

HYPERCORPS

2044



Pozas'15

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HYPERCORPS

2099

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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 netjacker 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.

Mike Myler



HYPER GAMING

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 sky-car 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 Fifth Edition 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 *Fifth Edition* games 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.

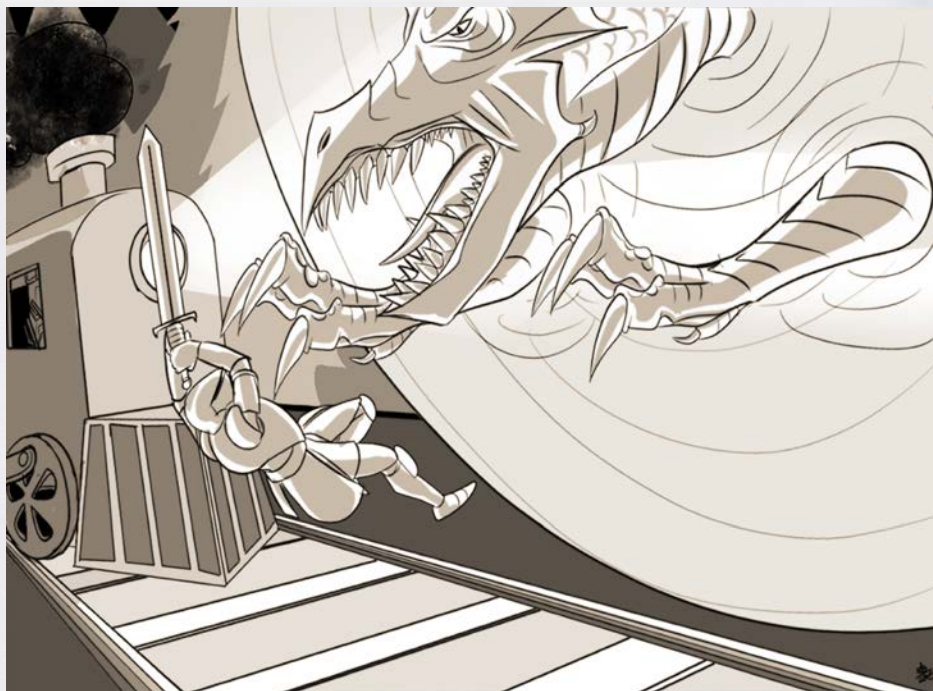
With these tenets in hand, keep an open mind and dive into the future with all the grit, fervor, and intensity you can offer for the operations ahead!

There are bytecoins to be made, prestige to acquire, and power to be won!



TIMELINE

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 prominence 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 half-lings) 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 (Wówičakhe 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 Wówičakhe 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 Wówičakhe 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 borderline 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 Rockswold 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 recognition 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 (Wóvíčakhe Oyánke 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 Wówičakħe Oyánke 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, divine scholars, 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 Wówičakħe Oyánke, 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 *Blitzkrieg*) 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: Donnergrieger 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 with the bulk of the research. Adolf Hitler's body is found in the Führerbunker, reportedly dead via suicide; it is cremated and the few remains are taken away.

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 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 Gandhi 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 Khrushchev).

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. make-up/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 Khrushchev 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.

Wówičakħe 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 Chernobyl incident. 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 Hawaii, 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 Wówičakhe Oyánke, 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 in 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 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.

October 13th, 2007
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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”,

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

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 once being a powerless *homo sapien*, Nelson Mandela is immune to aging and truly superhuman (use the statistics for a Solar).

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

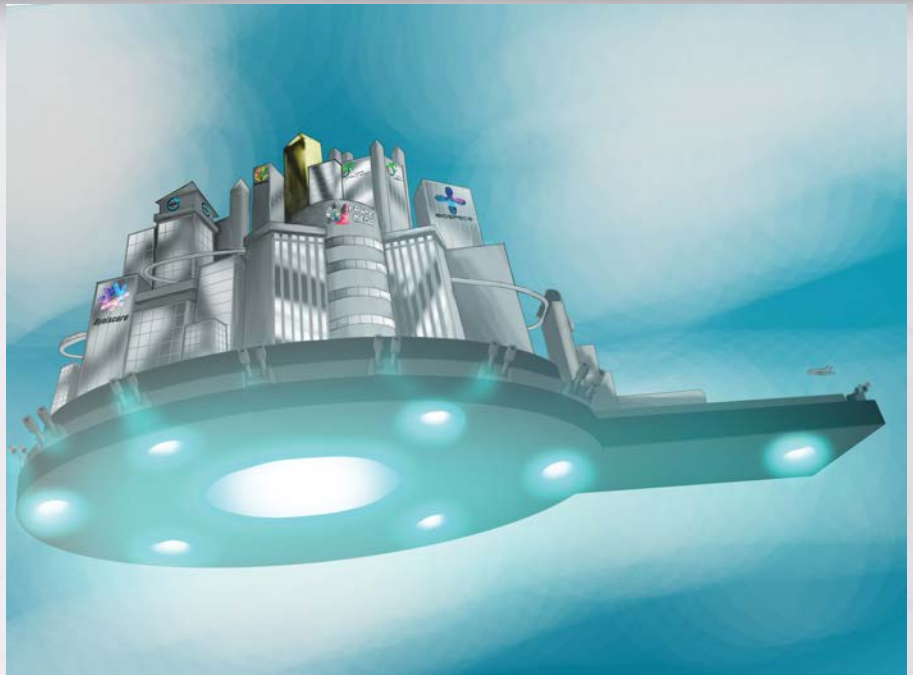
of land to initiate mass-farming, once again turning America into the world's breadbasket. Agricultural corporations develop fast-growing trees, planting them in droves to contribute in the global attempt to combat climate change. Some of these plants are seeded near mystical leylines and awaken as treants 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 techno-musician 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..

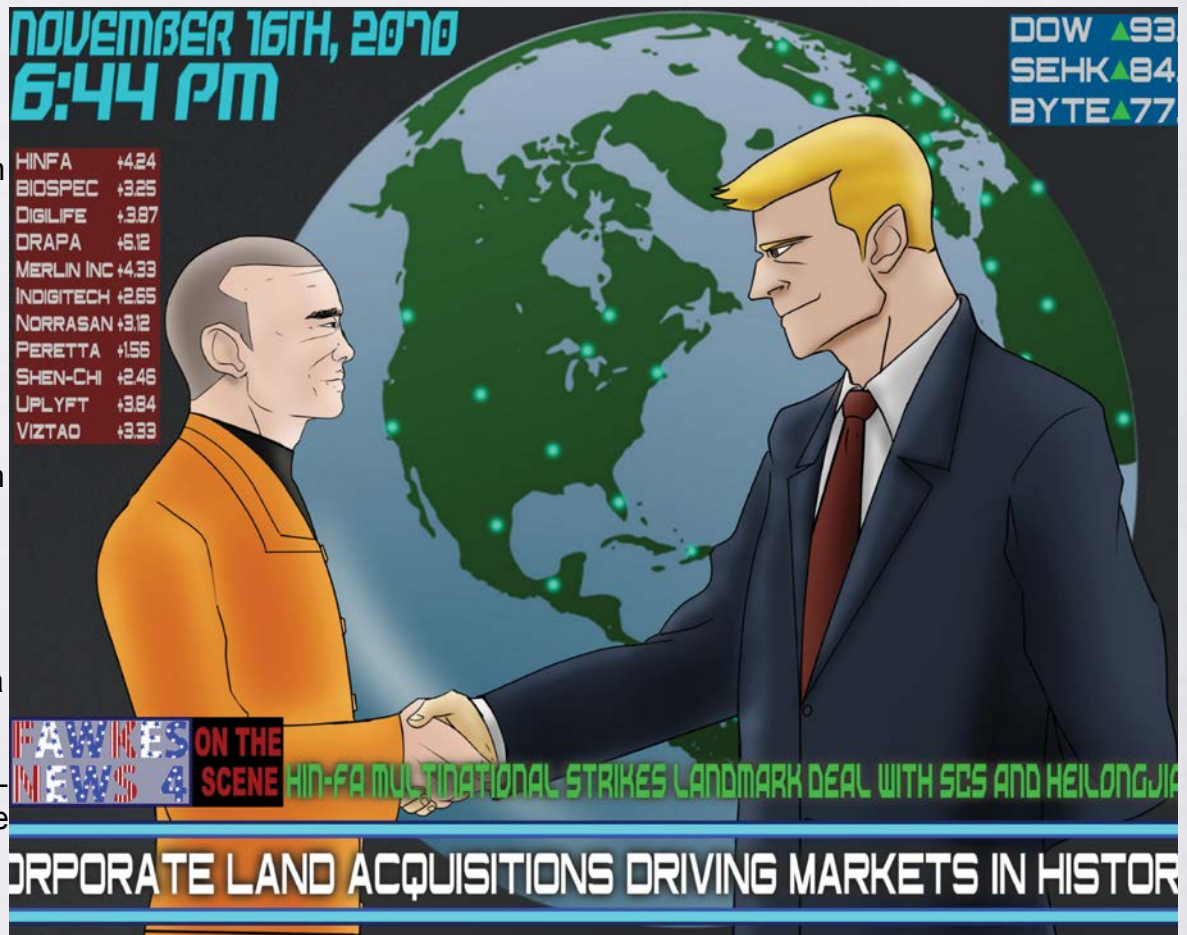
Prehistoric creatures of all sorts inexplicably and suddenly appear in Australia in 2068. The Lorratta corporation spearheads government-works projects engineered by Fastsec to fortify major travel arteries and cities, walling off huge sections of the continent. Primordial game hunting becomes widely popular with the elite and *alter sapiens* unwilling to participate in hypercorporate sabotage or Murderball 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 globe-rocking 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



