cost 500bt
Craft Technological ItemTG, production labTG

VR RIG

Price 150bt; Weight 120 lbs.
This archaic, oft-derided device is made from a durable tripod attached to slings, goggles, gloves, and a few other sensors. A VR rig can be used to access the Hypernet with a high degree of safety, though users that do so are impeded (page 27). A person without a hyperjack can benefit from linked weapons using a masterwork VR rig, but only gains a +1 hyper bonus rather than +2.
CONSTRUCTION
Craft DC 18; Cost 75bt
Craft Technological ItemTG, production labTG
As a technological cyberpunk world, firearms are considered to be simple weapons in *Hypercorps 2099*. In addition to the firearms listed below, any weapon, armor, or piece of technology from the Official Tech Guide is available (though at the GM’s discretion, prices may be lower in *Hypercorps 2099*).

### Table 8-4: Hyper Firearms

<table>
<thead>
<tr>
<th>Firearm</th>
<th>Cost</th>
<th>Dmg (S)</th>
<th>Dmg (M)</th>
<th>Critical</th>
<th>Range</th>
<th>Misfire</th>
<th>Capacity</th>
<th>Weight(^1)</th>
<th>Type</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>One-Handed Firearms</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Old Revolver</td>
<td>200bt</td>
<td>1d6</td>
<td>1d8</td>
<td>x4</td>
<td>20 ft.</td>
<td>1</td>
<td>6</td>
<td>4 lbs.</td>
<td>B &amp; P</td>
<td>—</td>
</tr>
<tr>
<td>DRAPA Combat Pistol(^a)</td>
<td>2,000b</td>
<td>1d8</td>
<td>2d6</td>
<td>x4</td>
<td>100 ft.</td>
<td>1</td>
<td>20</td>
<td>8 lbs.</td>
<td>B &amp; P</td>
<td>automatic</td>
</tr>
<tr>
<td>Rising Sun Razor(^a)</td>
<td>3,000bt</td>
<td>1d8</td>
<td>2d6</td>
<td>18–20/x2(^w)</td>
<td>30 ft.</td>
<td>1–2</td>
<td>10</td>
<td>6 lbs.</td>
<td>S</td>
<td>semi-automatic</td>
</tr>
<tr>
<td><strong>Two-Handed Firearms</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Flamethrower</td>
<td>1,200bt</td>
<td>4d6</td>
<td>4d8</td>
<td>—</td>
<td>60 ft.</td>
<td>1</td>
<td>30</td>
<td>40 lbs. (10 lb. tanks)</td>
<td>fire line (as scatter)</td>
<td></td>
</tr>
<tr>
<td>Peretta SMG(^a)</td>
<td>5,000bt</td>
<td>2d6</td>
<td>2d8</td>
<td>x4</td>
<td>80 ft.</td>
<td>1</td>
<td>80</td>
<td>15 lbs.</td>
<td>B &amp; P</td>
<td>automatic</td>
</tr>
<tr>
<td>Old Rifle</td>
<td>300bt</td>
<td>1d8</td>
<td>1d10</td>
<td>x4</td>
<td>80 ft.</td>
<td>1</td>
<td>1</td>
<td>12 lbs.</td>
<td>B &amp; P</td>
<td>—</td>
</tr>
<tr>
<td>LUCRUM Rifle(^a)</td>
<td>6,500bt</td>
<td>2d8</td>
<td>2d10</td>
<td>x4</td>
<td>120 ft.</td>
<td>1</td>
<td>100</td>
<td>20 lbs.</td>
<td>B &amp; P</td>
<td>automatic</td>
</tr>
<tr>
<td>DRAPA Sniper Rifle(^a)</td>
<td>8,000bt</td>
<td>2d10</td>
<td>2d12</td>
<td>19–20/x3</td>
<td>500 ft.</td>
<td>1</td>
<td>4</td>
<td>30 lbs.</td>
<td>B &amp; P</td>
<td>slow-firing</td>
</tr>
<tr>
<td>Old Shotgun</td>
<td>300bt</td>
<td>1d6</td>
<td>1d8</td>
<td>x2</td>
<td>20 ft.</td>
<td>1–2</td>
<td>1</td>
<td>12 lbs.</td>
<td>B &amp; P</td>
<td>scatter</td>
</tr>
<tr>
<td>Old Shotgun, double-barreled</td>
<td>600bt</td>
<td>1d6</td>
<td>1d8</td>
<td>x2</td>
<td>20 ft.</td>
<td>1–2</td>
<td>2</td>
<td>15 lbs.</td>
<td>B &amp; P</td>
<td>scatter</td>
</tr>
<tr>
<td>Razor Shotgun(^a)</td>
<td>6,000bt</td>
<td>2d4</td>
<td>2d6</td>
<td>x3(^w)</td>
<td>40 ft.</td>
<td>1</td>
<td>20</td>
<td>15 lbs.</td>
<td>B, P, &amp; S</td>
<td>scatter</td>
</tr>
<tr>
<td><strong>One-Handed Exotic Firearms</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Metapistol(^a)</td>
<td>10,000bt</td>
<td>1d4</td>
<td>1d6</td>
<td>x2</td>
<td>75 ft.</td>
<td>—</td>
<td>10</td>
<td>5 lbs.</td>
<td>varies</td>
<td>touch</td>
</tr>
<tr>
<td><strong>Two-Handed Exotic Firearms</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Metarifle(^a)</td>
<td>15,000bt</td>
<td>2d6</td>
<td>2d8</td>
<td>x2</td>
<td>150 ft.</td>
<td>—</td>
<td>20</td>
<td>10 lbs.</td>
<td>varies</td>
<td>semi-automatic, touch</td>
</tr>
<tr>
<td>DRAPA Pacifier(^a)</td>
<td>20,000bt</td>
<td>2d6/2d6</td>
<td>2d8/2d8</td>
<td>—</td>
<td>200 ft.</td>
<td>—</td>
<td>10</td>
<td>20 lbs.</td>
<td>acid/fire</td>
<td>slow-firing, touch</td>
</tr>
</tbody>
</table>

Firearms that cost 2,000bt or more are automatically of masterwork quality.

1. Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.
2. A weapon with two types is both types if the entry specifies “and.”
3. This weapon has electronic elements in its construction and can be linked with a hyperjack (+2 attack/damage).
4. This weapon does 1 bleed damage on a critical hit.

**Automatic:** This weapon can act as a semi-automatic weapon (see below), or it can fire a burst of shots with a single pull of the trigger to attack all creatures in a line. This line starts from any corner of the wielder’s space and extends to the limit of the weapon’s range or until it strikes a barrier it cannot penetrate. When using an automatic weapon to attack all creatures in a line, the wielder makes a separate attack roll against each creature in the line. Each creature in the line can be attacked with only one shot from each burst. Each attack roll takes a -2 penalty, and its damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment, such as fog or smoke, or the blur, invisibility, or mirror image spells, do not affect an automatic weapon’s line attack. Roll to confirm each attack roll that threatens a critical hit separately. A single burst with an automatic weapon consumes 10 bullets.

When taking a full-attack action with an automatic weapon, the wielder can fire as many bursts in a round as he has attacks, provided he has enough bullets to make all of the attacks.

**Semi-Automatic:** A semi-automatic weapon normally fires one shot as an attack. However, the user can take a full-attack action to fire twice, as if using the Rapid Shot feat (including taking a -2 penalty on all attacks).

If the wielder has the Rapid Shot feat, she can use the additional shot from that as well, but the penalty for all shots fired in that round increases to -6.
**DRAPA PACIFIER**

**Price** 10,000bt; **Type** two-handed firearm; **Proficiency** exotic (meta); **Dmg (M)** 2d8 acid/2d8 fire; **Dmg (S)** 2d6 acid/2d6 fire; **Critical** —; **Range** 200 ft.; **Capacity** 10; **Usage** 1 charge; **Special** slow-firing, touch; **Weight** 20 lbs.

This large bazooka-like weapon is predominantly used by security forces when encountering a large group of enemies. In addition to acting as a grenade launcher, the DRAPA pacifier can launch gel packets that explode on impact. On a successful hit, a gel packet explodes with a 15 ft. splash radius, dealing 2d8 acid and 2d8 fire damage to any creature within the splash range and functioning as a tanglefoot bag (escaping its immobilizing effect requires a DC 20 Reflex save). Less-lethal versions of gel packets deal 4d8 nonlethal bludgeoning damage.

