

HYPERCORPS

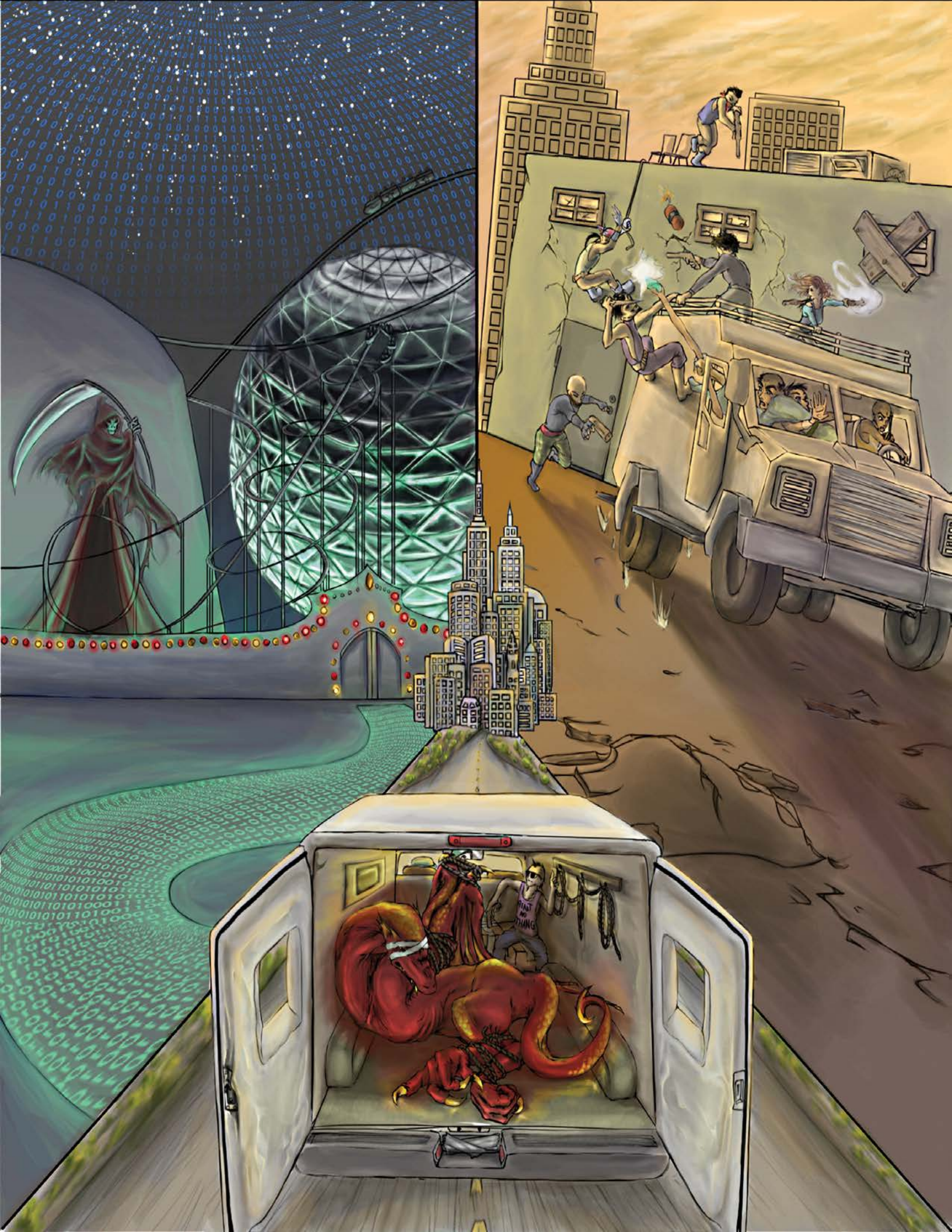
2014

THRILLVILLE OR KILLVILLE?

A 5TH EDITION
ADVENTURE FOR
3-4 PCs OF 3RD LEVEL
(HYPERSCORE 3)

PREGENS
INSIDE!





HYPERCORPS

2099

THRILLVILLE OR KILLVILLE?

A *Hypercorps 2099* adventure module designed for use with Fifth Edition, suitable for 3-4 PCs of 3rd-4th level [Hyperscore 3].



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PLANAR TRAITS

Most adventures occur on the Material Plane, but *Thrillville or Killville?* takes place entirely on the Hypernet and servers within it, far removed from Earth or any other corporeal realm. When playing on the Hypernet there are specific traits in effect that change how some of the rules function. As a server on the Hypernet, Thrillville also has its own set of additional rules to modify play (in addition to those of the Hypernet, except where noted otherwise).

PREGENERATED CHARACTERS

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

ADVENTURE SUMMARY

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

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

For more information on the Hypernet, download the (free) [Hypercorps 2099: Hypernet PDF](#) or reference the core *Hypercorps 2099* rulebook.

HYPERNET PLANAR TRAITS

The Hypernet is treated as another plane of existence, a digital landscape that expands onward in every direction. In dimensional terms it is Neutral-aligned, all of the realm is brightly lit (by ambient lighting), and creatures there find that the power of one's mind is equal to that of their body.

- **No Gravity or Light Gravity**

Most of the Hypernet has no gravity, but within 10 miles of any server it has Light Gravity (doubling a creature's speed and jump distances). In areas of No Gravity, creatures gain a fly speed equal to 20 feet times Intelligence modifier (minimum 20 feet).

- **Flowing Time**

(1 rounds Material to 5 rounds Hypernet)
Actions on the Hypernet theoretically operate at the speed of light, but the limitations of biology and technology reduce the rate of speed at which it can be interacted with to a factor of 5 (for every 5 rounds [30 seconds] in the Hypernet, 1 rounds [6 seconds] pass on the Material Plane). Creatures not native to the Hypernet do not age, hunger, or thirst while there (spells and effects that cause these effects do not function). Some servers can further alter the flow of time.

- **Highly Morphic**

Entities on the Hypernet can utilize the Technology skill to create objects, reducing the time required to one minute per 5 foot square of space the object occupies without requiring any raw materials (at the GM's discretion, an item's complexity can increase the crafting time required). Crafting mundane objects on the Hypernet costs ½ the usual number of byte-coins; advanced equipment can be crafted as though it were magical equipment, and magical equipment can be crafted as though it were advanced equipment (see the core *Hypercorps* 2099 rulebook).

- **Unreliable Magic**

Magic normally does not operate on the Hypernet and for most characters it is considered to be under the effects of an *antimagic field*. Characters with the Scientific Wizardry feat treat the plane as instead having impeded magic (spells require a concentration check [DC 10 + the level of the spell] to function normally; if failed, the prepared spell, spell slot, or daily use is lost). Creatures native to the Hypernet, or objects created there, can create effects that function in all ways as though they are magic (but are simply digital replications).

- **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).

Note: This trait has a profound effect on nearly all of a character's statistics; it is recommended for PCs to prepare a second sheet when entering the Hypernet to track these temporary changes.

- **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 act through a clumsy but purely digital avatar and suffer disadvantage on all checks. However, their body cannot take hp loss from effects in the Hypernet as the rig can absorb any feedback. Creatures using hyperjacks (or there physically via a powerful spell or extraordinary effect) take damage normally. While in the Hypernet, a creature is considered unconscious in the Material Plane. Damage sustained to a user's physical body in the Material Plane is dealt normally and each time the user's physical body takes damage, it receives an Awareness check (DC 15 - damage dealt) to realize it.

- **Land of the Hacker**

Netjackers may utilize the Technology skill to detect the presence of a digital trap and dismantle it.

- **Subplanar**

A subplane of the Hypernet may add to, modify, or eliminate any Hypernet trait except for digital connection or cerebral.

THRILLVILLE PLANAR TRAITS

- **Varied 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, granting users a fly speed equal to twice their normal speed. Heavy gravity requires a DC 10 Strength check to move at regular speed and all jump distances are halved, while light gravity doubles a creature's normal speed and jump distances.