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.

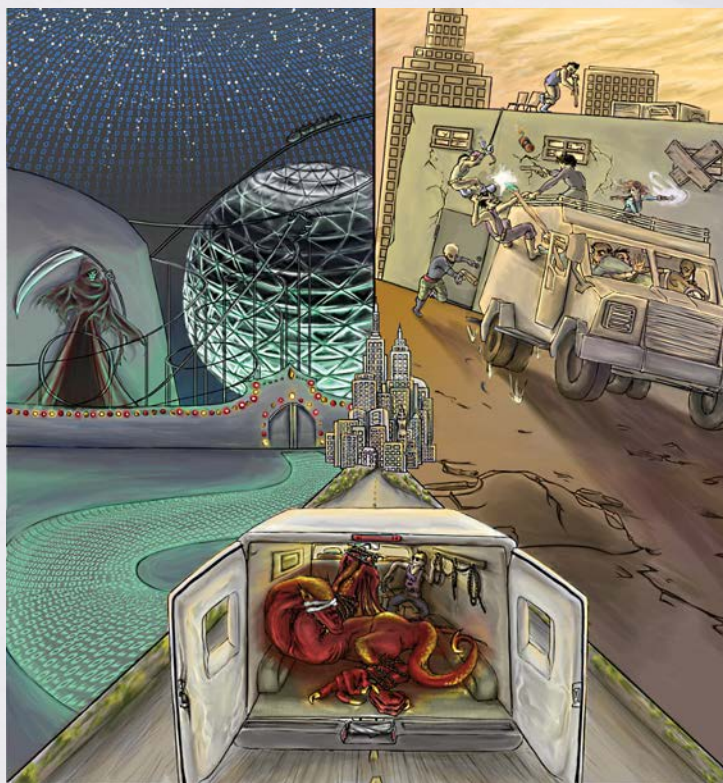
BYTECOINS AND GOLD

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.

2097: The discovery of Lucrum operatives rigging elections in France prompts a European coalition 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.



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*.

FUTURE LEXICON

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 (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."

MODERN LANGUAGES

In addition to the languages of demigrants and those spoken by monsters or otherplanar entities, *Hypercorps 2099* includes national languages. Some are well known (such as Chinese, English, Russian, or Spanish) but a few are obscure (Mapudungun) or regional (like Nepalese).

A HYPER WORLD

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 *Fifth Edition* 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!

A CUT ABOVE

Hypercorps 2099 is not built to be overwhelmingly friendly or forgiving for low-level games. It is recommended that groups prepare characters of 2nd or 3rd level before implementing a Hyper Score, and that the GM refrains from too many creatures in the Hyper Bestiary or Operating Cast chapter until the PCs have a hyper score.

In addition to making the game more balanced, this allows for PCs with a greater depth of backstory: an ex-special forces soldier, promising scientific researcher, or even a former murderball athlete are not likely to be first level characters.

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 super-growth 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 2099*, yet the need for it is considerably reduced. Virtual reality has made commuting largely

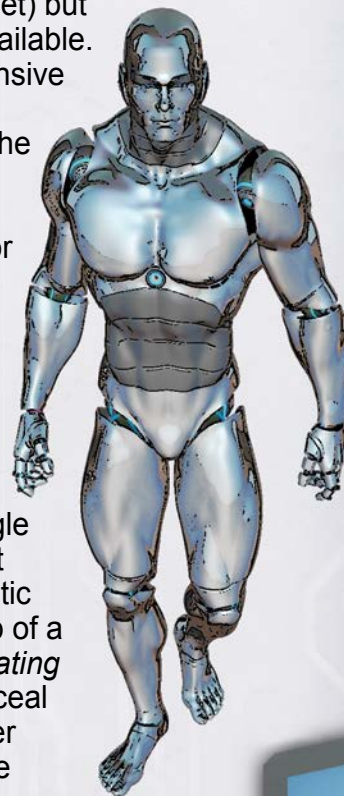
obsolete and the increasing isolation of the world's metropolises gives fewer people reason to travel far outside of their homes. While there are always ways to get from one city to another, it's not always easy. Highways in particular are dangerous affairs, as not everyone lets their car drive for them 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

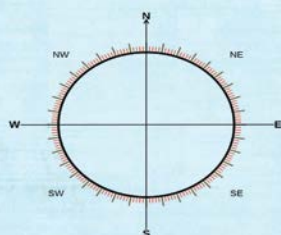
It may seem difficult to think of classical knights fighting alongside robots and mutants, but it's a matter of perspective and flavor; a fighter might be a low-tech mafia hitman who stays off the grid and a monk might be a stoic bouncer. Reimagining classes is even easier when using the Hyper Score 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

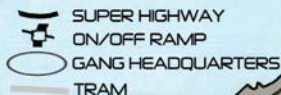
The elite typically use advanced technology or magic to teleport from place to place (rarely necessary thanks to the Hypernet) but civilian transport is still available. Airliners loaded with defensive weaponry (in the case of airborne intervention) fly the skies, bullet trains shoot beneath the landscape at breakneck speeds, and for those with a car capable of making the trip and bytcoins for tolls, super fast highways run between metropolises, maintained by fleets of roadway drones. Operators typically 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.



CLEVELAND 2099



SEC-PEN
HYPERMAX
PENITENTIARY



LAKE
ERIE

CAVALIERS

XIACHOU

CORP
CENTER

DEATHBALLAZ

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 in.

THE CLEVELAND FENCE

A 40-ft.-tall stainless steel electrified fence surrounds the perimeter of Cleveland (touching it does 4d6 lightning damage per round), punctuated every half-mile by a manned watchtower. Only the hyperways rise above the barrier, though for a mile to and from the city they have similar fences all their own.

Automated turrets in each tower fire at any non-humanoid approaching the city (three sprays of bullets, +10 to hit, 10 [3d6] bludgeoning and piercing, range 200 ft.; or 10 damage [3d6] in 20-ft.-square, DC 18 Dexterity save halves; AC 20, 160 hp), as well as anyone whose likeness has earned the ire of Rojban-Semele. Those who make it to the city border still have to negotiate with the smugglers that control the few unobserved routes through the barrier.