When fitted with specialized tanks (each costing 400bt) a DRAPA pacifier acts as a flamethrower with double the normal range.

**CONSTRUCTION**

Craft DC 30; Cost 5,000bt

Craft Technological Arms and Armor, military lab

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**METAPISTOL**

**Price** 10,000bt; **Type** two-handed ranged; **Proficiency** exotic (meta); **Dmg (M)** 1d6 varies; **Dmg (S)** 1d4 varies; **Critical** x2; **Range** 75 ft.; **Capacity** 10; **Usage** 1 charge; **Special** touch; **Weight** 5 lbs.

A metapistol emits a variety of different energy blasts. By activating a control in the handle as a swift action, the wielder can switch the weapon’s damage between cold, electricity, fire, or sonic damage.

**CONSTRUCTION**

Craft DC 22; Cost 5,000bt

Craft Technological Arms and Armor, military lab

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**METARIFLE**

**Price** 15,000bt; **Type** two-handed ranged; **Proficiency** exotic (meta); **Dmg (M)** 2d6 varies; **Dmg (S)** 1d10 varies; **Critical** x2; **Range** 150 ft.; **Capacity** 20; **Usage** 1 charge; **Special** semi-automatic, touch; **Weight** 10 lbs.

A metarifle emits a variety of different energy blasts. By activating a control in the handle as a swift action, the wielder can switch the weapon’s damage between cold, electricity, fire, or sonic damage.

**CONSTRUCTION**

Craft DC 26; Cost 17,500bt

Craft Technological Arms and Armor, military lab
**MELEE WEAPONS**

### SWORDCHUKS

**Price** 500bt; **Type** two-handed melee; **Proficiency** exotic (swordchucks); **Dmg (M)** 1d4; **Dmg (S)** 1d3; **Critical** 18–20/x2; **Weight** 3 lbs.

Though simple to construct (two sharpened sword-like blades connected by a short-length of chain), few warriors are crazy, deft, or skilled enough to use these uncanny weapons. Medium sword chucks deal 1d4 slashing damage and have a critical range of 18–20/x2.

When making a full-attack action, the wielder of swordchucks can make an additional attack at their highest base attack bonus -5; any attacks that round on which the attacker rolls a natural 1 or 2 they chance hitting themselves, making a second attack roll that targets the wielder’s own AC.

A creature that is proficient with swordchucks gains a +2 circumstance bonus to Intimidation checks made against creatures able to see them fight with the weapon. Monks that gain proficiency with swordchucks treat them as having the monk quality.

### MOLECULAR WHIP

**Price** 1,000bt; **Type** one-handed melee; **Proficiency** exotic (whip); **Dmg (M)** 1d10; **Dmg (S)** 1d8; **Critical** 18–20/x3; **Special** limited touch; **Weight** 1 lb.

A molecular whip operates as a whip, with the following changes: a molecular whip deals 1d10 slashing damage (Medium-sized) and has a critical range of 18–20/x3, and cannot deal nonlethal damage. If the wielder is proficient with a whip, the first attack they make in a turn against a target is made against the target’s touch AC (subsequent attacks against the same target that turn use the target’s normal AC).

On an attack roll of a natural 1, a wielder of a molecular whip may accidentally hit themselves, making a second attack roll that targets the wielder’s own AC. Upon successfully hitting themselves, there is a 25% chance the wielder cuts off a finger, ear, or other part of their body (at the GM’s discretion, though this should rarely involve losing an entire limb). A molecular whip wielder cannot critically hit themselves, and instead add +15% to the chance that they suffer dismemberment should they confirm a self-inflicted critical threat.

When a molecular whip deals massive damage (in excess of 50 hit points or more) it is considered to have the vorpal weapon property as an extraordinary effect.

Molecular whips deal double damage against structures and unattended objects.

**CONSTRUCTION**

Craft DC 30; **Cost** 500bt
Craft Technological Arms and Armor\(^T\)G, military lab\(^T\)G

### VEHICLES

**EROS AIR STALLION (Armored Skycar)**

Large air vehicle

**Squares** 4 (8 ft. by 12 ft.; 5 feet high); **Cost** 17,000bt

**DEFENSE**

AC 8 + Vehicular Control bonus; **Hardness** 8
hp 320 (159)

**Base Save** +2

**OFFENSE**

**Maximum Speed** 200 ft.; **Acceleration** 50 ft.

**Attack** ram 5d8

**CMB** +8; **CMD** 18

**DESCRIPTION**

Commonly used by the elite, these evolutions of the automobile soar through the skies on waves of precisely directed plasma. A skycar requires 5bt of fuel for every ten minutes of operation (30bt for every hour of operation). The crew inside the armored skycar have cover, granting a +4 bonus to AC and a +2 bonus on Reflex saves.

**Propulsion** technological (2 squares of plasma engines under the car’s hood; hardness 8; hp 60)

**Forward Facing** from the driver’s seat (bulletproof glass, hardness 8, hp 20)

**Driving Device** steering wheel and hyperjack

**Driving Space** a single 5-foot-by-5-foot square on the left side of the vehicle behind its hood

**Crew** 1; **Decks** 1; **Passengers** 4

**Weapons** varies

**Note** Civilian models have the following statistics: 12,000bt, hardness 5, hp 180, maximum speed 250 ft., acceleration 70 ft., regular windshield (hardness 3, hp 10). Grounded versions are unable to fly but cost half as much (armored or civilian), and double acceleration and maximum speed.

**HOVERBIKE**

Medium air vehicle

**Squares** 1 (5 ft. by 5 ft.; 4 feet high); **Cost** 9,000bt

**DEFENSE**

AC 10 + Vehicular Control bonus; **Hardness** 6
hp 50 (24)

**Base Save** +1

**OFFENSE**

**Maximum Speed** 100 ft.; **Acceleration** 40 ft.

**Attack** ram 2d6

**CMB** +0; **CMD** 10

**DESCRIPTION**

A hoverbike is powered by propulsors on the front and back, directed by controls in the handlebars, and requires 2bt of fuel for every ten minutes of operation (12bt for every hour of operation). The vehicle is too small to grant cover, leaving its driver completely exposed.

**Propulsion** technological (½ square of plasma engine; hardness 8, hp 20)

**Forward Facing** away from the back wheel

**Driving Device** steering handlebars and hyperjack

**Driving Space** immediately on the single seat

**Crew** —; **Passengers** — (one, but with a -5 penalty to Vehicular Control checks)

**Weapons** none (firearms may be mounted)

**Note** Grounded versions are unable to fly but cost half as much, and double acceleration and maximum speed.
ITSAKA SECURE TRANSPORT (Armored Plasmavan)

Huge air vehicle

**Squares** 6 (10 ft. by 15 ft.; 15 feet high); **Cost** 20,000bt

**DEFENSE**
- **AC** 5 + Vehicular Control bonus;
- **Hardness** 12
- **hp** 400 (200)
- **Base Save** +3

**OFFENSE**
- **Maximum Speed** 150 ft.;
- **Acceleration** 30 ft.
- **Attack** ram 6d8
- **CMB** +9; **CMD** 19

**DESCRIPTION**

A plasmavan requires 7bt of fuel for every ten minutes of operation (42bt for every hour of operation). The crew have cover inside the armored van, granting a +4 bonus to AC and a +2 bonus on Reflex saves.

**Propulsion** technological (2 squares of plasma engines under the van’s hood; hardness 8; hp 60)
**Forward Facing** from the driver’s seat (bulletproof glass, hardness 8, hp 20)
**Driving Device** steering wheel and hyperjack

**Driving Space** a single 5-foot-by-5-foot square on the left side of the vehicle behind its hood

**Crew** 1; **Decks** 1; **Passengers** 9

**Weapons** varies (up to 6 two-handed weapons or 3 siege weapons)

**Note** Civilian models have the following statistics: 14,000bt; hardness 6, hp 200, maximum speed 200 ft., acceleration 40 ft., ram 4d6, regular windshield (hardness 3, hp 10). Grounded versions are unable to fly but cost half as much (armored or civilian), and double acceleration and maximum speed.