- **Park Fences**

Thrillville is enormous (miles across, wide, and high) but has boundaries. Bypassing the park's "fence" requires a DC 20 Intelligence (Technology) check (though only a result of 25 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 Charisma (Deception) check or DC 22 Intelligence (Technology) check every twenty minutes convinces the system that a user is a digital asset, negating the effect.

CHAPTER 1: MEETING AT THE TAVERN

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

As the game begins, read or paraphrase the following:

It's been a few minutes since you wandered into Dreksler's Draught Depot and the smell of orcs, goblins, dwarves, elves, halflings, and the overwhelming odor of both fresh and stale ale are starting to feel commonplace. Despite sitting at the table you were directed to at the appropriate time, nobody's shown up yet—which is not a good sign. Just as you think that it might be good to leave, a dapper gnome minstrel wanders over and takes the open seat in your private booth. He sprawls out, stretching his arms and making a few casual remarks about the weather as he taps a ring on one hand. A shield of static flashes up between the lot of you and the tavern, and he finally settles down to business. "I believe we have a meeting, yes? Banny Vanderbilt, 34th level bard, at your service."

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

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

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



BANNY'S INTEL

- Their employers require the utmost discretion in this operation. Logging out or even communicating with the outside world at any time between now and their debriefing once the task is complete will result in no compensation of any kind.
- The sentient program that directs most of Thrillville has been hijacked by another, unknown source, making the entire server unstable.
 - If Banny likes the party and they've been cordial with him he also tells them that Thrillville's systems aren't particularly clever; the server can be tricked into thinking a user is a digital asset for a brief period with a **DC 20 Charisma (Deception)** or **DC 22 Intelligence (Technology)** check.
- One security team went in and hasn't come back out. No information has been recovered from the attempt.
- Banny's been sent a few items for the operators to use in Thrillville but tampering with any of them (such as reverse engineering any of the code) may destroy an item or cause it to detonate prematurely (successfully doing so requires a **DC 25 Intelligence [Technology]** check).
 - One root code packet keyed to the server's backdoor has been prepared and it looks like a heavy flask of moonshine. When thrown and broken apart (an improvised weapon with a range increment of 15 feet), the area within 500 feet gains the static planar trait for 1d10+4 rounds (forcing any hidden creatures to reveal themselves, and ending any effect that affects the code of the surrounding environment). Banny strongly emphasizes that their employers stressed only to use this when they have found the culprit—not before.
 - 2 packaged deep-rooted protocols per PC that the virus hasn't compromised yet. They appear to be orbs of black, tarry liquid. These are ranged splash weapons that deal 4d4 damage to any creature with the digital asset subtype or Hypernet native special ability. A creature within the splash radius of a packaged deep-rooted protocol cannot make any Use Technology checks until the end of its next turn (any robots or netjackers lose their connection to one another for the duration).
- Thrillville's entrance has been sealed so the PCs are going to have to hack their way in. If they can't get through the server's walls on their own, their employer's security thinks that a packaged deep-rooted protocol could tear a hole through the park's fence that the virus won't be able to detect (it creates an undetectable 5-foot-radius portal lasting 1d4 rounds).
- Though its proven capable of moving between attractions, the virus seems to favor two in particular: the Reaper's Stroke rollercoaster and the Vistadri Paradox platforms.
- All of Thrillville's safety restrictions have been overridden by the virus—rides slam into the operators when they stand on the tracks too long and the controls of individual attractions have gone haywire.
- The compensation is 10,000 bytecoins each, provided that the operators can wait for Digilife© to confirm that Thrillville is completely devoid of the virus. Banny reiterates that a quarantine and debriefing of sorts will occur afterwards (and that it can be pretty invasive).

CHAPTER 2: HOPPING THE FENCE

Leaving the *Veranthea: Life & Death* server and exiting back into the Hypernet doesn't pose any real difficulty as long as the operators don't pick a fight on their way out. Locating Thrillville isn't hard and the server isn't too far away, but reaching there from where the PCs are takes 2 Hypernet hours (24 real-world minutes).

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

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

The luminescent digital highways of the Hypernet take on a darkening cast as you approach Thrillville and the absence of the impossibly huge neon sign normally marking the location of the world's most celebrated theme park makes it seem all the darker. Something on the 'net is awry and the eerie silence cast from the huge dome ahead fills you with a sense of dread, tinged by the desire for a fine stack of bytecoins—dread can be profitable, after all.

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

Breaching the walls of the server requires the use of a packaged deep-rooted protocol (see above) or a **DC 12 Intelligence (Technology) check**—any result of 12 or lower is enough to get in, but unless the check is 18 or higher, it alerts the Thrillvirus to an operator's presence (giving it insight into how best to force Thrillville to react to the intruder).

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

Read the following when the first PC breaches the wall:

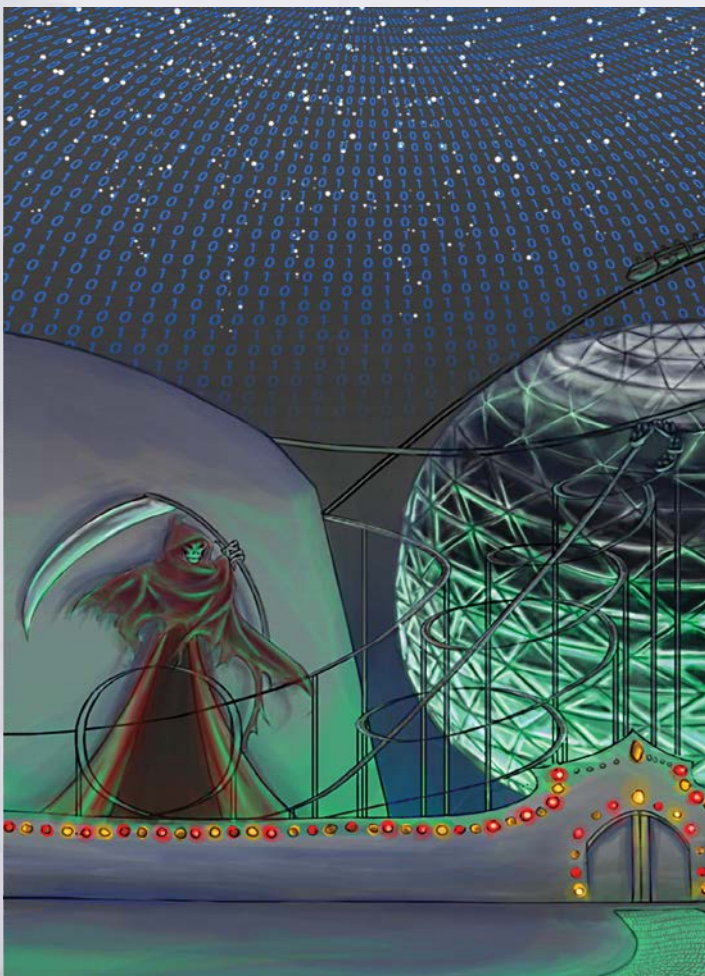
Thrillville's bright neon array and signature roller coasters towering into the twilight have taken on a foreboding cast alongside the ambient sounds of carnival tunes, the whole theme park utterly devoid of the joyous cries and murmur of the crowds that usually pack this server. The wheeling, physically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

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



PCs that alerted the Thrillvirus when they entered into the server provoke a response from the creature (one expressed via the environment) but it is extremely slow and subtle. Users that managed to remain undetected (as a group) need not make further checks until they enter the arcade, but any previously undetected users traveling with a known trespasser need to succeed on an **Intelligence (Technology) check every 5 minutes (DC 12 + 4 per previous check)** before they too are discovered.

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



USERS FOUND BY THE THRILLVIRUS

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

Minute One: The ambient lights change from dulled neon of varying colors to a crimson red. A **DC 20 Wisdom (Perception) check** is required to notice that fixtures of lighting seem to be bleeding.