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 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.

d100

1-30
31-60
61-80
81-90
91-100

Template

Abbernaut template (page 134)
Bodytech template (page 134)
Parallel template (page 134)
Meganaut template (page 134)
Half-Dragon template

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-Hypernet 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 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 (use the statistics for an Oni), 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 Hypernet is rampant with conspiracy theorists who have credible proof these brutes are in league with the Karande 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 (use the statistics for a Doppelganger). 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.

Though no toll is required to enter the tram (nor is there anyone to collect it), 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. Of course when it rushes past the stop, enforcing payment for passage isn't a problem. Entering or exiting the tram when it is not at a complete stop requires a Dexterity saving throw with a DC 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 bludgeoning damage; failure by 5 or more does bludgeoning 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

d100	Ghost Coaster	Dexterity Save	Failure Damage
1-20	Tram speeds by at 100 MPH	DC 25	12d6
21-35	Tram speeds by at 80 MPH	DC 21	12d4
36-50	Tram speeds by at 60 MPH	DC 28	6d6
51-65	Tram speeds by at 40 MPH	DC 15	6d4
66-80	Tram speeds by at 20 MPH	DC 12	3d6
81-90	Tram stops for 2d4 rounds	—	—
91-100	Tram stops for 1d4 minutes	—	—

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 is an Invisible Stalker persuaded by the institutions investors to become the master of the jail, its lack of any terrestrial ties have made it impregnable to blackmail, bribery, and much of the intrigue that most operators try to employ when looking to free their fellows—or escape punishment 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 (which operate like an *antimagic field* but target only technology) while their technological counterparts emanate scientifically-fueled *antimagic fields*, together making anything but mundane equipment unpredictable 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 (four sprays of bullets, +15 to hit, 18 [4d8] bludgeoning and piercing, range 400 ft. or 18 [4d8] in 20-ft.-square, DC 20 Reflex halves; AC 22, 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 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 Walachia 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 (a Ghast) they are the foremost racketeers of Lake Erie, demanding tolls from even the smallest vessels passing near their territory.

Beneath the waterline and four miles off of the easternmost shores of Cleveland are the **Sharkz**, a vicious gang of sahuagin led by Marlanoss the Reaper (a Sahuagin Baron). Pen-Sec Hyper Penitentiary pays them an annual salary to prevent aquatic approaches of the prison, but for the right price these bloodthirsty demigrants will not only look the other way, they'll provide limited assistance in smuggling someone out of the fortress.

Two organizations viciously fight for control of the docks and territory north of Corp Center: the **Shiprats** led by Vancia (a Wererat with the body-tech template; page 134) and the kuo-toa **Wrecks** led by Bossa (a Kuo-Toa with the meganaut template). The ongoing feud prevents either aqua-gang from establishing a permanent base, though at this point only a few dozen vessels are able to stay afloat and the alliances each has formed with various operators means that soon enough only one of them will call the harbor home.

The **Melonheads** are a horde of despicable prankster goblins living on several dinghies floating on Lake Erie. Their leader Stevie (CE Male oversized goblin fighter 10; Goblin Chief^{MC}) hires out his underlings to the other aqua-gangs to curry favor, but takes contracts from anyone with enough bytecoins or goods worth sacrificing a dive-bomba (a Hobgoblin Warlord), giving a discount to those aiming to bring some hurt to Corp Center.

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 Kraken), 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 forbidden bloodsport in Eastern Europe but exploded in popularity with the invention of cast-commuting and the fruition of the Hypernet. Other forms of sports rapidly lost popularity as this bloody conflict became the zeitgeist of the 2050s, enjoying its reign as the supreme form of athletic entertainment (rivalled only once a year by the World Fighting Tournament in Kathmandu). Scholarships are rewarded to promising young murderball athletes, fans fiercely defend the reputation of their teams, and hypercorporations across the globe sponsor and promote individual players in the countless minor leagues as well as the Murdersports International League. A multitude of cameras—including tiny flying drones—capture the entirety of play, broadcasting it through connections via the Hypernet.

Teams are normally required to place 300bt per player into the Stadium Recovery Account before the game to pay for revivification during intermission (though spectators may foot the bill: make a Reputation check, with advantage if the athlete has significantly entertained the crowd). When a player dies a substitute can come on immediately, entering the game at that team's score zone.

Murderball is played between two squads (usually 6 players but no less than 4) in games comprised of four 3-minute quarters separated by 2-minute intervals where pundits do replays and make comments. The game begins with all players within 30 feet of their own score field and the murderball at the center of the arena. Initiative is rolled at the start of each quarter of play.

After a goal is scored the field is reset and play begins with the scored-against team in possession, with the murderball carrier within 30 feet of their own score field. Other players are alternately placed by each team, none of which may be within 20 feet of the opposition. Players on the possessing team have to be placed behind the murderball carrier and the opposition have to be placed in front of the murderball carrier.

During an interval players can imbibe 1 healing potion; other healing can only be administered by teammates. The murderball (which sheds light in a 15 foot radius) must remain inside the stadium and visible to the cameras at all times; teleportation with the murderball is the only exception as it disappears only for an instant.

ALLOWED EQUIPMENT

Players may not bring explosives (including grenades), vehicles (including hoverboards), or any items that restore health onto the field.

SCORING POINTS

The team in possession of the murderball when a quarter ends scores 1 point if the murderball carrier is in their own half of the field or 2 points if they are in the enemy's half of the field.

Teams may also score...

- 1 point for killing an enemy player
- 2 points for a ranged goal achieved by hitting the score field with the murderball as a ranged attack (including any form of telekinesis or other types of remote manipulation)
- 3 points for a melee goal (hitting the score field with the murderball as a melee attack)

PLAYING MURDERBALL

A murderball is most often a 5 pound leathery beanbag (it does not roll or bounce) and can easily be carried in one hand (players may not attach it to anything else; players must have a "hand" of some kind, limiting the use of shape-changing spells).

Passing by throw or kick is a ranged attack. The murderball is an improvised weapon with a range of 30/60 and travels in a straight line about 8 feet off the ground (though it may be lobbed at disadvantage to avoid interceptions).

Catching or Intercepting the murderball uses a reaction or a readied action and requires a DC 10 Dexterity (Athletics) check when it passes through a player's square or a DC 15 Dexterity (Athletics) check when it passes within a player's reach.

A short pass or hand-off can be made between players as a free action so long as each is willing to relinquish or take possession of the murderball.

Stealing the murderball from another player requires a grapple (an opposed Athletics check).

SCORE FIELDS

While they can vary widely, most score fields are small hoop nets 1 and ½ feet in diameter. Different stadiums have different score fields, but they are rarely unmoving or not protected by various (often deadly) hazards.

DEFLECTOR SCORE FIELD

These score fields are surrounded by some type of swinging blades or randomized fields of force that may block the Murderball.

AC 23 – 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 20 – the throwing player's Strength attribute modifier.

PHASER SCORE FIELD

Easily the most magical score field used in league play, phasers randomly switch between being corporeal and incorporeal, sometimes causing the Murderball to fly right through it.

AC 15; 40% chance the Murderball passes through the score field without being caught in the net (reduced by -2% for each point above 10 on a successful attack roll).

SPINNER SCORE FIELD

These mundane carnival-esque score fields are popular in the cheapest (or as they are branded, "classic") Murderball stadiums.

AC 20 – 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 it will be next.

AC 20 – the throwing player's Intelligence attribute modifier.

WOBBLER SCORE FIELD

The most whimsical and beloved by audience, these score fields gyrate and move randomly in a designated area at a lightning pace; however, the more the crowd cheers for the player about to score, the slower the score field darts about.

AC 20 – the throwing player's Charisma attribute modifier.