HOVERBOARD

Gargantuan air vehicle

**Squares** 6 (10 ft. by 15 ft.; 15 feet high); **Cost** 40,000bt

**DEFENSE**
- **AC** 8 + Vehicular Control bonus; **Hardness** 8
- **hp** 600 (200)
- **Base Save** +4

**OFFENSE**
- **Maximum Speed** 240 ft.; **Acceleration** 80 ft.
- **Attack** ram 6d6
- **CMB** +3; **CMD** 13

**DESCRIPTION**

This VTOL attack vehicle is the ultimate assault asset, used by LUCRUM Operatives and superior paramilitary forces when mounting precise, swift offensives. A hovercopter requires 10bt of fuel for every ten minutes of operation (60bt of fuel for every hour of operation). The crew inside a hovercopter have cover and 180 degree visibility, granting a +4 bonus to AC and a +2 bonus on Reflex saves.

**Propulsion** technological (4 separate squares of plasma engines; hardness 12, hp 30)

**Forward Facing** from the cockpit

**Driving Device** yoke and hyperjack

**Driving Space** a single 5-ft.-by-5-ft. square that contains the two levers that serve as the steam giant’s driving device; these levers are located on the third (top) deck of the vehicle

**Crew** 2; **Decks** 1; **Passengers** 8

**Weapons** varies (up to 4 two-handed weapons or 2 siege weapons)

**HOVERBOARD**

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

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

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

**Pushing Off**

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

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

**Pedaling**

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

**Gaining Speed**

A hoverboard can be angled downwards to increase its fly speed at a rate of +5 ft. to speed for every 5 ft. fallen. At the end of its turn, a creature must make an Acrobatics or Fly check (DC 10 + 2 per 5 ft. bonus to fly speed) or be staggered the next turn as they compensate to remain balanced.

Failure by 10 or more on this check causes a creature to fall off their hoverboard (a DC 10 Reflex save catches the board in time to remain aloft, though the rider still needs to climb back atop it with a DC 20 Athletics check).

**Gaining Altitude**

A hoverboard can be angled upwards to gain altitude at a rate of –10 ft. to fly speed for every 5 ft. elevated. A talented rider can make an Acrobatics or Fly check (DC 10 + 5 per 5 ft. elevated) to reduce this loss of fly speed by 5 ft. for every 5 points they exceed the check (minimum 0 ft.)
Hypercorps 2099 is a cyberpunk superhero modification that creates characters that operate at a scope beyond the regular Pathfinder Roleplaying Game using the Hyper Score system. The key here is that it is a modification: something to complement existing mechanics and roles. A mage operator is an enhanced sorcerer or wizard, his ally the superhero vigilante operator is an enhanced monk, and their hyper charismatic rockstar companion is a bard operator—all enhanced by their hyper scores.

**Hyper Score:** How much of the character or creature’s potential as an altered being they’ve unlocked. A character’s hyper score is similar to a character’s hit dice (tied to their power, but not strictly to a class). Whenever a character increases their hyper score, they gain new hyper abilities (see Table 9-1: Hyper Score).

**Hyper Route:** The expression of the character or creature’s potential as an altered being. Hyper routes are similar to prestige classes and are independent of the character’s level or hyper score. A hyper character’s route is what really sets them ahead of standard adventurers.

**Grade:** The severity and power of a character’s hyper route (the source of hyper abilities not gained from hyper score). Rather than levels, a character’s hyper route increases by grade.

**CR:** A hyper character’s CR (and a group’s Average Party Level) increases with each advancement of hyper score.

### Hyper Bonuses
All bonuses gained as a result of a character’s hyper score are hyper bonuses, a new modifier type in Hypercorps 2099. Additionally, all abilities gained through a character’s hyper score or their hyper route grant hyper bonuses instead of their normal bonuses. For example, a parallel who has gained the ability to cast bull’s strength grants their target a +4 hyper bonus to Strength instead of the spell’s normal enhancement bonus.

Hyper bonuses stack with all other bonuses, even other hyper bonuses! However, once a character gains a hyper bonus from a particular source (such as from a casting of bull’s strength), they can’t gain a benefit from another identical effect until the original effect has expired.

For example, a meganaut with a hyper bonus to Strength from ranks in Hyper Strength can still benefit from a parallel’s bull’s strength (a hyper spell-like ability). They cannot then also benefit from a wizard’s bull’s strength, even though the second bull’s strength would grant an enhancement bonus—both effects are bull’s strength (they could, however, benefit from a belt of giant’s strength’s enhancement bonus to Strength).

When gained through a hyper route (and thus a hyper ability) dispel magic can be used to temporarily suppress one of a target’s hyper bonuses or hyper attributes for a number of rounds equal to the results of an opposed hyper check against the target (d20 + hyper score). Similarly, when gained through a hyper route any spell effect that can normally target regular attributes can instead target a creature’s hyper attributes (so a parallel’s poison can be used to damage a creature’s ranks of Hyper Constitution whereas regular poison can only target Constitution).

### Going Hyper
The moment a character first gains a hyper score is when they go hyper and it is always tied to a traumatic event that enforces the transformation (an adrenal state that never completely turns off, mutations via magic or radiation, the infusion of alien DNA, infection of otherworldly energy, and so on). Generally speaking the player and GM should work together to determine this event and what it means to the character. Whether it be the death of a loved one, being present at the wrong moment of magical convergence, or simply DNA maturing to unlock their true potential, it is a crucial moment of definition that should resonate throughout the campaign.

Every hyper character gains a number of abilities common to all hyper characters in addition to abilities granted by their hyper route(s). These abilities are gained based on the character’s hyper score (see Table 1-1 Hyper Score). As soon as a character increases their hyper score, they must choose all the abilities for that new score. Characters with a hyper score from more than one source add them together to determine their hyper abilities, but the combined total does not grant additional hyper route grades. A character’s hyper abilities and bonuses do not enhance any familiars, animal companions, drones, or eidolons they may have unless the hyper ability specifically states it.
Table 9-1: Hyper Score

<table>
<thead>
<tr>
<th>Hyper Score</th>
<th>Hyper Bonus</th>
<th>Hero Points</th>
<th>CR Increase (-1 for APL)</th>
<th>HyperFeat</th>
<th>Hyper Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>+1</td>
<td>1</td>
<td>+2 1st</td>
<td></td>
<td>Ability boost, bonus feats, hyper being, hyper mortality, hyper route grade</td>
</tr>
<tr>
<td>2</td>
<td>+1</td>
<td>1</td>
<td>+3 —</td>
<td>+6 hit points, hyper attack 1</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>+1</td>
<td>1</td>
<td>+4 2nd</td>
<td>+1 to an attribute, hyper initiative</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>+2</td>
<td>2</td>
<td>+6 hyper flawed</td>
<td>+6 hit points, hyper attribute, hyper route grade</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>+2</td>
<td>2</td>
<td>+7 3rd</td>
<td>+1 to an attribute, hyper focus, hyper rest</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>+3</td>
<td>2</td>
<td>+8 —</td>
<td>+9 hit points, hyper attack 2</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>+3</td>
<td>3</td>
<td>+10 4th</td>
<td>+1 to an attribute, hyper route grade</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>+4</td>
<td>3</td>
<td>+11 hyper flawed</td>
<td>+9 hit points, hyper attribute</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>+4</td>
<td>3</td>
<td>+12 5th</td>
<td>+1 to an attribute, hyper life</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>+5</td>
<td>4</td>
<td>+13 —</td>
<td>+12 hit points, hyper attack 3, hyper route grade</td>
<td></td>
</tr>
</tbody>
</table>

Hyper Being (Su): Hyper characters (or alter sapiens as they are sometimes known) are fundamentally better than non-hyper creatures in every way. Sometimes this results in extreme physical mutation (to create abbernants) or grants access to untapped magical power (to create parallels), but it always results in a certain level of higher power that all alter sapiens have access to.

The instant a character or creature goes hyper they gain a number of benefits:
- Hyper characters add their hyper bonus (equal to 1/2 hyper score [minimum 1]) on all attack and damage rolls, saves, AC, CMB, and CMD (hyper damage ignores damage reduction/—)
- Hyper characters add their hyper score to their caster level to determine spell effects
- Hyper characters add their hyper score to their class level or hit dice when determining the number of times per day they are able to use special abilities
- Hyper characters recover an additional number of hit points equal to the hyper score when they rest to recover hit points
- Hyper characters add their hyper score to their class level(s) and BAB to determine which abilities and feats they qualify for. This does not grant characters these abilities early, but it allows them to select them at a lower level than normally possible
  For example, a 5th level alchemist with a hyper score of 3 could choose to select combine extracts as one of his discoveries, even though it normally requires him to be 8th level to select it.