Minute Two: The first effect worsens; a **DC 15 Wisdom (Perception) check** notices that the lights are bleeding. The Thrillvirus releases two unbound proxies (see page 12) to attack the PCs.

Minute Three: An impossibly shrill noise pierces the area within 50 ft. of the malignant user; any creatures that fail a **DC 16 Constitution save** are deafened for 1d4 minutes.

Minute Four: A data spike appears from a random location (5d6 piercing damage and 1d4 Int drain; **DC 20 Dexterity saving throw** for half damage).

Minute Five: The varied gravity planar trait comes into effect for the malignant user, drawing it towards the Arcade.

Minute Six and onward: The pull of the gravity increases to heavy gravity in the direction of the Arcade. Each minute a pulse goes out that attempts to rip the malignant user away from whatever they are on or holding onto (**DC 17 Strength saving throw or DC 19 Dexterity saving throw negates**; the DC increases by 2 per previous check).

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

CHAPTER 3: A VIRAL PHENOMENON

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

REAPER'S STROKE ROLLERCOASTER

The Reaper's Stroke ride begins and ends as an indoor roller coaster and its interior is in complete darkness randomly and briefly interrupted by sparking neon lights. Read the following as the PCs approach this attraction:

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

The entrance of the ride has the "data dust" of several destroyed guest user avatars, some of them still intermittently sparking. A **DC 12 Intelligence (Technology) check** reveals that this sparkle means a hyperjack user was attached on the other side when it happened—an excruciating death).

PCs that ride the Reaper's Stroke (which takes 2d4 minutes) gain a +5 ft. increase to their walking speed for the next hour, but are shaken for ten minutes should they fail a **DC 6 Wisdom saving throw**. During the ride a **DC 17 Wisdom (Perception) check** spots data dust on a maintenance platform near where the coaster heads back into the building; a PC on foot spots it with a **DC 14 Wisdom (Perception) check** if they check the maintenance stairs).

This dust belongs to one of the sec-ops teams and a **DC 14 Intelligence (Investigation) check** while investigating it uncovers some timestamped digital dogtags stating that the users died only two hours ago in real time. Among their remains the PCs find 2 more deep-rooted protocols and an advanced digital asset that operates exactly like a *potion of lesser restoration*.

PCs that have been detected by the Thrillvirus and identified as hostile are treated to a cart flying off the tracks while they search this area. The cart makes a melee attack roll (slam +10, 5d6+8 bludgeoning damage), but targets that succeed a **DC 20 Wisdom (Perception) check** are not flat-footed for the attack. Any creatures adjacent to the target also take the damage (**DC 23 Dexterity saving throw negates**). One cart is flung from the tracks in this way each minute.

VISTRADI PARADOX PLATFORMS

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

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

When approaching the attraction operators that succeed a **DC 14 Wisdom (Perception) check** hear the clatter of something (a second sec-ops team's gear) in one of the platform's carts. Reaching the equipment requires waiting for the cart to come into queue for boarding (1d4 minutes) or trying to reach it while the ride is in motion (there are 1d4+2 platforms between the PCs and the loot).

Leaping into the Vistadri Paradox and hopping from platform to platform can only be done in quick spurts when the ride is not in motion and timing it correctly requires a **DC 16 Initiative check each round** (hyper creatures receive their Luck bonus to this check). Failure on this check causes a creature to fall from their platform onto the track, where they are bounced between several moving platforms as they fall back to the ride's entrance, taking 3d6+4 bludgeoning damage (**DC 18 Constitution saving throw for half**) and knocking the creature prone.



PCs that have been detected by the Thrillvirus and identified as hostile are directly targeted by the platforms as soon as they reach where the sec-ops gear is located. Once a user grabs the loot (another root code packet and a combat pistol are all that's really intact), the cart around them disappears and the other platforms turn into massive spiked balls of steel! The ride becomes more frantic, requiring a **Strength check (DC 14 + 1 per previous check) every round** as the platform attempts to throw the PC airborne, and jumping in between movements requires a **DC 18 Initiative check**. Any creature caught in the air is targeted by a spiked platform that detaches from the attraction to launch up at them (slam +10, 4d6+6 piercing damage), spiking them back to the ground (dealing falling damage).

THE ARCADE

Sitting in the very center of the Thrillville is the Arcade, lauded across the Hypernet as the place to go for cutting edge gaming experiences and the first place for the best of what the world of electronic entertainment has to offer.

Even VR rig-users too lame to jack in are usually found in what is arguably Thrillville's chief attraction—the Arcade—but its interior is disquietingly empty. The enormous building towers thousands of feet into the starry sky, its normally bright and open gaming halls strangely darker than normal, the soft glow of a few retro pieces of hardware just barely illuminating the escalators connecting each floor.

Investigations here before the Thrillvirus detects the PCs don't immediately detect the virus itself, though a **DC 20 Intelligence (Technology) check** made inside the building can identify that the virus originated here. A **DC 16 Intelligence (Investigation) check** or a **DC 18 Wisdom (Survival) check** reveals a fragmented data hole in one of the gaming displays—*Magic Pact XVII: The Everyspirit Unbound*—and a **DC 15 Intelligence (Arcane) check** identifies the malignant touch of a Darknet server host (a devil or demon played here).

One of the files in *The Everyspirit Unbound* was corrupted by a tainted soul and evolved into a sentient virus calling itself the Thrillvirus. A **DC 16 Intelligence (technology) check** tells PCs that the Thrillvirus has complete control

over the server and that their recent tamperings have almost certainly warned it of their presence; the Thrillvirus appears 1d4 rounds later.

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

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

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

Each round it can do one of these actions twice, or both actions once: it can animate one of the video game booths or arcade cabinets as an arcade console (page 12; each arcade console destroyed reduces the Thrillvirus' maximum hp by 5 for one hour), and/or make one attack against a target's flat-footed AC (slam +10 melee, 3d6+5 bludgeoning damage). Users that wait to attack the part of the area that transforms to slam a target can attack the Thrillvirus directly, though it ignores the first 5 points of damage from any attack and has a host of other bonuses until forced to manifest fully (see page 13).

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

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

A **DC 25 Wisdom (Awareness) check** notices the tiniest sliver of the main file insinuate itself into the aura of the user or digital asset that strikes the killing blow against the Thrillvirus, but otherwise the fact that the monster persists goes unnoticed (it is effectively invisible, odorless, silent, and weightless).

CHAPTER 4: SHUTUP AND PAY ME

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

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

Thrillville security has a +10 Wisdom (Perception) modifier, rolled once against the remnant of Thrillvirus' Stealth check when searching the operator it is hiding on. Should

they fail to notice (and purge) it, read the following after the PCs are traveling away from Thrillville and about to jack out of the Hypernet.

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

The user the virus piggybacked onto is left in a mild state of shock that never leaves them, granting a +4 bonus to all initiative checks, but when suffering from any fear effect on the Hypernet they suffer disadvantage regardless of any ability that would negate their disadvantage.

COMBAT INDEX

This metallic humanoid's posture changes ever so slightly as it scans its surroundings.

Unbound Proxy CM

Medium construct, neutral

Armor Class 14 (1 natural)

Hit Points 37 (5d8+15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	12 (+1)	15 (+2)	9 (-1)

Saving Throws Int +3, Cha +1

Skills Perception +5, Stealth +5

Damage Vulnerabilities lightning

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, psychic

Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Binary, Chinese, English, Japanese, Unix

Challenge 3 (700 XP)

Hypernet Native. When destroyed, if the unbound proxy is tied to a server, the server is notified of its death one round later (an action spent making a DC 13 Intelligence (Technology) check [10 + CR] stops this from happening).