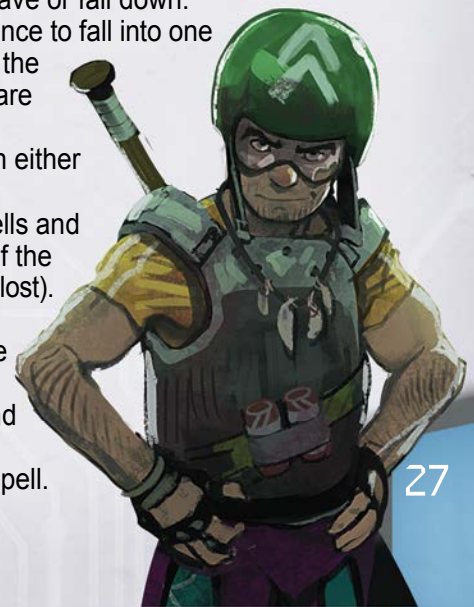
MURDERBALL STADIUMS

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 ft. long and 200 ft. across and can be no greater than 1,500 ft. long and 500 ft. 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 stadiums each fitted with unique hazards and obstacles to increase how dramatic the game is, but ultimately they result in the same effects. Before any murderball game starts, roll on this chart three times for minor league games and six times for major league games.

1d100 Effect

Table 2-2: Murderball Stadiums

- 1–6 **Adrenal Mist:** Creatures in a 100 foot radius of a randomly selected square gain resistance to bludgeoning, piercing, and slashing damage for 4 rounds. Adrenal mist can be activated multiple times.
- 7–12 **Neuralshock:** Creatures in a 100 foot radius of a randomly selected square gain resistance to force, necrotic, and psychic damage for 4 rounds. Neuralshock can be activated multiple times.
- 13–18 **Leaping Lightning:** Every 1d10 rounds there is a 50% chance that a randomly selected creature is struck by lightning (6d6 electrical damage, DC 13 Dexterity save halves).
- 19–24 **Duststorm:** For 1 round of every minute (randomly determined by rolling 1d10) the entire game field is enveloped in a dust storm, obscuring vision and dealing 1d3 points of nonlethal damage.
- 25–30 **Severe Winds:** There is a 50% chance every half-minute (5 rounds) that the entire game field is enveloped by severe winds that impose a -4 penalty to Perception checks and disadvantage to ranged attack rolls.
- 31–36 **Windstorm:** For 2 rounds of every minute (randomly determined by rolling 2d10) the entire game field is enveloped by powerful winds that impose a -4 penalty and disadvantage on attack rolls made with firearms or thrown weapons of a weight greater than 50 pounds. All other ranged attacks are impossible, as are sound-based Perception checks (sight-based Perception checks are made with disadvantage at a -4 penalty).
- 37–42 **Choking Clouds:** A randomly selected square spews out smoke when a creature nears it, spreading out 5 ft. in each direction for 2d6 rounds. This smoke completely obscures vision (making sight-based Perception checks impossible) and causes creatures within it to gain the poisoned condition should they fail a Constitution save each round (DC 10, +1 per previous check). Choking clouds can be activated multiple times.
- 43–48 **Intuitive Repulsor System:** The entire game field allows movement as though players were on the Astral Plane. A creature's speed is equal to 20 feet times Intelligence modifier.
- 49–54 **Negacharged:** The entire game field is under the effects of a negative planar influence; living creatures take 1d4 damage per round (they cease taking damage when unconscious).
- 55–60 **Posicharged:** The entire game field is under the effects of a positive planar influence; all creatures heal 2 hit points each round as an extraordinary ability.
- 61–66 **Greased:** Every round a random square within 20 feet of a randomly determined player is targeted by a ball of super-slick grease. Any creature in a targeted square or traveling through the square must make a DC 15 Dexterity save or fall prone. A creature can walk within or through the area of grease at half normal speed with a DC 15 Dexterity (Acrobatics) check. Failure means it can't move that round (and must then make a Dexterity save or fall), while failure by 5 or more means it falls. 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.
- 67–72 **Quaking Field:** Once every 1d20 rounds, the entire game field is affected by a simulated earthquake for 1d4 rounds. Each creature standing in the area must make a DC 15 Dexterity save or fall down. Fissures open in the earth and every creature on the ground has a 25% chance to fall into one (DC 17 Dexterity save to avoid a fissure). The fissures are 40 feet deep. At the end of the earthquake, all fissures grind shut and players trapped by them are teleported out of the game until the next point is scored.
- 73–78 **Aquazone:** The entire game field is underwater. All players are outfitted with either rebreathers or magic that allow them to breathe underwater.
- 79–84 **Aprozone:** The entire game field is under the effects of impeded magic; spells and spell-like abilities require a spellcasting attribute check (DC 10 + the level of the spell) to function normally (if failed the prepared spell, spell slot, or daily use is lost).
- 85–91 **Magizone:** The entire game field is under the effects of enhanced magic; spells of a randomly determined school (roll 1d8) are treated as if they were cast as a spell of one level higher.
- 92–97 **Wildzone:** The entire game field is under the effects of entropic energies and any spell cast within is effected by a surge of wild magic.
- 98–100 **Deadzone:** The entire game field is under the effects of an *antimagic field* spell.



HYPERNET



A DIGITAL WORLD

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

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 bytecoins; advanced equipment can be crafted as though it were magical equipment, and magical equipment can be crafted as though it were advanced equipment (see page 167).

- **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.

Scientific Wizardry

Prerequisites: Able to cast at least one spell

- Your spells ignore resistances and immunities granted by spells not cast by a creature with this feat.
- Your spells are immune to detect magic, dispel magic, and antimagic field spells not cast by a creature with this feat.
- Illusion spells that you cast affect creatures that benefit from truesight so long as it is not a robotic creature or through an ability granted by a caster with this feat.

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.

DATA SPIKE

Digital Trap

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.

This trap explodes out from the object or space it is coded into when tampered with, dealing 3d6 force damage and 2d4 Dexterity and Intelligence damage to any creature successfully hit by it (data spikes have a +10 bonus to hit and ignore all forms of concealment).

Spotting a data spike requires a successful DC 15 Intelligence (Investigation) check and disarming it requires a successful DC 20 Intelligence (Technology) check. A disarmed data spike may be used as a javelin that deals the trap's damage on a successful hit (which destroys the data spike).

GHOST ASSETS HAZARD

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 occupy a 5-foot square, have a blindsight range of 60 feet, and rise up from the firmament of the

Hypernet to attack creatures that wander within 10 feet of their location,

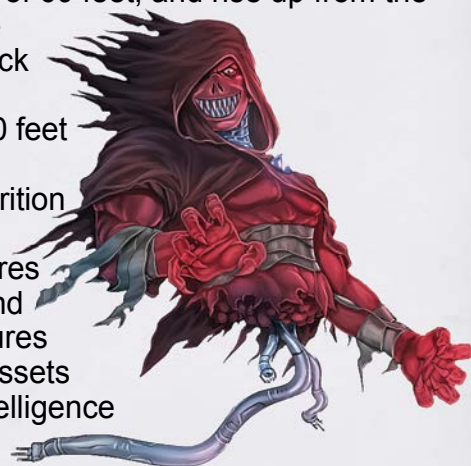
though the apparition does not give chase for creatures that move beyond its reach. Creatures that see ghost assets (via a DC 20 Intelligence [Investigation] check or passive

Perception of 17 or higher) may make a DC 17 Dexterity save to avoid their effects, but unaware creatures are automatically affected.

A creature that touches ghost assets takes 7 (2d6) force damage and is grappled (ghost assets have a +7 bonus to checks made to initiate or maintain a grapple). Creatures that begin their turn grappled by ghost assets take 1 point of Intelligence damage and reduce their speed by half (to a minimum speed of 5 feet) until the hit point damage is restored. A data spike or any other effect that generates at least 5 points of force damage destroys ghost assets.

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 and are at disadvantage for all ability checks, attack rolls, and saving throws.