Ability Boost (Ex): At hyper score 1 a hyper character gains a +1 hyper bonus to two different ability scores of their choice. At hyper scores 3, 5, 7, and 9, hyper characters gain an additional +1 hyper bonus to any one ability score of their choice.

Bonus Feat: All hyper characters gain Alertness, Dodge, and either Improved Unarmed Strike or Improved Natural Weapon as bonus feats.

HyperFeat: At hyper score 1, 3, 5, 7, and 9 a character gains a hyper feat. At hyper score 4 and 8, a character may choose to take a hyper flaw in order to gain an additional hyper feat (so long as it is tied to the hyper flaw).

Hero Points: With the bent in the mechanics for more damage—be it through hyper powers, spells, or even just Hyper Strength—hero points (introduced in Pathfinder Roleplaying Game: Advanced Player’s Guide) are inherent to a game of Hypercorps 2099. Within the Hyper Score system however, hero points have a narrative power that makes their use quite different from what players may be familiar with.

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).
- **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 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 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 spin-kicking 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.

**Hyper Mortality**: 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.

**Hyper Attack**: When a character with a hyper score of 2 or more makes a full-attack action, they may make one additional attack at a -5 penalty. At hyper score 6 they may make an additional hyper attack at a -10 penalty, and at hyper score 10 they may make a third hyper attack at -15.

Characters with natural attacks may choose to take these attacks with their natural weapon, however they cannot make more than one additional attack with each natural weapon in this way.

**Hyper Initiative**: A character with a hyper score of 3 or more gains a hyper bonus to initiative equal to its hyper score.

**Hyper Attribute**: At hyper score 4 and 8, hyper characters gain a rank in a hyper attribute.

**Hyper Focus**: A character or creature with a hyper score of 5 or more can tap into their enhanced nature to perform a d20 check with deft focus, rolling twice and taking the best result a number of times per day equal to ⅔ their hyper score. Activating hyper focus is an immediate action that must be declared before the die is rolled. At hyper score 10, a character can choose to roll their hyper focus die after rolling the original die, but before results are revealed.

**Hyper Rest**: A character or creature with a hyper score of 5 or more can take a quick breather to get their second wind, taking a hyper rest once per day to recover some of their abilities quickly. A hyper rest requires a safe, uninterrupted 10 minutes of relative comfort and restores half the uses of all of a hyper creature or character's abilities, along with a number of hit points as if they'd slept (note this cannot be increased through the use of the Heal skill). Any activity more strenuous than talking immediately ends a hyper rest. Spellcasting characters gain a number of spell levels back equal to their spellcasting attribute modifier x 2 (in and for each spellcasting class to which they belong). At hyper score 10, a hyper character can take two hyper rests per day.

**Hyper Life**: Once a character reaches hyper score 9 they are incredibly hard to kill. Once per day when an attack or spell would reduce a character to 0 or fewer hit points, they immediately gain the effects of *breath of life* (healing 5d8 + hyper score hit points).
**Hyper Feats**

**A Bit Abberant (Hyper)**
Your variety of *alter sapiens* is not inherently monstrous, but a strain of otherworldliness runs through your changed DNA.

**Benefit:** You gain one of the following universal monster abilities: amphibious, compression, jet (requires a swim speed), darkvision 60 ft. (requires low-light vision), keen scent (requires scent), low-light vision, natural weapon, rock catching (requires 1 rank of Hyper Strength), scent, sound mimicry, or stench.

**Bodytech (Hyper)**
You’re more enhanced than a typical *alter sapiens* and are rocking some cybernetic limbs or other hardware integrated into your body.

**Benefit:** You gain one or more pieces of bodytech (from the Equipment chapter or the Official Tech Guide) worth up to hyper score x 4,000bt. Flawless installation of the bodytech is included when you take this hyper feat. Items provided by Bodytech do not automatically scale with hyper score, but improving or upgrading an item gained through this hyper feat can be done at a discount to the total cost equal to hyper score x 2,000bt.

**Electronic Telepath (Hyper)**
You possess a natural connection to electronic devices and can express it with little more than a whim.

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

**Extra Attribute Trait (Hyper)**
When utilizing your exceptional prowess, it expresses itself in more ways than normal.

**Prerequisite:** 1 Hyper Attribute rank

**Benefit:** You gain an additional attribute trait for a hyper attribute you already possess ranks in.

**Special:** This hyper feat can be taken multiple times, but each additional time it is taken it applies to a different hyper attribute.

**Extra Hyper Attribute (Hyper)**
You are endowed with great physical or mental prowess.

**Prerequisite:** Abbernaut or Meganaut

**Benefit:** Gain one extra rank in a hyper attribute, but no additional attribute trait.

**Special:** This hyper feat can be taken multiple times, but each additional time it is taken it applies to a different hyper attribute.

**Gadgeteer (Hyper)**
With a flurry of innovation and natural genius, you cobble together and repurpose some technology to impossible effect.

**Prerequisite:** Intelligence 15+

**Benefit:** Once per day you gain a single use of a hyper spell-like ability for any spell of a level equal to or less than your hyper score (maximum 5th-level). Using the chosen hyper spell-like ability is always a full-round action or longer. At hyper score 3 and every 2 after, you gain one additional use of gadgeteer per day.

**Special:** The Gadgeteer hyper feat automatically has the fetish hyper flaw.

**Hyper Charge (Hyper)**
Moving with a purpose and force that surprises others, you are able to carry the full momentum of your movement into a strike.

**Prerequisites:** Spring Attack, Vital Strike

**Benefit:** You may use Vital Strike at the end of a charge or in conjunction with Spring Attack.

**Hyper Class Ability (Hyper)**
You are a paragon in your field of expertise.

**Benefit:** Choose one class ability from a class you have levels in. This ability now grants a hyper bonus instead of whatever type of bonus it previously granted.

**Special:** When taken a second time, this hyper feat can double a static bonus that does not require activation (such as a monk’s class bonus to AC or trap sense).

**Hyper Coordination (Hyper)**
You are preternaturally dextrous, able to move and attack with a fluidity that baffles your enemies.

**Prerequisite:** Shot on the Run or Spring Attack, Two-Weapon Fighting

**Benefit:** As a standard action, you may make two attacks using Two-Weapon Fighting.

**Hyper Item (Hyper)**
An item of some kind—a weapon, shield, armor, magic item, or advanced device—is indelibly tied to you.

**Benefit:** You gain an item equal in value to your hyper score x 10,000bt. If destroyed, stolen, or lost, this item can be replaced after 10 – hyper score days (minimum 1) by spending 1/5 the item’s value (or overcoming related challenges, at the GM’s discretion). If your hyper score changes after taking this feat, you can upgrade the abilities of the item to be worth a total of 10,000bt x your hyper score by spending 1 hour of work upgrading them item. This upgrade does not cost any bt.

**Special:** This is designed for use with characters that have an item central to their concept—the immortal knight’s magic sword, the mystical sharpshooter’s enchanted rifle, the patriotic defender’s sterling shield—and PCs looking for a cheap bonus should consider picking up cyberware or getting a successful operation.
or two completed instead. Those that take this hyper feat are encouraged to design their item with the GM, along with plans for how it might progress in power as they increase in hyper score. The basic areas Hyper Item should apply to are either attack, defense, or utility (anything more complicated should be created as a hyper power with the fetish flaw).

**Hyper Lucky (Hyper)**
Good fortune smiles on you often.
**Benefit:** Increase your Luck attribute by +4.

**Hyper Peripheral (Hyper)**
You've a touch of wonder in your DNA, granting you a small bit of additional power.
**Benefit:** Gain the use of a constant or at will spell-like ability of 0th level.
**Special:** This hyper feat can be taken multiple times.

**Hyper Reputation (Hyper)**
Something about you sticks in the minds of others.
**Benefit:** Increase your Reputation attribute by +4.

**Hyper Secret Identity (Hyper)**
Your powers are hidden from the world and only the most powerful divinations can reconcile that you and your secret identity are the same person.
**Benefit:** As a standard action you can transform between your normal self and your secret identity or back; while in your secret identity all class and hyper abilities are suppressed (including hyper bonus). You are the same person in both forms, with all the same vital statistics, but so long as your secret identity remains intact any attempts to scry on you are considered to be warded by nondetection (caster level equal to hit dice) and you gain a hyper bonus to Bluff and Disguise checks made to keep your secret equal to hit dice + hyper score.