Spellcasting. Unbound proxies are 3rd-level spellcasters that use Wisdom as their spellcasting ability (spell save DC 12; +4 to hit with spell attacks). An unbound proxy has the following spells prepared and does not require any components to cast them:

Cantrips: *firebolt*, *minor illusion*, *shocking grasp*

1st (5 slots): *alarm*, *entangle*, *magic missile*

2nd (3 slots): *detect thoughts*, *hold person*, *see invisibility*

ACTIONS

Multiattack. Unbound proxies make two unarmed strike attacks or three laser arm attacks each round.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage plus 12 (3d6+2) poison damage should the target fail a DC 12 Constitution saving throw. The target gains the poisoned condition until the hit points lost to poison damage are healed.

Laser Arm. *Ranged Weapon Attack:* +5 to hit, range (100/400), one target. *Hit:* 7 (1d8+3) fire damage.

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. These deadly programs are a common sight on the Hypernet, used by sec-jackers and blackhats alike to combat one another, defend servers, or run simple digital tasks while their master is logged off or too busy.

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

Arcade Console

Large construct, Chaotic Neutral

Armor Class 15 (3 natural)

Hit Points 45 (6d10+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	14 (+2)	4 (-3)	15 (+2)	13 (+1)

Saving Throws Con +4, Int -1

Skills Perception +4

Damage Vulnerabilities lightning

Damage Immunities necrotic, poison, psychic

Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Binary

Challenge 4 (1,100 XP)

Digital Threshold. Arcade consoles are notoriously durable. Any weapon attack that deals 5 points of damage or less does not deal any damage to an arcade console.

Hypernet Native. When destroyed, if the arcade console is tied to a server, the server is notified of its death one round later (an action spent making a DC 14 Intelligence (Technology) check [10 + CR] stops this from happening).

Leaping. An arcade console doubles the distance of any jumps it makes.

ACTIONS

Multiattack. Arcade consoles make two slams or two laser slam attacks each round.

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage plus 7 (2d6) force damage.

Laser Slam. *Ranged Weapon Attack:* +6 to hit, range (50/200), one target. *Hit:* 16 (4d6+2) fire damage.



Rumors of arcade consoles animating in the Thrillville arcade have circulated since the digital theme park first opened but no hard data exists to support the outlandish tale.

Though its mimicry of the human form is utterly perfect, it is immediately obvious that this creature is synthetic. Its smoothly formed skull is devoid of eyes or a mouth, replaced instead with a hollow black abyss filled with streaming green ones and zeroes. One of its hands becomes covered by a transparent spike that strobes rapidly between black and white, and as its head turns toward you its eyes take on a malevolent cast.

Thrillvirus

Large construct, Chaotic Neutral

Armor Class 17 (4 natural)

Hit Points 119 (14d10+42)

Speed fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	17 (+3)	18 (+4)	19 (+4)

Saving Throws Dex +6, Con +6, Wis +7

Skills Insight +7, Investigation +6, Perception +7, Stealth +6, Technology +6

Damage Vulnerabilities lightning

Damage Resistances acid, cold, fire, lightning, thunder

Damage Immunities necrotic, poison, psychic

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned

Senses blindsight 40 ft., darkvision 60 ft., passive Perception 17

Languages Binary, Chinese, English, Japanese, Russian

Challenge 8 (3,900 XP)

Compression. Thrillvirus can slip through keyholes, under doors, and through any space as if it were a gas.

Embodying Environment. While in Thrillville, the Thrillvirus is able to use the entire environment as its body. While inhabiting Thrillville and using the server as itself, the Thrillvirus gains a +2 to attack and damage, and its slam has a reach of 50 feet. Creatures targeting the environment strike a square the Thrillvirus is not inhabiting unless they succeed on a DC 13 Perception (Wisdom) check, though even on a success they are at disadvantage.

Extraordinary Control. Thrillvirus can cast the following spells without the need for any components, using Wisdom as its spellcasting attribute (spell save DC 15, spell attack bonus +7): *animate objects*, *polymorph* (self only), *ray of enfeeblement*, *thaumaturgy*.

Frightful Presence. Each creature of Thrillvirus' choice that is within 120 feet of it and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Thrillvirus' Frightful Presence for the next 24 hours.

Hypernet Native. When destroyed, if Thrillvirus is tied to a server, the server is notified of its death one round later (an action spent making a DC 18 Intelligence (Technology) check [10 + CR] stops this from happening).

Magic Resistance. Thrillvirus has advantage on saving throws against magical effects and spells.

Regeneration. At the end of its turn, if Thrillvirus has at least 1 hit point, it heals 15 hit points. Thrillvirus regrows any severed limbs after 1d4 rounds.

Viral Fortitude. When an attack has reduced the Thrillvirus to 0 hp or less, it is restored to 1 hp, shrinks to Diminutive size, turns invisible for 10 minutes, and gains a free bonus action to take the Hide action on a creature within 100 feet.

ACTIONS

Multiattack. Thrillvirus makes any combination of four slams and data spike attacks each round.