JARRIKOL GLOBAL EFFECT

Jarrikol, J4r1k011, Jarrikkoll, j@r1|<011, and all variations of Jarrikol are automatically rejected in the Hypernet—whitehat explanations range from an obscure prank by Anonymous to mass manufacturing glitches and more. Real hackers, however, know the truth of it: Jarrikol 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 feet of the instance take 1d4 points each of Intelligence, Wisdom, and Charisma damage every 1d4 rounds. This damage can only be removed via remove curse (healing 1d4 ability damage with each application).
5. The area within 500 feet of the instance is subjected to the effects of a Weird (DC 25 Wisdom saving throw).
6. Jarrikol appears—no user has ever survived an encounter with Jarrikol and had the mental capacity to relate the experience.

SERVER CRASH HAZARD

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 minute (10 rounds) the server takes to collapse in on itself. Creatures make a Strength (Athletics) check (DC 12 + 3 per previous check) at the start of their turn or are pulled 50 feet toward the server's center. Creatures that strike something on the way (such as a wall) take damage as though they fell the same distance and gain the grappled condition.

Creatures within 1,000 feet of a server when the crash completes take 10d10 force damage (DC 20 Dexterity saving throw halves) and 1d6 points each of Intelligence, Wisdom, and Charisma damage (applications of remove curse heal 1d4 points of this ability damage per casting). 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, net-jackers 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. An Intelligence (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!

DARKNET

The bright neon lights of the Hypernet cast many shadows and in the deepest gloom of the digital byways skulks the Darknet. A haven for illegal deals, dangerous information, and government whistleblowers alike, the Darknet has as many applications as it does users. While it can be a place for good—if underground—causes, 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.)

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 20 Intelligence (Technology) check, though an owned server may have higher or lower security depending on the will of its host.

- **Mildly Evil**

While good-aligned entities can enter the Darknet, even its tamest reaches have something sinister about them. Good-aligned users entering a Darknet server are at disadvantage for all Charisma-based ability checks.

- **Strongly Lawful or Chaotic**

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 incur disadvantage on all Intelligence-, Wisdom-, and Charisma-based ability checks made by all creatures not of the server's alignment. A creature also affected by the mildly evil planar trait is at disadvantage for Charisma saving throws.

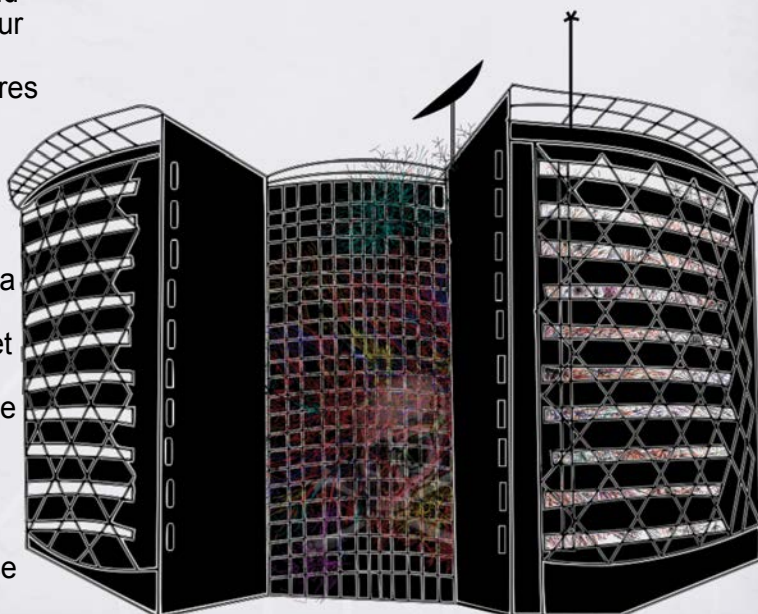
- **Divinely Morphic**

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 and mildly evil traits 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 20 Intelligence (Technology) check or DC 18 Intelligence (Geography) check is required to create an accurate model, and even these creations are unreliable after 24 hours.



- **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 Intelligence (Technology) check or a DC 25 Wisdom 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.



DATACORPS

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).

- **Centralized Directional Gravity**

Everything in the DataCorps is drawn towards the Re-compiler, a CM of prodigious size that sits at the heart of the 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.

- **Infinitely Unnavigable**

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 an Intelligence (Technology) check (DC 10 + 3 for each mile traveled in any direction).

- **Highly Static**

The most potent of the security measures here “locks down” anything entering the DataCorps server with the paralysis condition (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 14 + 1 per extra 5 pounds) 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.

- **Secure**

Even the tiniest movement within the plane is tracked by the DataCorps server. Characters must make a DC 20 Dexterity (Stealth) or Intelligence (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 25 Dexterity (Stealth) or Intelligence (Technology) check.

PARADISE 1

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.

- **Digital Charleston**

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. Bypassing the exit failsafe requires a DC 20 Intelligence (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 Wisdom 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.

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 hyperjacked.

- **Varied Gravity**

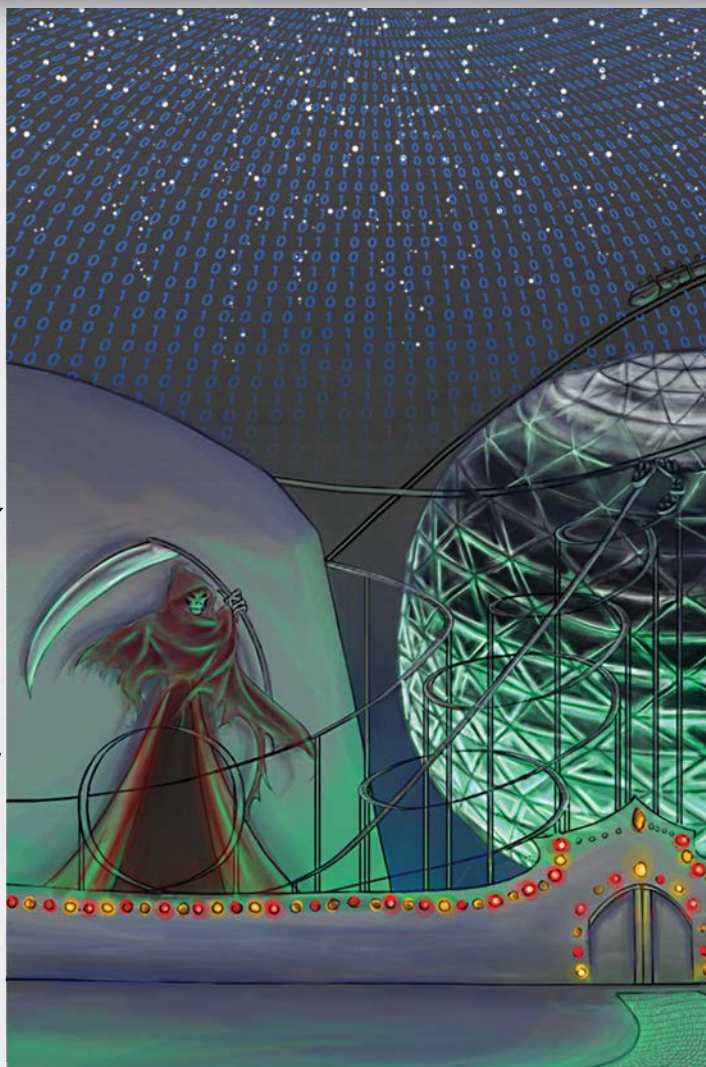
Depending on what attractions a user visits, they'll experience both light and heavy gravity (often during the same ride). Most of Thrillville's thoroughfares are subjective directional gravity (allowing users to choose their own "down" direction) to cut down on traffic, granting users a fly speed equal 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).