If your secret identity is ever breached (such as by activating any of your hyper powers in view of the public, or one of your rivals discovering your secret and sharing it with the world), you lose the benefits of this hyper feat and it takes 3d6 days to establish a new secret identity.

**Hyper Spellcaster (Hyper)**
When you utilize magic it is particularly potent.
**Prerequisite:** Ability to cast 1st-level arcane or divine spells.
**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.

**Hyper Wealth (Hyper)**
You are one of the rare successful entrepreneurs, elite hypercorporate retirees, or those left with a great boon of equity from their predecessors. Whatever the reason, you've got some reliable source of income that gives you an edge with finances.
**Prerequisite:** Hyper Lucky
**Benefit:** You receive double the normal amount of starting bytecoins for a character of your level, up to a maximum of 15,000bt. You do not have to pay for lifestyle costs (at the GM’s discretion). At every increase of hyper score or character level, you automatically receive 500bt x level + hyper score from investments.
**Special:** At hyper score 7 or higher you may select this hyper feat a second time, gaining up to 30,000bt. When you increase in hyper score or character level, you automatically receive 1,000bt x level + hyper score.

**Matrix Magician (Hyper)**
You are not only able to traverse the Hypernet, you are able to bring your own magical talents into the digital frontier!
**Prerequisite:** Ability to cast arcane or divine spells, must have a hyperjack
**Benefit:** You treat the Hypernet’s unreliable magic trait as though it were the impeded magic planar trait (requiring a concentration check for each spell cast, DC 20 + the level of the spell, or lose the prepared spell or spell slot.)

Hyper spells that you cast on the Hypernet function normally.

**Normal:** The Hypernet’s unreliable magic trait is treated as dead magic.
**Special:** Unlike normal hyper feats, a wizard may select this in place of a crafting feat and sorcerers may choose this feat in place of a bloodline feat.

**Monster Graft (Hyper)**
Whether because of a freak accident, a strange tendril of DNA, or by intent, part of your body did not originate with the rest of it.
**Benefit:** You graft a limb from another creature onto your body. The source creature’s HD cannot exceed your class level + double your hyper score. Extra limbs do not grant extra attacks, but may grant a racial bonus to attributes, monster abilities, or even entirely new abilities; at the GM’s discretion. Taking this hyper feat only automatically grants you the limb, during character creation (and otherwise it creates a narrative opportunity to acquire it).
Parallel Access (Hyper)
You've got more oomph behind your *alter sapiens* abilities than most.
Prerequisite: Parallel
Benefit: Increase the spell level for one spell-like ability gained from your hyper route (from 1st-level to 2nd-level and so on). This spell-like ability is tied to a hyper flaw of your choice.
Special: You can gain this hyper feat multiple times. Its effects do not stack. Each time you take the hyper feat, it applies to a new hyper spell-like ability. Hyper spell-like abilities affected by Parallel Access cannot be reassigned when you increase your hyper score.

Powerful Talent (Hyper)
You possess an ability that many think to be magical, something a mage might emulate with a spell.
Prerequisite: Hyper Peripheral
Benefit: You gain one specialization school ability that would be granted to a wizard of a level equal to your hyper score. Treat your wizard level as your character level plus hyper score when determining the potency of this ability and use your highest attribute modifier in place of your Intelligence modifier.
Alternatively at the GM’s discretion you may choose an ability granted by a domain or subdomain.
Special: This hyper feat can be taken multiple times, but each additional time it is taken it applies to a different wizard specialization school ability.

Special Strike (Hyper)
There is a particular attack that you are extremely adept with.
Prerequisite: Savant.
Benefit: You gain a hyper bonus to attack and damage equal to ½ hyper score for one type of named attack (a kick, sword strike, arrow, etc.).
Special: This hyper feat may be taken multiple times, but each additional time it applies to a different named attack.

Specialized Reputation (Hyper)
People find a certain aspect of you particularly noteworthy.
Benefit: Substitute your Charisma modifier for another attribute modifier when calculating your Reputation attribute. The alternate attribute modifier must be chosen when you take this feat.
Normal: A character’s Reputation attribute is equal to 10 + double hyper score + Charisma modifier.

Telepath (Hyper)
You can speak directly with others using nothing but your brain.
Benefit: You gain telepathy to a range of 20 ft. x hyper score.

Vehicle (Hyper)
The controls for your wheels—or repulsors, depending on the situation—are practically extensions of your own body. Your ride is your life.
Benefit: You gain a fully-insured ground-based civilian hoverbike, ground-based civilian skycar, or ground-based civilian plasmavan without having to spend any bytecoins to purchase it. You are the legal owner of the vehicle and in most circumstances (at the GM’s discretion) will be able to replace it for free or very little should it be destroyed (unless you sell the vehicle, in which case you lose this hyper feat). At hyper score 3, you may upgrade to a regular hoverbike, civilian skycar, or civilian plasmavan at no additional bytecoin cost. At hyper score 6, you may upgrade to an armored skycar or armored plasmavan.
You also receive a number of vehicle points equal to hyper score and may spend them in the following ways to improve your vehicle:
Armor Plating (1 point)
The vehicle’s Hardness increases by +1.
Efficient Engine (1 point)
The vehicle’s maximum speed and acceleration increase by +10% (minimum +5 ft.)
Evasive Matrix (2 points)
The vehicle’s AC and CMD increase by +1.
Offensive (1 point)
The vehicle’s ram damage increases by one damage dice (from 3d6 to 4d6 and so on) and its CMB increases by +1.
Sturdy (1 point)
The vehicle gains +10% hit points (minimum +5 hp).
**Hyper Flaws**

Hyper flaws play a part in a character's powers, theme, or the tragic event that made them *alter sapiens* (or *alter <species>* for creatures). The frequency and instances of a hyper flaw in a game of *Hypercorps 2099* are ultimately at the GM's discretion, but should become a factor at least once during an operation.

Alternatively, a character or creature may take one of the following *mythic flaws* instead of a hyper flaw: dependency, elemental vulnerability, furious rage (rage lasts for 1d4 + hyper score rounds), hubris, material weakness, or mercurial mind.

**Disturbing:** Use of the power or hyper feat (and in the case of constant effects, the simple presence of the ability) makes the character or creature obviously different from the regular folk and beasts of the world. When active this hyper flaw imposes a penalty to Charisma-based checks made against non-hyper creatures and characters equal to ½ hyper score (minimum 1).

**Fetish:** Use of the power or hyper feat requires a specific object; without it, the power or hyper feat is inaccessible. No matter what it is, the fetish item must be applicable to the steal combat maneuver. At the GM's discretion, a familiar or companion can be the source of a hyper spell-like ability or hyper power (and able to utilize it).

For example, a parallel with *fly* as a hyper spell-like ability may have a robot that unfolds to carry them aloft (with limited battery power) or a hypernaut with *sound control* might have a small familiar that the hyper power emanates from.

**Personal Problem:** The power or hyper feat has additional, subtler effects on the character or creature. Every time it is used they must make a hyper save (d20 + hyper score) against DC 16 or fall prey to their personal problem (either immediately or as soon as combat ends). At the GM's discretion, the character or creature may suffer additional effects and be asked to make hyper saves to resist their personal problem at other times. Example personal problems: compulsion, cowardice, edict, obsession.

**Powered:** The power or hyper feat is tied to an electrical, magical, mundane, or otherwise non-hyper source of energy it needs in order to function. The specifics of this power source are at the discretion of the GM, but it generally has enough juice to provide use once every 24 hours for each point of hyper score the character or creature possesses. Meganauts may not select this hyper flaw for their attributes.

**Tiring:** The ability or hyper feat tied to this flaw requires an interval between uses equal to 11 - a number of rounds equal to hyper score while outside of combat. Any use of the associated ability or hyper feat before that requires hyper saves (d20 + hyper score) against DC 20 to avoid taking an amount of damage equal to hyper score x 2. Meganauts may not select this hyper flaw for their hyper attributes.

**Unnatural:** Use of the power or hyper feat (and in the case of constant effects, the simple presence of the ability) makes the character or creature obviously different from the regular folk and beasts of the world. When active this hyper flaw causes all non-hyper creatures to treat the bearer of the flaw two steps more negatively than normal.