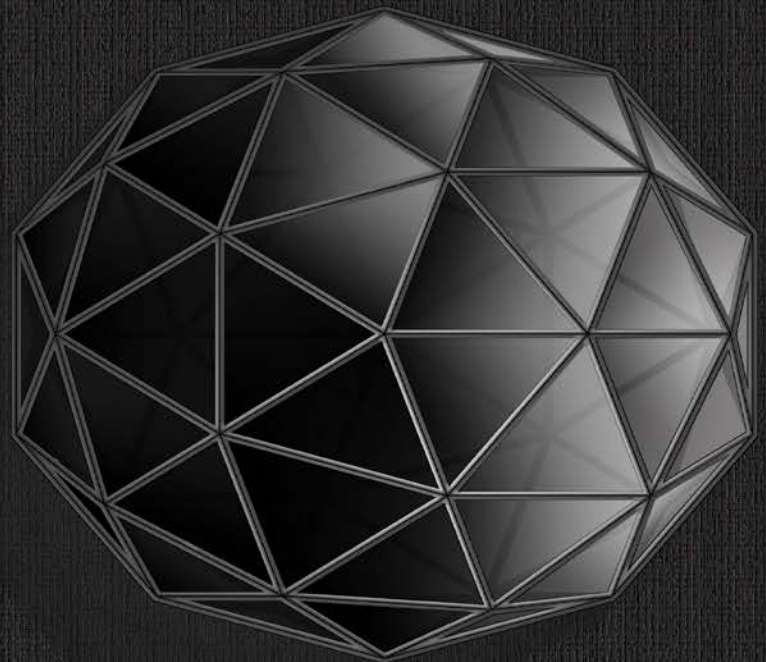
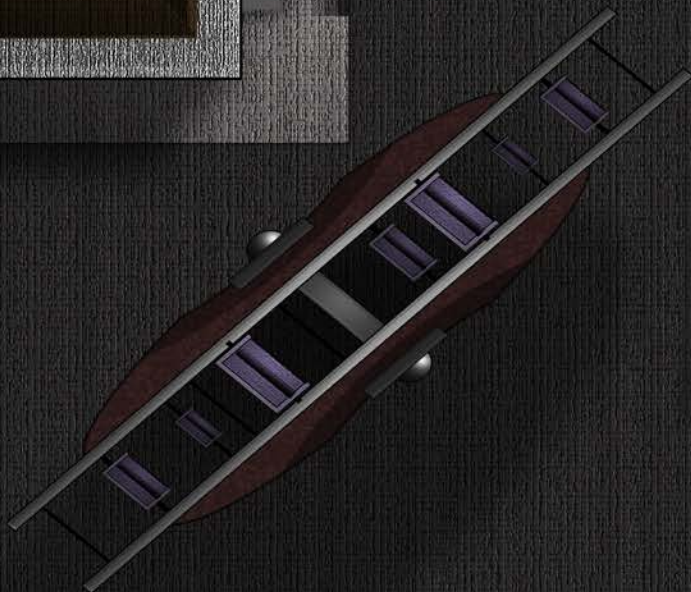
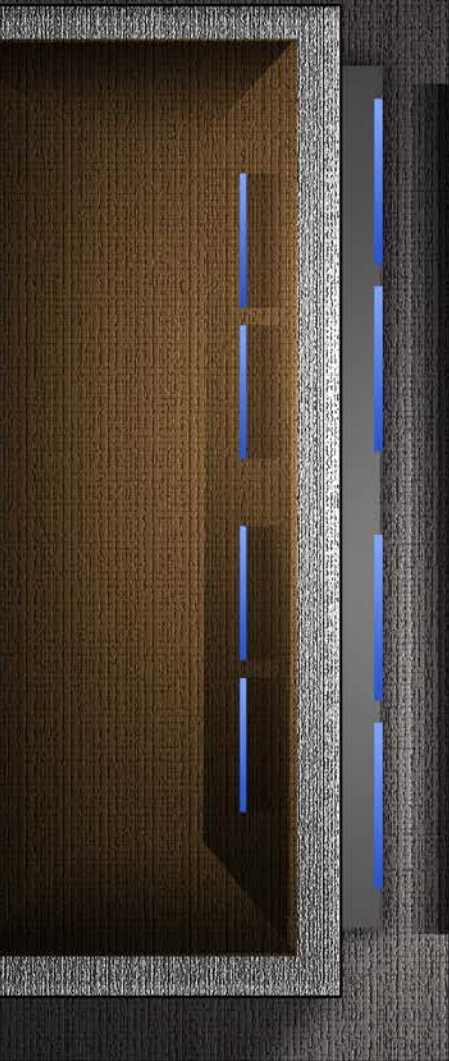
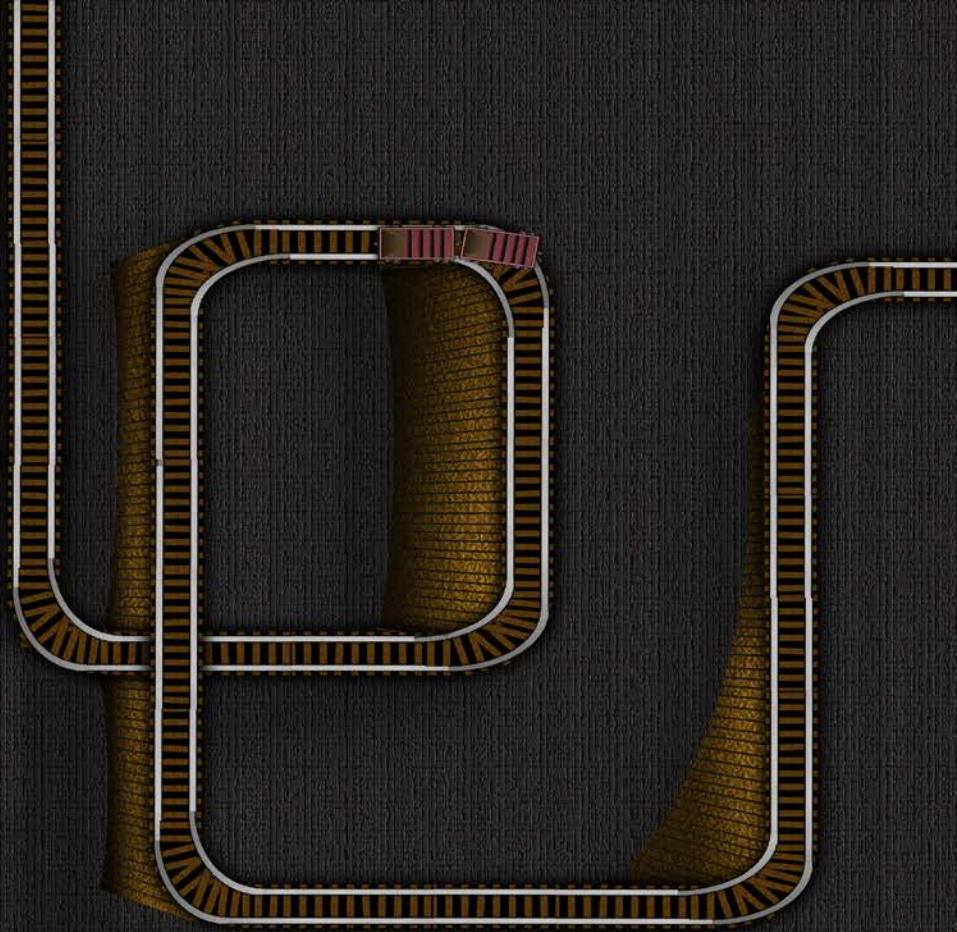
Slam. Melee Weapon Attack: +7 to hit, reach 10 ft., one target.

Hit: 17 (3d8+4) bludgeoning damage.

Data Spike. Ranged Weapon Attack: +6 to hit, range (100/300), one target.

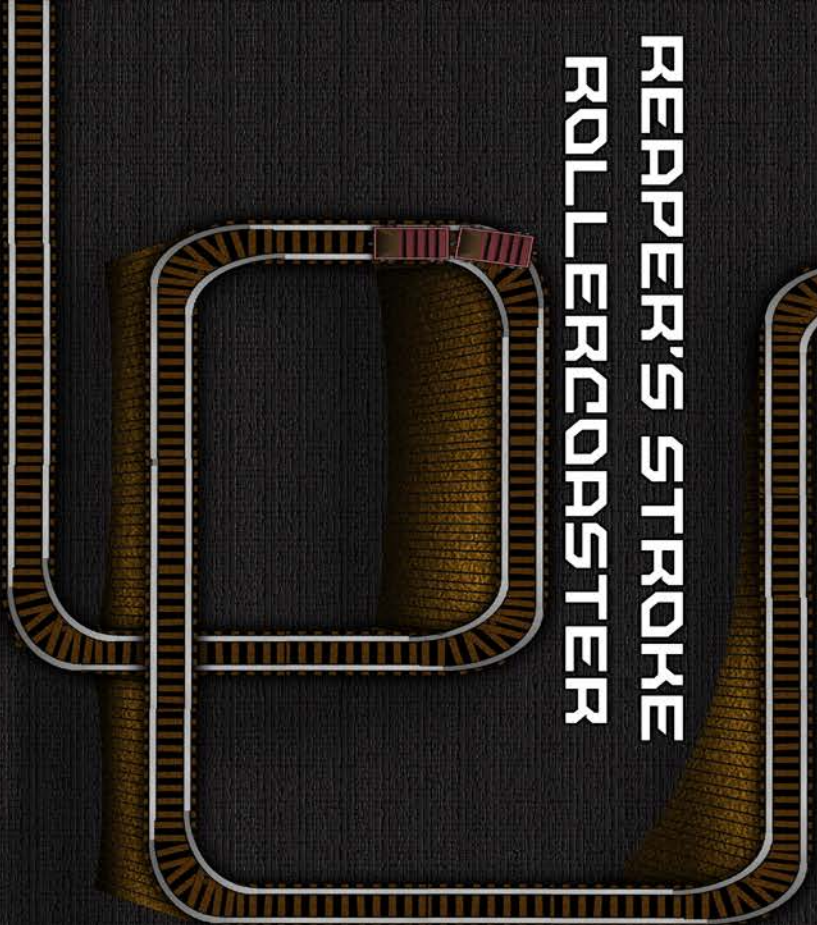
Hit: 17 (4d6+3) force damage.