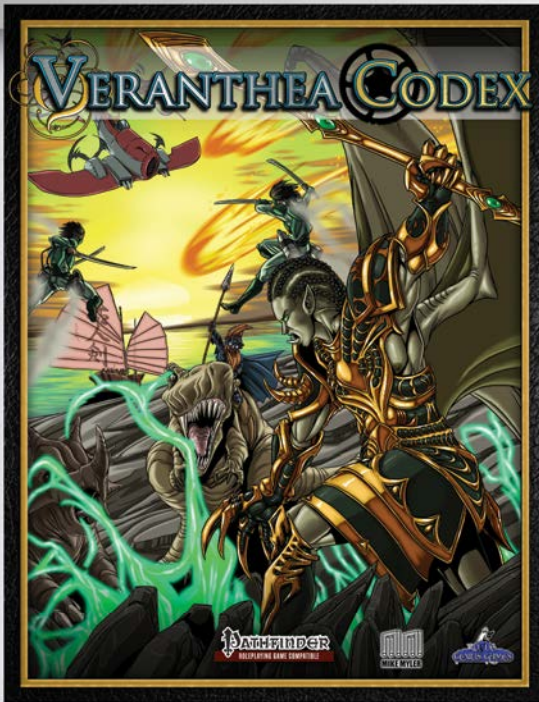
- **Sentient**

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.



Veranthea: Life & Death

The 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.



- **Planetoid**

Veranthea: Life & Death is huge—a planet unto itself—but it does have physical boundaries: three main continents (Grethadnis, Urethiel, and Trectoyri), an ice cap that contains another major region within (The Veil), all of them blocked from surface travel on the oceans. Users need to journey through the extensive underground network of tunnels and caves (the Forever Dark) or chance the ocean floor and its technological dangers (the 5th World).

- **Chaotic**

Although there are certainly lawful creatures and the like within *Veranthea: Life & Death*, the server itself has a disposition for chaos imparted by the magic worked on its circuits; lawful users are at disadvantage to Charisma-based skill checks for skills they are not proficient in.

- **Magical Server**

Veranthea: Life & Death is constructed in such a way that magic functions normally for all users—most of the time. Roving clouds of wild magic are common (of a size at the GM's discretion) and 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 increase the spell slot used for a spell by 2 levels (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.

- **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.

- **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 Intelligence (Technology) check or DC 25 Wisdom 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.

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 Marvisaddri 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.

- **Anonymous Userbase**

Checks made to identify another user in Xypher (seeing through their avatar) are at disadvantage.

- **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 15 Intelligence (Use Technology) check as an action.

- **Coder's Paradise**

In addition to being able to craft objects with Use Technology (as usual on 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.

- **Low Gravity**

Creatures double speeds and jump distances.

- **Trapped Terrain**

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

KATAMARI DAMU



MYSTICAL METROPOLIS AND DEMIGRANT REFUGE

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 throughout the mountains had shifted, growing and rearranging entirely of their own accord until the first day of the next year.

As the 20th century comes to an end the oppressive Chinese government aggressively consolidates control of the countryside, coming down on the liberties of 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 Nepal—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 ply 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-dowells.

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 ley lines 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 magic that negates technology).

"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

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 other-worldly energies, transforming into paragons of their species.

Any animal can become sacred. When an animal becomes a sacred creature it retains all its statistics, with the following exceptions:

Armor Class. The sacred creature's natural armor increases by 2.

Speed. The sacred creature's speeds increase by 10 feet.

Ability Scores. The sacred creature's ability scores increase by +4.

Senses. The sacred creature gains darkvision 120 feet.

Resistances. The sacred creature gains resistance to all types of damage not dealt by a magical weapon, and gains advantage on all saving throws against magical effects and spells.

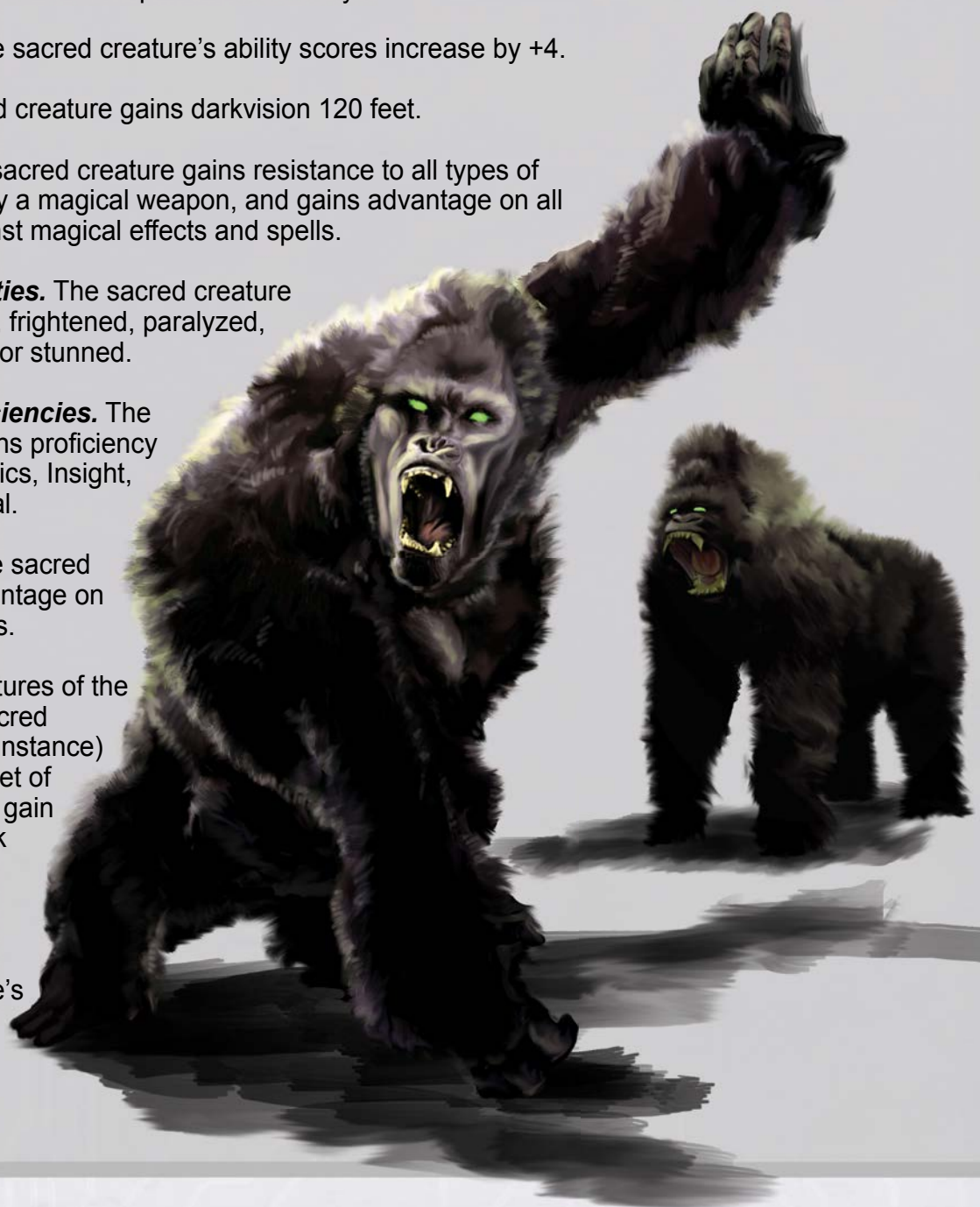
Condition Immunities. The sacred creature cannot be charmed, frightened, paralyzed, petrified, poisoned, or stunned.

Sacred Skill Proficiencies. The sacred creature gains proficiency in Acrobatics, Athletics, Insight, Stealth, and Survival.

Melee Attacks. The sacred creature gains advantage on all melee attack rolls.

Sacred Aura. Creatures of the same species (a sacred bear's bear kin, for instance) that are within 30 feet of the sacred creature gain advantage on attack rolls and saving throws.

Challenge Rating. The sacred creature's challenge rating increases by 2.



HYPERCORPORATIONS

While the decrees of the 15th Dalai Lama foresaw 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 preserves) 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.

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.

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 preserves and to the furthest reaches of the Nepalese mountains to gather or sell the most potent components available.

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 ley lines 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.

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 (spellcasting ability check vs. DC 30) 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). Casting a ritual spell while within 100 feet of a ley line increases one of the spell's attributes (range, duration, number of targets, etc.) by one step (from personal to 30 feet, 8 hours to 8 days, one target to spellcasting ability targets, etc.). Afterwards the ley line deviates and becomes inactive for 1d4 days before reappearing in a new configuration that does not include the area where the spell was cast.