**Xenophobic:** A character with this hyper flaw is overwhelmingly suspicious of races other than their own (human, elf, halflings, etc.) and the dislike they have for them is so intense that they have to actively work to hide it (a DC 15 Bluff check). Once this discriminatory behavior is noticed by an individual of another race, they treat the bearer of this hyper flaw one step more negatively than normal; should the opportunity arise to accuse the bearer of a crime, lead the bearer to a violent reprisal for their hostility to other races, or otherwise damage and injure them without actually raising a weapon, a creature so offended does so. Working with members of other races is not intolerable for a character with this hyper flaw, but they are reluctant to do so and rarely treat their compatriots fairly. By permanently reducing their hero point total by 1, a character with this hyper flaw may remove it.
There are many ways to implement the “super” part of the Hyper Score system. The simplest are the meganaut, parallel, and savant, growing more complicated with the abbernaut (because of monster abilities), and becoming most complex (and esoteric) for hypernauts. Whenever a character gains a grade in a hyper route, they can choose to take the grade in any hyper route—characters are not restricted by the hyper routes they have already chosen.

Table 9-2: Hyper Routes

<table>
<thead>
<tr>
<th>Hyper Route</th>
<th>Hyper Grade Bonuses</th>
<th>Hyper Flaws</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Abbernaut</strong></td>
<td>Every Grade • Gain one monster special quality or ability (limited by grade; see below). • Gain one rank in a Hyper Attribute. • Gain one bonus hyper feat. • Gain low-light vision and darkvision 60 feet.</td>
<td>one per grade; 1st flaw must be the disturbing or unnatural hyper flaw</td>
</tr>
<tr>
<td><strong>Hypernaut</strong></td>
<td>Every Grade • Gain one hyper power or two hyper powers and an additional hyper flaw. • Gain a +1 hyper bonus to an attribute. • Gain a bonus feat (not a hyper feat).</td>
<td>one flaw (usually tiring)</td>
</tr>
<tr>
<td><strong>Meganaut</strong></td>
<td>Every Grade • Gain two ranks in Hyper Attributes.</td>
<td>one per two grades</td>
</tr>
<tr>
<td><strong>Parallel</strong></td>
<td>From Hyper Score 1–2 • Gain two spell-like abilities of 1st-level and one spell-like ability of 2nd-level usable a number of times per day equal to your highest attribute modifier. <strong>Hyper Score 3–4</strong> • Gain two spell-like abilities of 2nd-level and one spell-like ability of 3rd-level usable a number of times per day equal to your highest attribute modifier. <strong>Hyper Score 5–6</strong> • Gain two spell-like abilities of 3rd-level and one spell-like ability of 4th-level usable a number of times per day equal to your highest attribute modifier. <strong>Hyper Score 7+</strong> • Gain two spell-like abilities of 4th-level and one spell-like ability of 5th-level usable a number of times per day equal to your highest attribute modifier.</td>
<td>one per two grades</td>
</tr>
<tr>
<td><strong>Savant</strong></td>
<td>Every Grade • Gain two bonus feats or one bonus hyper feat. • Gain +5 hyper skill ranks. A savant may have a number of hyper ranks in a skill equal to their hyper score. • Gain +5 hit points and +1 to an attribute. • Increase effective fighter and monk level by +4 for the purposes of qualifying for feats.</td>
<td>none</td>
</tr>
</tbody>
</table>

Note that the caster level for spell-like abilities granted through hyper routes is equal to character level + hyper score. When a character or creature increases hyper score they may replace one spell-like ability gained from a hyper score with a different spell-like ability. Hyper powers cannot be changed.

**Parallel & Savant**
The easiest hyper route to implement is the parallel or the savant—they provide access to specific tools already present in the Pathfinder Roleplaying Game by granting hyper spell-like abilities or more feats and skill ranks.

- Teradrial (paladin 4 [parallel 1]) is a fallen angel working toward redemption able to soar through the air, heal injuries, and call on holy power for battle a number of times per day with fly (accessible thanks to the Parallel Access hyper feat), cure light wounds, and divine favor.
- Phase (gunslinger 2/rogue 2 [parallel 1]) is a mysterious operator able to infiltrate facilities (with gaseous form), turn invisible (with vanish), and leap great distances (with jump).
- Krimson Mask (investigator 2/monk 2 [savant 1]) is a feared vigilante that has uncovered countless hypercorp conspiracies with extraordinary insight and unfailing gumption, able to fight with the mobility and talent of a much more experienced combatant.
Abbernaut & Meganaut

Many enhanced characters have flaws, but the most monstrous and obvious of these operators are abbernauts (though meganauts often display similar abnormalities in character or form). Abbernauts may treat unarmed strikes as hoof, tentacle, wing, sting, slam, or talon attacks (these are not additional attacks, but how they are represented in the game).

- Cement (barbarian 6 [meganaut 2]) is a powerhouse that can soak up damage (Hyper Constitution) and perform feats of incredible strength (using Hyper Strength), but his skin looks like granite and his obvious status as alter sapiens makes it difficult for him to relate to others (the disturbing hyper flaw).
- Gigaflax (monk 3 [abbernaut 1]) is a slime-covered blob that ignores the most devastating blows (with amorphous), but his globular appearance is extremely unsettling to most people (the unnatural hyper flaw).

### Abilities

Abilities in italics require the expenditure of the A Bit Abberant hyper feat to acquire. Instead of taking that hyper feat, an italicized ability can be taken at one grade higher.

- **At hyper route grade 1:** amorphous, blood rage, burn, compression, distraction, grab, heat, no breath, powerful charge, rock throwing (Hyper Strength required), see in darkness, size increase (this may be taken a second time at hyper score 4 and a third time at hyper score 7; +4 Str, -2 Dex), strangle, unnatural aura, web.
- **At hyper route grade 2:** attach, blindsense (5 ft. x hyper score), breath weapon, fast healing (hyper score / 2), paralysis (1d4 rounds, Fort DC 10 + ½ level + ½ HS + Con mod), rend, x-ray vision (as a ring of x-ray vision)
- **Hyper route grade 3:** pounce, regeneration (hyper score / 3), size increase (huge)
- **Hyper route grade 4:** size increase (enormous) Alternatively, the abbernaut may gain the use of a spell-like ability of the highest level they can access a number of times per day equal to their highest attribute modifier. This spell-like ability always has a range of personal.

### Hypernauts

Hypernauts are far and away the most exotic choice for characters and best reserved for esoteric and weird concepts that cannot fit into another hyper route.

#### Hyper Powers

Not every power offers itself to being simplified into a spell-like ability, hyper attribute trait, or monster ability. While many hyper route abilities require discretion on behalf of the GM, hyper powers have the greatest need for delicate treatment. Before reading any further, make sure a hyper power you want is not already in the book! Examples of hyper powers are on the next page.

- **Tier 1 hyper powers** require relatively few restrictions. Tier 2 hyper powers require a moderate amount of reduction in power and scope, and **Tier 3 hyper powers** are stripped down to provide the desired effect for limited periods of time or only generate very specific effects.

#### Caster Level is Equal to Hyper Score x 2.

Whenever the question of range, area of effect, number of damage dice, or any other mechanical effects come into play and there are no existing values to use, rely on the hyper power’s caster level to determine mechanics. The effective spell attribute modifier for any hyper power is the character’s highest attribute modifier (the power attribute modifier).

- **Tiers** Hyper powers are broken into three tiers of power. Hyper powers equivalent to or mimicking a spell of 1st to 3rd level are Tier 1, hyper powers equivalent to or mimicking a spell of 4th-6th level are Tier 2, and hyper powers equivalent to or mimicking a spell of 7th-9th level are Tier 3.

- **Activation** When there is no listed activation time available, a Tier 1 or Tier 2 hyper power requires a standard action to activate and a Tier 3 hyper power requires a full-round action to activate.

- **Area** A Tier 1 hyper power has an area of effect no greater than 10 ft. x caster level, a Tier 2 hyper power has an area of effect no greater than 5 ft. x caster level, and a Tier 3 hyper power has an area of effect no greater than 1 ft. x caster level.

- **Range** A Tier 1 hyper power has a range of 60 ft. x caster level, a Tier 2 hyper power has a range of 30 ft. x caster level, and a Tier 3 hyper power has a range of 20 ft. x caster level.