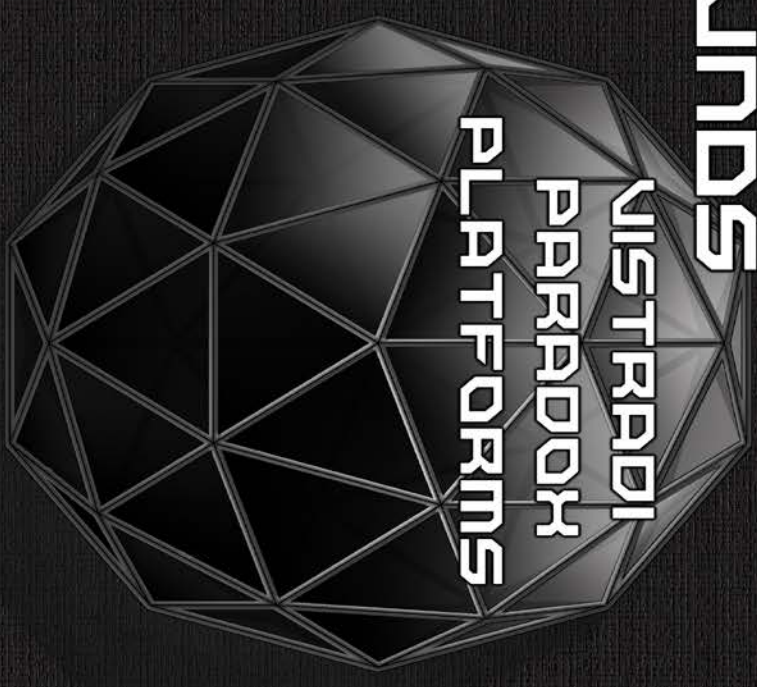


THRILLVILLE PARK GROUNDS

REAPER'S STROKE
ROLLERCOASTER

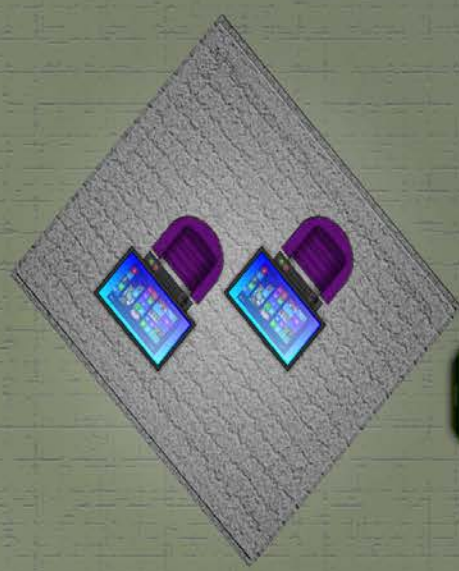


WISTRADO
PARADOX
PLATFORMS



THE ARCADE

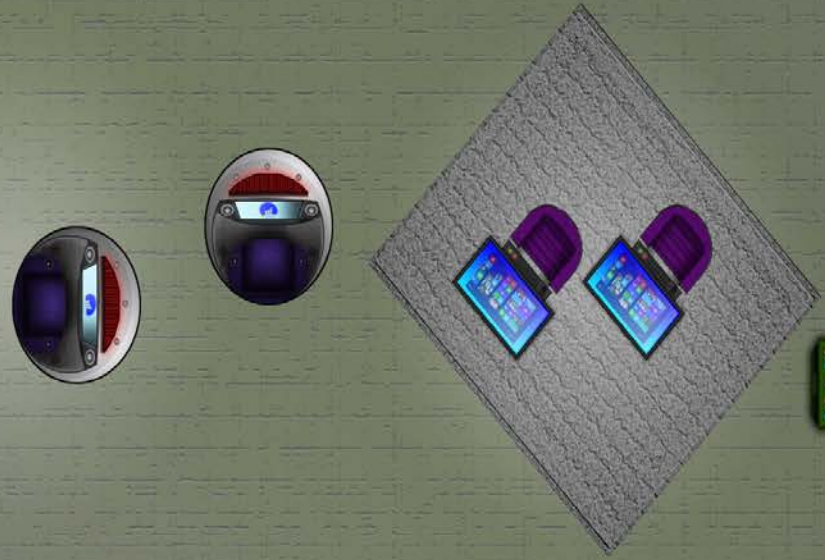




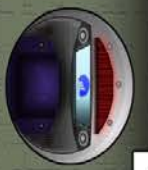
THRILLVILLE ARCADE

PC BOARD GAME

WUPAC JACTOR DDC



5 FEET



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

DORIAN GRAY, "THE GRAYMAN"

Human monk 3 (hyper score 3, meganaut 1)

Medium humanoid, Neutral

Armor Class 19 (1 hyper, 4 Wisdom)

Hit Points 43 (3d8+1d10+21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA	Luck	Rep
18 (+4)	19 (+4)	18 (+4)	19 (+4)	18 (+4)	18 (+4)	17 (+3)	23 (+6)

Saving Throws Str +7, Dex +7

Skills Acrobatics +6, History +6, Insight +6, Perception +6, Stealth +6, Technology +8

Tools Digiboard +6

Condition Immunities blinded, stunned

Senses darkvision 60 ft., passive Perception 16

Languages Chinese, English, French, German, Spanish

Deflect Missiles. Grayman can use his reaction to deflect or catch a missile when he is hit by a ranged weapon attack. When he does so, the damage he takes from the attack is reduced by 1d10 + 7. If Grayman reduces the damage to 0, he can catch the missile if it is small enough for him to hold in one hand and he has at least one hand free. He can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition he just caught, as part of the same reaction. He makes this attack with proficiency, regardless of his weapon proficiencies, and the missile counts as a monk weapon for the attack, which has a normal range of 20 feet and a long range of 60 feet.

Hero Points. Grayman has 2 hero points.

Hyper Attack. Grayman may make an additional weapon attack when he uses his action to attack.

Hyper Bonus +1. Grayman gains a +1 hyper bonus to AC, attacks, damage, and saving throws.

Hyper Initiative. Grayman has advantage on initiative checks.

Hyperjack. Grayman gains a +2 bonus to Technology checks and any check where he can use his hyperjack.

Hyper Mortality. Grayman has advantage on saving throws against death and death effects.

Hyper Vitality. When Grayman is reduced to 0 HP, he regains 10 hit points as a reaction. Once he uses this ability, he may not use it again until he takes a short rest.

Ki (3 points). Grayman can spend ki points to fuel various features: Flurry of Blows, Patient Defense, and Step of the Wind. When he spends a ki point, it is unavailable until he finishes a short or long rest, at the end of which he draws all of his expended ki back into himself. He must spend at least 30 minutes of the rest meditating to regain his ki points. Some of his ki features require his target to make a saving throw to resist the feature's effects. The saving throw DC is 12 (equal to 8 + his proficiency bonus + his Wisdom modifier).

- **Flurry of Blows.** Immediately after he takes the Attack action on his turn, Grayman can spend 1 ki point to make two unarmed strikes as a bonus action.
- **Patient Defense.** Grayman can spend 1 ki point to take the Dodge action as a bonus action on his turn.
- **Step of the Wind.** Grayman can spend 1 ki point to take the Disengage or Dash action as a bonus action on his turn, and his jump distance is doubled for the turn.

Martial Arts. While unarmed or wielding only monk weapons and not wearing armor or wielding a shield, Grayman can use Dexterity instead of Strength for the attack and damage rolls of his unarmed strikes and monk weapons, and he can roll a d4 in place of the normal damage. When Grayman uses the Attack action with an unarmed strike or a monk weapon on his turn, he can make one unarmed strike as a bonus action.

Open Hand Technique. Whenever Grayman hits a creature with one of the attacks granted by his Flurry of Blows, he can impose one of the following effects on that target:

- It must succeed on a Dexterity saving throw or be knocked prone.
- It must make a Strength saving throw. If it fails, he can push it up to 15 feet away from him.
- It can't take reactions until the end of his next turn.

Unarmored Defense. When Grayman is wearing no armor and not wielding a shield, his AC equals 10 + Dex mod + Wis mod.

ACTIONS

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d4+5) bludgeoning damage.

Dagger. *Ranged Weapon Attack:* +7 to hit, range (20/60), one target. *Hit:* 7 (1d4+5) force damage.