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 a gate that remains open for 20 rounds (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

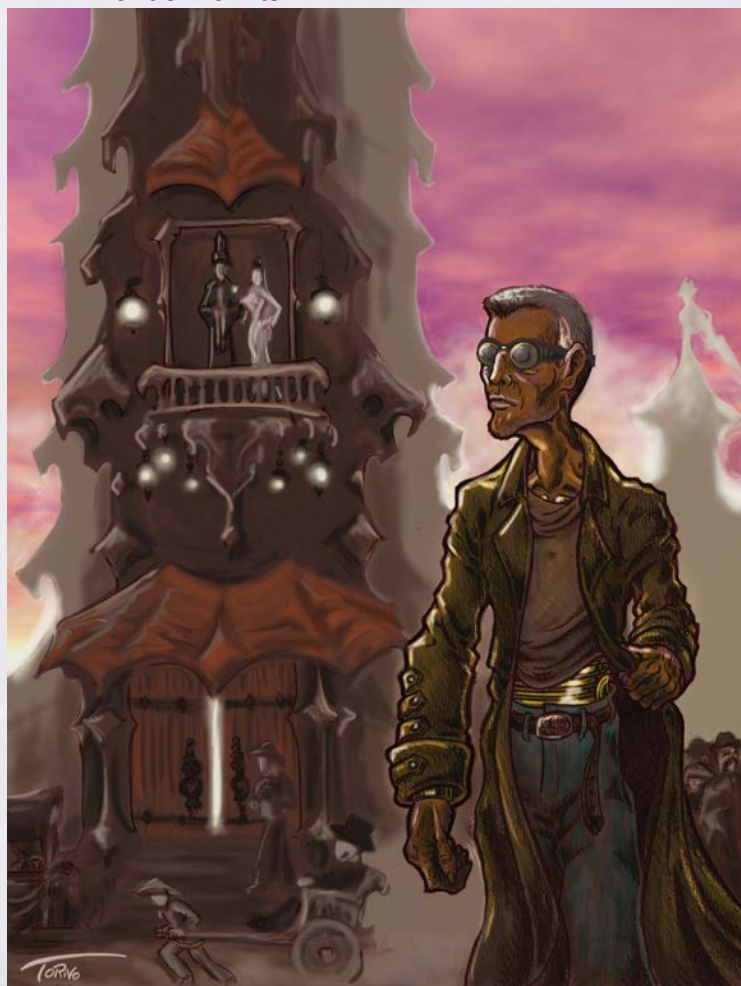
d100	Dimensional Change
1-10	Roll 1d6 twice and add the abilities below.
11-30	Altered alignment (roll 1d8: 1—LE, 2—NE, 3—CE, 4—LN, 5—N, 6—CN, 7—NG, 8—CG)
31-40	The creature can cast one cantrip without the need for components of any kind.
41-50	The creature gains a fly speed equal to double its normal speed.
51-60	The creature gains advantage on all attacks.
61-70	The creature gains two randomly determined energy resistances.
71-80	The creature gains resistance against two randomly determined types of weapon damage (magical and nonmagical).
81-90	The creature gains immunity to the charmed, frightened, paralyzed, or stunned condition.
91-100	Altered alignment and roll again.

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, with every terraforming new creatures and monsters emerge from the aether or deep within the core of the planet, making travel a deadly serious matter.

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 Constitution save or Wisdom save (roll 1d2 to determine which) to resist the effects (with a DC of 10 + 1/2 hit dice). For results that generate spell effects, the creature's caster level is equal to its hit dice and its spell-casting attribute modifier is its highest attribute modifier.

Table 2-4: Vapors of the Sands

d100 Vapors of the Sands Effect

1-20	Instant death; at the GM's discretion, this may be a triggering traumatic event instead.
21-30	<i>Reincarnate</i> (no negative levels, instant change).
31-40	You gain the ability to wreathe your weapons in energy that damages foes but leaves you unharmed. Activating this ability requires inspiration and it lasts until the end of a combat. Roll 1d4 to determine the type of energy: 1—acid, 2—cold, 3—fire, 4—lightning.
41-50	You become permanently invisible and your vision is reduced to a maximum range of 40 feet.
51-60	You make checks to jump with advantage and double the distance you jump.
61-70	Your size changes daily (as enlarge/reduce). Roll 1d6 after taking a long rest: 1-2—reduced, 3-4—normal, 5-6—enlarged).
71-80	You have advantage and receive double your proficiency bonus on Insight (Wisdom) checks, but suffer disadvantage on Charisma (Deception) checks.
81-100	Roll on the Dimensional Change table.

ZODIAC DEFENDERS

After the Scion of Chi's brief absence in 2086 allowed a nigh-invincible dimensional creature to wreck 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 Wattoao (a neutral Incubus) are responsible for making sure the city's streets are safe, keeping the people of Kathmandu secure and in good temperament.

ROOSTER AND SNAKE

Naijir the Unfettered (a chaotic good Ancient White Dragon) soars in the skies around Kathmandu with Siorai the Eternal (a neutral good Ancient Silver 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 (a chaotic neutral behir) and Fei-Hung (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 preserves.

OX AND TIGER

Braaad (a neutral good Storm Giant) and the Empress of the Sunset (a lawful neutral 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 (a neutral 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.

LATIN AMERICA



REVOLVING DOOR OF COUP AND CONFLICT

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 Bolívar 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 Títan

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 purchases 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 Benítez intent on taking over where the Marches left off—he and his revolutionaries fill the vacuum and reignite the flames of revolution a mere seven months after the Fall of March. With Ramón Benítez’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

While Mexico’s history is dotted by revolutions, the rebellions in the rest of Central and South America never made their way into its borders—most of the country’s troubles came from within or from its neighbor to the north. Centuries of power shifts and struggle came to a head in 1913 with Pancho Villa’s demise by US troops in Fort Bliss, Texas. The death of a living icon and the loss of significant territory less than 60 years earlier closed the nation off, prompting Mexico to become relatively insular for some time.

During the next 50 years Mexico’s direct ties to magic grew strong once again. The abilities and secrets regained over the decades allowed it to flourish independently and even excel where other countries relied on technology or artificial means of replicating magic. Reinvigorated, Mexico opened its arms to the rest of the world only to find that without an outside perspective, they grew blind to the growth of corruption and greed within their very home.

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

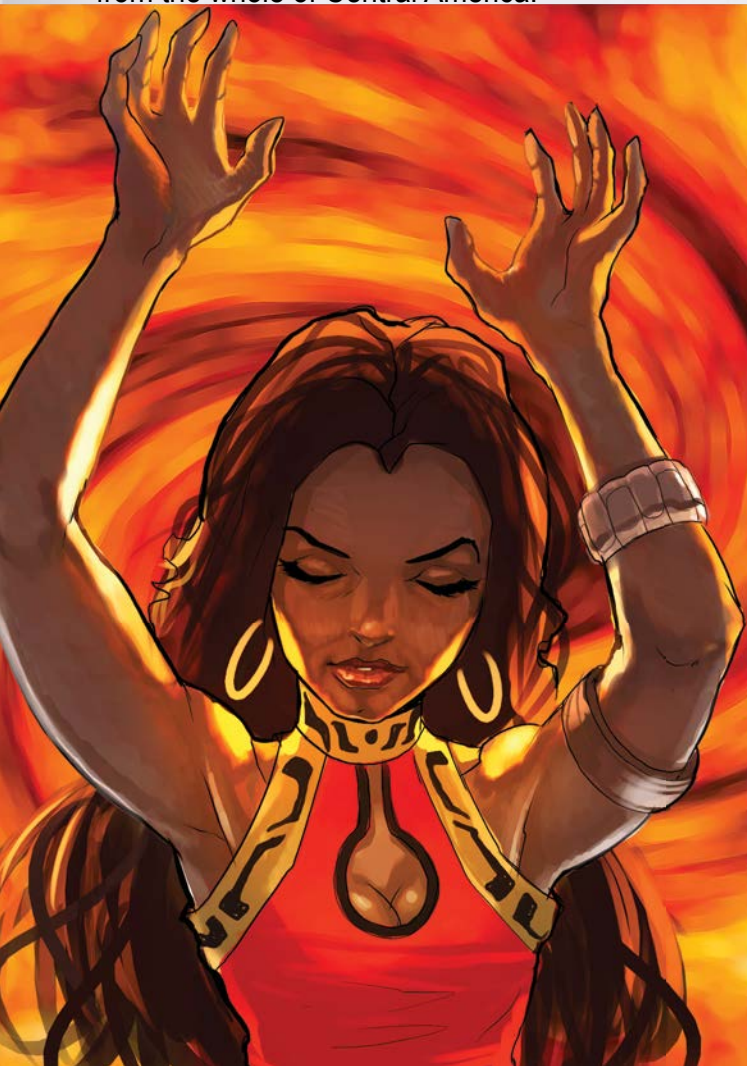
Central America changed significantly over the last few centuries—on the verge of the 22nd, its nations strive to quell the chaotic fighting that plagues them.