- **DCs** The saving throw DC for a hyper power is equal to 10 + power attribute modifier + double Tier.

- **Uses** Tier 1 hyper powers are usable a number of times per combat equal to hyper score. Tier 2 hyper powers are usable a number of times per combat equal to ½ hyper score (minimum 1). Tier 3 hyper powers are usable a number of times per combat equal to ¼ hyper score (minimum 1).

- **At Hyper Route Grade 2, 3, or 4** Instead of learning a new hyper power a hypernaut can lower the Tier of a hyper power they already know and either gain +1 use per combat or remove a hyper flaw from it.
Accessing Spells Beyond 6th-Level as Hyper Powers

Canny players may have quickly figured out that there’s no way in the Hyper Score system for a character to access 7th-level or higher spells through the abbenaut or parallel route; there’s no limited wish or resurrection hyper spell-like ability. This does not mean that spells with game-changing mechanics cannot be accessed as hyper powers however, and the GM should simply place additional restrictions on them (or on the character in general) to facilitate that.

- A PC that wants to have their power be a close personal genie as their ally might take levels in the summoner class (for their genie), then take the hypernaut route to gain access to a limited wish hyper power usable once per combat. Any items or wealth gained from this hyper power evaporate after a number of minutes equal to 10 x caster level (double hyper score) and any creatures summoned with it disappear after a number of rounds equal to caster level (double hyper score).
- Another PC decides that bringing people back to life is their thing, taking levels in cleric and then the hypernaut route to access a resurrection hyper power usable once per combat. This power might only be able to be used at a very specific time of day (noon or midnight), only affect creatures the PC knew while they were alive, or require 5,000bt worth of diamonds and platinum to use. Alternatively the PC may take a raise dead hyper power that does not work on creatures with an Intelligence score of 3 or less, or that has a chance to act as an instant reincarnate each time it is used.
- Yet another PC is interested in being prescient and takes levels in oracle, then the hypernaut route to access the foresight spell as a Tier 3 hyper power. The PC is blind and cannot take the blind oracle curse, but gains all of the benefits of the 9th-level spell whenever they activate the hyper power. Alternatively they might only be able to access portions of the spell’s benefits at a given time while it is active, changing which ones they are using with a swift action.

Hyper Cantrips

Innocuous uses of a hyper power (for purposes of flavor and for moments when a character is defining themselves in a non-hostile or unopposed scenario) do not require the expenditure of a daily use. A character with the ability to stop time is able to make the omelette they are frying stand still in the air or keep from burning in the pan without having to expend a daily use of their ability.

Hyper Powers, Luck, and Hero Points

Part of the difficulty in creating a hyper power is defining a range and scope that everyone (PCs and GM alike) is comfortable with. As always players are encouraged to think of creative and innovative ways to use their hyper powers beyond their defined scope, but this can quickly become a crutch for truly inventive gamers! In these instances the PC should make use of their Luck attribute (spending a chance point) and the GM should set a DC for success defined by the believability of the attempted task. Bizarre requests and attempts to use a hyper power in a completely unintended way (such as using a flame blast power to suck the heat out of a room, extinguishing an existing fire) require the use of a hero point to cinematic crescendo.

Sample Hyper Powers

ADEPT OF ENERGY

Tier 1 or 2  Save Will half (harmless)

Effect Your mastery over the forces of positive and negative energy is so deft that you may choose to use positive or negative energy to heal creatures that would otherwise be harmed by it (such as healing an undead with positive energy, or a human with negative energy). This choice must be made when this power is selected.

When taken a second time, you may choose to simultaneously heal and harm using either negative or positive energy during a channeled burst.

AGENCY OF CHAOS

Tier 1 or 2  Save none (personal)

Effect You stand as a force of change in the universe, against everything rigid and binding. You gain DR/chaos equal to your hyper bonus for a number of minutes equal to hyper score.

When taken a second time you lose your DR but instead take half damage from any static variable, such as strength bonuses to attack rolls (if you would take 1d8+4 damage from a weapon attack, you instead take 1d8+2 damage).

AGENCY OF LAW

Tier 1 or 2  Save none (personal)

Effect You stand as a force of law in the universe, against everything unplanned and chaotic. You gain DR/law equal to your hyper bonus for a number of minutes equal to hyper score.

When taken a second time you lose your DR, but instead ignore 2 points of damage from each die rolled to attack you (minimum 1; if you would take 1d8+4 damage from a weapon attack, you instead take 1d8+2 damage).

AGENT OF NATURE

Tier 1  Save Reflex negates

Effect You can communicate with all plants and animals as speak with plants and speak with animals respectively. As a standard action, you call forth a tangle of weeds and roots, creating an area of entangling undergrowth (as entangle) or grasping vines (as mad monkeys); the area persists for a number of rounds equal to your hyper bonus.

Spheres of Power as Hyper Powers

If all of these options fail to satisfy what you’re planning for your character, we strongly recommend using the Spheres of Power system created by Drop Dead Studios. Treat your caster level bonus as equal to twice hyper score, gaining one sphere with each hyper route grade and two talents for any sphere you have access to.
CITYSPEAK
Tier 1  Save Reflex negates
Effect While in an urban environment you can speak to buildings and objects as speak with plants. With a successful DC 15 caster level check you can convince an urban environment to perform a trip combat maneuver (using your hyper score and highest attribute modifier for CMB) or slam attack (1d8+power attribute modifier for environment). At the GM's discretion you can trigger other effects such as falling objects (which do damage by object size) or break water manes (as a bull rush).

CLONED IMMORTALITY
Tier 3  Save none (personal)
Effect You have a number of simulacra (as the simulacrum spell) equal to double hyper score. You do not die when your body is killed; instead, your spirit jumps to a simulacra of your choosing within 100 miles (if there are none within that distance, you jump to the nearest one). While in this simulacra you gain three permanent negative levels that are removed after one week, but otherwise cannot be removed by any means. If you are slain again during this time, your soul jumps again (as above) though in this case you gain six permanent negative levels that are removed after one month. If slain again during this time, you gain nine permanent negative levels that remain for one year. Should you die in a body and have no simulacra available or gain more permanent negative levels than you have hit dice, you are completely destroyed and only deific interference can restore you.

PROBABILITY CONTROL
Tier 3  Save special (1/2 level)
Effect You are able to control the probability of events nearby your person in an effect identical to a hero point being spent for cinematic crescendo; this hyper power is otherwise similar to limited wish.

RESTORATIVE CONTROL
Tier 2  Save Will
Effect You can heal 1d4 per caster level + hyper score hit points to any creature or object (as a cure spell), and you are able to restore lost limbs (as regeneration), or parts of an object that are gone (as make whole).
When taken a second time, any creature healed by this hyper power is charmed (as charm monster; save negates); further healing of a charmed creature by your hyper power makes it suggested (as suggestion; save negates), and a suggested creature healed by your hyper power is dominated (as dominate monster). A creature that is charmed, suggested, or dominated by your hyper power remains so until it succeeds a save to resist the effect or the healed hit points are restored normally (through other magic or rest). You may choose for other healing you grant to act as restorative control, expending twice the number of uses of the healing ability when doing so.

SIZE DECREASE
Tier 1  Save none (personal)
Effect As reduce person (+2 Dex/-2 Str, +1 AC and +1 to hit) but swift action, -5 ft. to base speed, and at a range of personal (expending a hero point increases range to touch for any type of creature). This ability stacks with itself and its effects are cumulative.

SIZE INCREASE
Tier 1  Save none (personal)
Effect As enlarge person (+2 Str/-2 Dex, -1 AC and -1 to hit) but swift action, +5 ft. to speed, and at a range of personal (expending a hero point increases range to touch for any type of creature). This ability stacks with itself and its effects are cumulative.

SOUND CONTROL
Tier 1  Save Will negates
Effect You can eliminate sound in an area as silence and make up to CL targets as much as CL times louder than normal.

TIME BLINK
Tier 3  Save none (personal)
Effect As time stop but for 2 rounds only.

TIME MANIPULATION
Tier 1  Save Will negates
Effect Simultaneous haste on a number of allies equal to CL and slow on a number of enemies equal to CR.