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

DINTZ PEARINGLEAF, "TECHNOMAGE"

Elf sorcerer 3 (hyper score 3, savant 1)

Medium humanoid, Chaotic Neutral

Armor Class 17 (1 hyper, 3 natural)

Hit Points 39 (3d6+1d10+21)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA	Luck	Rep
14 (+2)	16 (+3)	18 (+4)	16 (+3)	14 (+2)	18 (+4)	16 (+3)	21 (+5)

Saving Throws Con +7, Cha +7

Skills Deception +6, Insight +4, Perception +4, Technology +7

Tools Digiboard +7

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Binary, Draconic, English, Elven, Infernal

Blue Dragon Ancestor. Technomage knows Draconic. Whenever she makes a Charisma check when interacting with dragons, her proficiency bonus is doubled if it applies to the check.

Cyber Ears and Eyes. Technomage gains advantage on Perception checks.

Dataspikes Arrows. Technomage carries 5 data spike arrows that deal 4d6 force damage on a successful hit. When using these against a creature with the Hypernet Native feature, Technomage has advantage on the attack roll and ignores any resistance the creature might have.

Draconic Resilience. Technomage's hit point maximum increases by 1 and increases by 1 again whenever she gains a sorcerer level. Additionally, when she isn't wearing armor, her AC equals 13 + her Dexterity modifier.

Fey Ancestry. Technomage has advantage on saving throws against being charmed, and magic can't put her to sleep.

Flexible Casting. Technomage can use sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points (a 1st-level spell slot is equivalent to 2 sorcery points, a 2nd-level spell slot is equivalent to 3 sorcery points). Transforming spells into sorcery points is a bonus action. Any spell slots she creates with this feature vanish when she finishes a long rest.

Hero Points. Technomage has 2 hero points.

Hide in Natural Surroundings. Technomage can attempt to hide even when she is only lightly obscured by natural foliage, heavy rain, falling snow, mist, or other similar conditions.

Hyper Attack. Technomage makes an additional weapon attack when she uses her action to attack.

Hyper Bonus +1. Technomage gains a +1 hyper bonus to AC, attacks, damage, and saving throws.

Hyper Initiative. Technomage has advantage on initiative checks.

Hyperjack. Technomage gains a +2 bonus to Technology checks and any check where she can use her hyperjack.

Hyper Mortality. Technomage has advantage on saving throws against death and death effects.

Matrix Magician. Technomage can cast spells on the Hypernet as if she were on the Material Plane.

Practiced Spellcaster. Technomage has advantage on concentration checks.

Sorcery Points. Technomage has 3 sorcery points. She regains all spent sorcery points when she finishes a long rest.

Quickened Spell. When Technomage casts a spell that has a casting time of 1 action, she can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Subtle Spell. When Technomage casts a spell, she can spend 1 sorcery point to cast it without any somatic or verbal components.

Spell Slots. Technomage is able to cast the following sorcerer spells so long as she can expend a slot of the spell's level or higher. She regains all expended spell slots when she finishes a long rest.

Spell Saving Throw DC	14	Spell Attack Bonus	+7
Cantrips	<i>acid splash, mage hand, prestidigitation, true strike</i>		
1st (4 slots)	<i>detect magic, magic missile, shield</i>		
2nd (2 slots)	<i>shatter</i>		

ACTIONS

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage or 8 (1d10+3) slashing damage if wielded in two hands.

Longbow. *Ranged Weapon Attack:* +6 to hit, range (150/600), one target. *Hit:* 8 (1d8+4) piercing damage.



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

EZDRAHKUL LEADHAND "OLDHAT EZ"

Dwarf rogue 3 (hyper score 3, parallel 1)

Medium humanoid, Neutral Good

Armor Class 17 (1 hyper, 3 studded leather)

Hit Points 39 (3d8+1d10+17)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA	Luck	Rep
12 (+1)	17 (+3)	16 (+3)	17 (+3)	16 (+3)	12 (+1)	20 (+5)	21 (+5)

Saving Throws Dex +6, Intelligence +6

Skills Acrobatics +5, Investigation +5, Perception +5, Sleight of Hand +5, Stealth +5, Technology +7

Tools Digiboard +7, Thieves' Tools +5

Senses darkvision 60 ft., passive Perception 16

Languages Binary, Chinese, Dwarven, English, Russian

Cunning Action. Ezdrahkul can take a bonus action on each of his turns in combat to take the Dash, Disengage, or Hide action.

Dwarven Resilience. Ezdrahkul has advantage on saving throws against poison.

Electronic Telepath. Ezdrahkul can influence electronic devices, able to read the surface programming of a device, gain advantage on checks to influence computers, activate or deactivate devices, and otherwise manipulate technology in an extraordinary fashion.

Fast Hands. Ezdrahkul can use the bonus action granted by his Cunning Action to make a Dexterity (Sleight of Hand) check, use his thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Hyperjack. Ezdrahkul gains a +2 bonus to Technology checks and any check where he can use his hyperjack.

Parallel. Ezdrahkul knows several spells he can intrinsically cast. His caster level for these spells is equal to his character level plus your Hyper Score (6). Saving throw DCs for these cantrips are based on his Intelligence.

Cantrips	<i>ray of frost, resistance</i>
1st (twice each per short rest)	<i>faerie fire, healing word</i>
2nd (twice per short rest)	<i>invisibility</i>

Second-Story Work. Climbing does not cost Ezdrahkul extra movement and he increases the distances of running jumps by 4 feet.

Sneak Attack 2d6. Once per turn, Ezdrahkul can deal an extra 2d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or a ranged weapon. Ezdrahkul doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Stonecunning. Whenever Ezdrahkul makes an Intelligence (History) check related to the origin of stonework, he is considered proficient in the History skill and adds +4 to the check (instead of his normal proficiency bonus).

Thieves' Cant. Ezdrahkul knows thieves' cant, a secret mix of dialect, jargon, and code that allows him to hide messages in seemingly normal conversation to other creatures that know thieves' cant. It takes four times longer than normal to convey such a message. In addition, he understands a set of secret signs and symbols used to convey short, simple messages.

ACTIONS

Battleaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage or 7 (1d10+2) slashing damage if wielded in two hands.

Combat Pistol. *Ranged Weapon Attack:* +6 to hit, range (100/400), one target. *Hit:* 11 (2d6+4) bludgeoning and piercing damage. [**Qualities** autofire, hyperlink, reload (20 shots)]

Autofire. A character wielding an autofire weapon may spend a bonus action to gain an additional attack at disadvantage. If the wielder is able to make an additional attack as a bonus action for some other reason, they may make both attacks but with disadvantage.



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

VANSA PROUDWIT, "SPAZ THE FRESHACKER"

Halfling rogue (netjacker) 3 (hyper score 3, parallel 1)

Small humanoid, Chaotic Neutral

Armor Class 17 (1 hyper, 3 studded leather)

Hit Points 31 (3d8+1d10+9)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA	Luck	Rep
16 (+3)	17 (+3)	13 (+1)	17 (+3)	13 (+1)	16 (+3)	16 (+3)	19 (+4)

Saving Throws Dex +5, Intelligence +5

Skills Acrobatics +5, Insight +5, Perception +3, Persuasion +5, Stealth +5, Technology +7

Tools Digiboard +7, Thieves' Tools +5

Senses darkvision 60 ft., passive Perception 13

Languages Binary, Chinese, English, Halfling, Japanese

Brave. Spaz has advantage on saving throws against being frightened.

Cunning Action. Spaz can take a bonus action on each of her turns in combat to take the Dash, Disengage, or Hide action.

Explosive Bodytech Arm (Mark II). Spaz's bodytech arm with this feature is rigged to explode when the user directs it to as a swift action (or on the owner's death), dealing 4d12 force and piercing damage in a 10-foot-radius. A DC 20 Dexterity saving throw halves this damage.

Halfling Nimbleness. Spaz can move through the space of any creature that is of a size larger than hers.

Hyperjack. Spaz gains a +2 bonus to Technology checks and any check where she can use her hyperjack.

Lucky. When Spaz rolls a 1 on the d20 for an attack roll, ability check, or saving throw, she can reroll the die and must use the new roll.

Parallel. Spaz knows several spells she can intrinsically cast. Her caster level for these spells is equal to her character level plus your Hyper Score (6). Saving throw DCs for these cantrips are based on her Intelligence.

Cantrips	<i>guidance, mending</i>
1st (twice each per short rest)	<i>expeditious retreat, shield</i>
2nd (twice per short rest)	<i>spiritual weapon</i>

Robot Artist. Spaz has created a number of robots to assist her in her work. Any time that she takes a short or long rest and would be able to spend hit dice to heal herself, Spaz may instead heal a drone or proxy (medispray and potions do not work on drones and they do not heal without spending hit dice; they may also restore 1d4 hit points from a casting of *mending*).

Drones. Spaz casts the *find familiar* spell as a ritual, summoning (i.e.: activating) two drones once per day. The drone familiars she creates are constructs with the appearance and abilities of any of the animals listed under the spell, or drones with an appearance chosen by Spaz. Drones that are not duplicating the appearance and abilities of an animal use the homunculus stat block. As a construct, the drones do not need to eat, sleep, or breathe, and are immune to both poison damage and the poisoned condition. Her drones may not be dismissed as the spell. She may share senses with the drones or communicate with them at any distance as long as she is able to access the Hypernet; on other planes of existence her range is equal to 1 mile per character level. When a drone is damaged or killed, Spaz requires a long rest to replenish each destroyed drone.

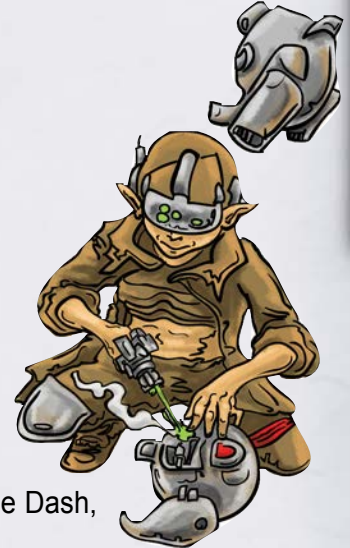
Sneak Attack 2d6. Once per turn, Spaz can deal an extra 2d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or a ranged weapon. Spaz doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Thieves' Cant. Spaz knows thieves' cant, a secret mix of dialect, jargon, and code that allows her to hide messages in seemingly normal conversation to other creatures that know thieves' cant. It takes four times longer than normal to convey such a message. In addition, she understands a set of secret signs and symbols used to convey short, simple messages.

ACTIONS

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) piercing damage.

Combat Pistol. *Ranged Weapon Attack:* +6 to hit, range (100/400), one target. *Hit:* 11 (2d6+4) bludgeoning and piercing damage. [**Qualities** autofire, hyperlink, reload (20 shots)]



HYPHER SCORE

HERO POINTS

Hero Points in the Hyper Score system represent an operator's drive, willpower, and inspiration.

At Hyper Score 1, a PC may have up to 2 Hero Points at a time. This limit increases to 3 at Hyper Score 4, 4 at Hyper Score 7, and 5 at Hyper Score 10. After a PC spends one or more Hero Points, they may regain them in a number of ways:

1. The DM may award a Hero Point to a PC for playing to their personal motivations, especially when those motivations make things more challenging for the party.
2. One or more Hero Points may be awarded for completing party-related story arcs, personal goals, or important side quests.
3. Heroic acts of personal or professional sacrifice, in or out of combat, may grant 1 or more Hero Points.

Hero Points in *Hypercorps 2099* operate differently than normal and can only be used in the following ways:

- **Cinematic Crescendo:** This powerful ability costs 2 Hero Points; see below.
- **Cheat Death:** If you fail a save against death, you may spend 1 Hero Point to turn that fail into a success.
- **Inspiration:** Before making an attack roll, ability check, or saving throw, you may spend 1 Hero Point to roll twice and take the best result.
- **Heroic Drive:** If you fail an attack roll, ability check, or saving throw, you may spend 1 Hero Point as a reaction to roll 1d6 and add the result to your roll.
- **Hyper Success:** Before making an ability check, attack roll, or death save, you may spend 2 Hero Points to consider that roll to be a natural 20.
- **Hyper Save:** You may spend 1 Hero Point as a bonus action to end the effects of 1 condition affecting you or an ally within 5 feet who can see and hear you.

CINEMATIC CRESCENDO

Cinematic Crescendos allow a player to spend Hero Points to describe interesting, action-packed, dramatic scenes involving their PC that

allows them to push the limits of the numbers on their sheet. Crescendos are moments in novels, movies, and comics where heroes push themselves past their limits, tap into powers and skills they didn't know they had, and ride waves of adrenaline to win where success may have been impossible.

To perform a Cinematic Crescendo, the player spends 2 Hero Points on their turn. This takes up all actions for their round, including movement. The player then describes what their character does in as vivid and exciting detail as they can. This may include multiple attacks (up to twice their normal allotment), movement up to twice their normal speed, overloading powers or equipment, using gear and equipment in ways they weren't originally designed for (but seem reasonable), or even using abilities they may not have on their sheet but that could likely be on a utility belt, in scavenged parts, in a magic tome, or a power ring.

Cinematic crescendo can never be used by one PC against another PC, or against a Mr. Gray or Ms. Grey, and at the GM's discretion, certain uses of this ability may require the expenditure of more hero points.

For example, Kahraze the hypermonk is facing three gangers rushing down a ten-foot wide alley. Each ganger is 10 feet from him, and from each other. Chris, Kahraze's player, spends a Hero Point and says, "Kahraze grins and yells, 'I love pinball! Me first!'", runs up the wall, slams into each ganger with kicks, 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 for the acrobatic monk so Chris rolls the damage for three attacks, one against each ganger, placing his character at the other end of the alleyway.

Alternately, Chris may have said, "Kahraze draws on his inner focus and in-depth study of dozens 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 ganger, then kicking off the second target's back with both feet to hook his arms around the neck of his last assailant, pulling him back and down into the ground to snap the dude's neck." Stunned, the GM drops his soda as the table claps wildly—he decides to put the disorient condition on the first two opponents, give Kahraze a free shove check to knock the 2nd target backwards, and knock the third opponent prone. Kahraze will be prone at the end of the alleyway by the end of his action, but Chris figures it was worth it.

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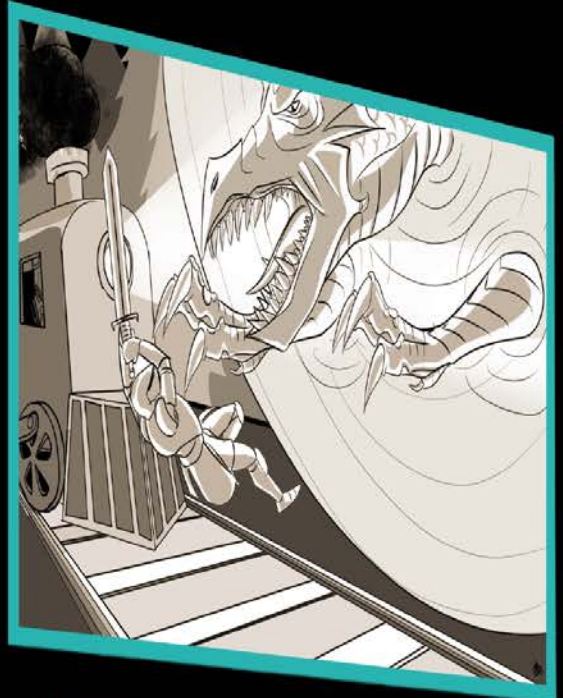
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