WEALTHY
Tier 1  Save none (personal)  Flaw powered
Effect You are financially independent or otherwise able to procure goods and services with bytecoins not represented on your character sheet. None of these items may exceed a value of 12,000bt. At the GM's discretion, lethal or illegal items (such as robots or weapons) may require a normal expenditure of bytecoins or roleplay to acquire. Your Reputation modifier increases by an amount equal to your hyper score.
Hyper Attributes

Whenever a character gains a rank in a hyper attribute, they gain a +3 hyper bonus to the associated attribute score as well as a corresponding attribute trait. A character cannot have more ranks in a hyper attribute than their unmodified ability score modifier (so an enhanced fighter with a Strength of 16 cannot have more than 3 ranks of Hyper Strength).

Unless stated otherwise, an attribute trait cannot be selected multiple times. If an action is required but not stated, activating an attribute trait ability is a swift action.

Hyper Strength Traits

- **Strong as Strong**
  You may reroll a failed Strength-based check twice and take the better result. You may use this ability twice per day for each rank of Hyper Strength.

- **Strong Back**
  Your carrying capacity is doubled for each rank of Hyper Strength.

- **Strong Hurl**
  You can hurl objects of a weight equal to your light load with a range of 30 ft. per rank of Hyper Strength as a standard action. On a successful hit with a ranged touch attack the object deals 1d8 bludgeoning damage per 100 pounds + 1½ Str modifier. At 400 pounds the wielder’s Strength modifier bonus to damage is doubled. At every additional 400 pounds, add the wielder’s Strength modifier again. Magical increases to carrying capacity that are not from increased size (such as *ant haul* or *muleback cords*), does not increase carrying capacity for purposes of this ability.

- **Strong Leap**
  For each rank of Hyper Strength, add +5 ft. to the vertical distances of any jumps you make and +10 to the horizontal distances of any jumps you make. You do not require a running start to jump your leap speed.

- **Strong Throw**
  You double the range of thrown weapons for each rank of Hyper Strength.

- **Strong Warrior**
  You gain a +1 hyper bonus to melee attack and melee damage rolls for each rank of Hyper Strength.

- **Weaponize Grapple**
  You gain the body bludgeon rage power. You do not need to be raging to use this ability. You receive a +1 hyper bonus to CMD and CMD while grappling for each rank in Hyper Strength.

Hyper Dexterity Traits

- **Adroit Dexterity**
  You may reroll a failed Reflex save twice and take the better result once per day for each rank of Hyper Dexterity.

- **Dexterous Action**
  You gain a +2 hyper bonus to initiative checks for each rank of Hyper Dexterity.

- **Dexterous Aim**
  You double the range of ranged weapons for each rank of Hyper Dexterity.

- **Dexterous Footwork**
  Increase your base movement speed (or another speed you possess) by +10 ft. for each rank of Hyper Dexterity.

- **Dexterous Skills**
  You may reroll a failed Dexterity-based skill check once per day for each rank of Hyper Dexterity.

- **Dexterous Strikes**
  You gain a +1 hyper bonus to melee attack and melee damage rolls for each rank of Hyper Dexterity.

- **Dexterous Warrior**
  You gain a +1 hyper bonus to ranged attack and ranged damage rolls for each rank of Hyper Dexterity.

Hyper Constitution Traits

When reduced to 0 hit points, a creature or character with any ranks in Hyper Constitution is not staggered and may act normally. When an attack reduces them below 0 hit points it immediately triggers a number of temporary hit points equal to hyper score (if this would allow the creature or character to remain conscious, they do so). These temporary hit points are only available once per day.

- **Hyper Age**
  You reduce penalties from old age by one step for each rank of Hyper Constitution, and add double your Hyper Constitution rank to your Reputation attribute. Additionally, each rank of Hyper Constitution doubles your lifespan. At rank 3 you cannot die from old age.

- **Hyper Blooded**
  You gain immunity to poison and disease.

- **Hyper Endurant**
  You gain immunity to one or more conditions. The amount of Hyper Constitution ranks required to grant an immunity is in parentheses after it: daze (1), deafen (1), energy drain (2), entangle (1), exhaustion (1; requires fatigue immunity), fatigue (1), nauseated (2), paralysis (2), sickened (1), stunned (1). This attribute trait can be taken multiple times, granting immunity to a different type of condition each time it is taken.
• **Hyper Fortification**
  You gain 20% fortification for each rank of Hyper Constitution (this emulates and stacks with the fortification armor quality).

• **Hyper Resistant**
  You gain resistance equal to triple your hyper score against one type of energy for each rank of Hyper Constitution you possess. This attribute trait may be taken multiple times, granting resistance to a different type of energy each time it is taken.

• **Hyper Tough**
  You gain damage reduction 2/— for each rank of Hyper Constitution.

**HYPER INTELLIGENCE TRAITS**

• **Effective Combatant**
  You can increase the DC to resist one class, hyper, or special ability by +3. This attribute trait may be taken multiple times, but each additional time it applies to a different ability.

• **Hyper Analysis**
  You grant yourself or an ally a hyper bonus to attack, damage, or one type of skill check for a number of rounds equal to hyper score. This bonus is equal to your rank in Hyper Intelligence and may be used a number of times per day equal to your ranks in Hyper Intelligence.

• **Hyper Deduction**
  You may use hero points to gain inspiration (as it is described in *Pathfinder Roleplaying Game: Advanced Player’s Guide*) and receive a number of free inspirations every month equal to your ranks in Hyper Intelligence.

• **Hyper Ingenuity**
  Once per day for each rank of Hyper Intelligence, you may use your Intelligence attribute modifier in place of another attribute modifier on a single check (this cannot be used with Hyper Smart).

• **Hyper Smart**
  Automatically succeed on one Intelligence-based check a number of times per day equal to your ranks in Hyper Intelligence.

• **Smart Advice**
  You grant yourself or an ally a reroll on an Intelligence-based check; roll twice and take the better result. This ability may be used once per day for each rank of Hyper Intelligence.

**HYPER WISDOM TRAITS**

• **Hyper Insight**
  You gain a +1 hyper bonus to AC per rank of Hyper Wisdom.

• **Hyper Patience**
  You grant yourself or an ally a reroll on a Wisdom-based skill check; roll twice and take the better result. This ability may be used once per day for each rank of Hyper Wisdom.

• **Hyper Willpower**
  You may reroll a failed Will save, rolling twice and taking the better result. You may use this ability once per day for each rank of Hyper Wisdom.

• **Hyper Wise**
  Automatically succeed on one Wisdom-based skill check a number of times per day equal to your ranks in Hyper Wisdom.

• **Tactical Genius**
  Once per day you can enact a surprise round for yourself and a number of allies equal to your ranks in Hyper Wisdom. This surprise round occurs on your initiative and only the creatures you designate are able to participate in it.

• **Wise Advice**
  You grant yourself or an ally a hyper bonus to attack, damage, or one type of skill check for a number of rounds equal to hyper score. This bonus is equal to your rank in Hyper Wisdom and may be used a number of times per day equal to your ranks in Hyper Wisdom.

**HYPER CHARISMA TRAITS**

• **Hyper Confident**
  Choose one Charisma-based skill; when rolling checks for that skill, roll twice and take the better result. This attribute trait may be taken multiple times, but each time it enhances a different Charisma-based skill.

• **Hyper Following**
  You gain followers as if you had the Leadership feat (this does not grant you a cohort). You may take this attribute trait multiple times, gaining more followers each time.

• **Hyper Likable**
  Non-aggressive creatures automatically treat you as one step friendlier for each rank of Hyper Charisma.

• **Hyper Merit**
  Automatically succeed on one Charisma-based check a number of times per day equal to your ranks in Hyper Charisma.

• **Likable Advice**
  You grant yourself or an ally a reroll on a Charisma-based check; roll twice and take the better result. This ability may be used once per day for each rank of Hyper Charisma.

• **Unbelievable**
  You may use hero points to automatically succeed when telling a lie a number of times per week equal to your ranks in Hyper Charisma. This lie has no limit to how unbelievable, unlikely, or impossible it is, or even if the face of truth is literally right in front of the creature(s) you are lying to. When it can be quickly disproven or the target you are lying to knows with certainty that you speak mistruth, they only believe your lie for a number of rounds or minutes (GM’s discretion) equal to your hyper score.
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Sec-ops guards are closing in as you shoot out another camera in this hypercorporate research lab, rushing the specimen you were hired to steal out on a floating disk while your mage unleashes hell as retreating cover before reinforcements arrive...

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