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.

QUETZALES

Over the years reports of automatons leaving Guatemalan borders have increased as the quetzales drones (Manticores with the robotic template on page 134) 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 167) 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.

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 Specialized Organix a foot in the door in the Brazilian market and a few years later they establish a holding in Rio, building a large headquarters within the base of Corcovado Mountain beneath the statue of Christ the Redeemer.

Rumors of amazing children spread after two generations of FludiPur use. These filhos de milagres (miracle children) have extraordinary talents and become more common by the day—Biospecs' plan had come to fruition but before they could act on it, revolution struck. With the Rise of March, many factions fought for control of Brazil and its resources, and FludiPur

runoff empowered the sentient, carnivorous plants and animals in the nearby Amazon. This perfect storm of calamity forced the corporation to pull out of Brazil, leaving them in dire straits and eventually forcing their hand in the creation of Lucrum.

After five years of fighting, Ernesto March successfully takes Brasilia and annexes Guyana, Suriname, and French Guiana. The great state of Brazil declares Rio de Janeiro its new capital and forces Spanish as a second national language. Many people are opposed to the new government established by March and for the next 30 years, the country is in a stalemate as the filhos de milagres grow to adulthood and constantly struggle against revolutionaries in attempt to take back their country—finally with the Fall of March, Brazil became free. After spending two decades rebuilding and establishing a new life for its people, however, it remains in a state of turmoil; rebellion constantly pushes against its borders and terrible creatures threaten the country from within.

Rio de Janeiro

Biospecs' 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 force 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 Moai animated (into Stone Golems) 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 Ángelos (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.

BOLIVAR'S VIRTUE

Weapon (scimitar), legendary (requires attunement by a creature of good alignment)

Located somewhere in the jungles of Bolivia, this intricately-handled, simple sword rings with the subdued chants of rebellion as it dances through the air.

You gain a +3 bonus to attack and damage rolls made with *Bolivar's Virtue* and may utilize it as you would a *dancing sword* (*Bolivar's Virtue* does not count as wielded when it is dancing).

Freedom from Fear. You are immune to the frightened condition while wielding *Bolivar's Virtue*. You may spend an action to grant yourself and all allies within 30 feet advantage against checks and saves to become frightened for 10 minutes, though you require a long rest before doing so again.

Inspired Fighter. While wielding *Bolivar's Virtue*, you may spend inspiration to gain the benefits of a combat feat you do not possess for 1 minute.

Personality and Sentience. *Bolivar's Virtue* has blindsense 120 ft., Intelligence 14, Wisdom 20, Charisma 18, and an alignment of neutral good. The scimitar can communicate via telepathy and speak, read, and understand English, Portuguese, and Spanish. This intelligent weapon is possessed by the spirit of Maria Teresa; the wife of Bolivar relentlessly cries out for the veneration of her husband's name and for justice to be served. Any attempts to commit evil acts or tarnish Bolivar's name cause a conflict between the wielder and *Bolivar's Virtue*.

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

Ao Ao (Hezrou), Jasy Jateré (Succubus), Kurupí (Incubus), Luisón (chaotic evil Chain Devil), Mbói Tu'i (Marilith), Moñái (chaotic evil Erinyes), Teju Jaguá (Glabrezu).

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 empire's 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 Macchu 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 known as Cruz Azucar (Sugar Cross) seek to return Cuba to its communist roots. Their efforts constantly cross with the Hijos de la Revolución 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



(especially with rumors of support coming in from the US). Their secret agents, keen to return to the days before the country reverted to capitalist ways in the 2031 regime change, are disguised as Cuban diplomats and seeded around the world in ambassadorship positions, planting the seeds of Cuba's strong-beating communist heart.

Hijos de la Revolución

Led by Ramón Benítez, the Hijos de la Revolución (Children of the Revolution) are the largest rebel group in Latin America, holding major headquarters in Argentina, Cuba, and Guatemala. They use guerilla warfare and aggressive policies that prompt members not under direct command of Benítez to generally stray from their mission, acting wildly; this excessive violence prevents the group from garnering large support.

Los Quetzalcoatl

Members of Los Quetzalcoatl claim their lineage traces directly back to the Aztecs and Maya of Mexico and Guatemala—a bloodline that supposedly provides their amazing magical powers. The PMC is small with only a few dozen members, but few question their audacity or deadliness. They excel in assassination and reconnaissance, especially in areas of wilderness; wherever they go, the variety of colorful feathers they wear (which they claim grant full access to their abilities) makes their members stand out.

Venezuela PMC

Officially called the Ejército Internacional y Comunal de la Gran República de Venezuela (most refer to it as the Venezuela PMC), this military group is one of the few to offer its services on an international level. Every contract goes through commander and Venezuelan president Arturo Castillo before being accepted and while the PMC stands with a strict moral and ethical code in regards to its work, its commander also employs an elite squad of assassins (hireable through black market contacts).

CONTINENTAL THREATS

Although the nations of Latin America each sport their own problems, there are other threats to the wellbeing of all of Latin America's people.

Empowered Creatures

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 meganaut or parallel templates (page 134). However, some of them have the abbernaut (page 134), Half-Dragon, or sacred (page 38) templates. The fiercest of these creatures is known simply as El Títan—the massive awakened dinosaur stalks the mountains and jungles of Peru and few dare search for the beast, let alone approach it.

The Fourth Reich

Many Nazi war criminals made their way to Argentina after World War II, the nation's energies manipulated in advance to favor the Axis, and to this day generations of their progeny remain, secretly working to rise up again. The Fourth Reich and its leader Siegreich (page 125) are certain that their time of glory is at hand, their confidence stemming from strange messages that arrive at a postal box in a small building in Buenos Aires. The directives prophetically instruct the Fourth Reich, propelling them towards their destiny, and though the missives are mysteriously simply signed "P," thus far all have been completely accurate. They detail an immense fortress capable of traveling through time itself and assure the Fourth Reich that the orders contained within will secure its future. The organization is also in contact with a terrifying, mute assassin known simply as Zeitgeist (a permanently invisible lawful evil Assassin), a being with orders to slay time travelers to maintain the timeline.

Hypercorporations

As they do in the rest of the world, hypercorporations maintain a significant interest in Latin America and its lush resources. The most prominent of these is Biospecs, with holdings in Brazil as well as an oil rig off the shore of Uruguay. Draddi Innovations and Eldritch Industries both hold stakes in the Yucatan Peninsula, where it is claimed magic was first born, while Centurion Systems throws its weight around Galu, Nicaragua, and Panama. Regardless of their interests, all of these entities feed the flames of war—distracting the continent with conflict only makes furthering their interests all the simpler.

Ley Lines

Latin America is crossed by dozens of large lines of arcane energy, veritable veins where magic flows throughout the world. Though found all over Earth (prominently in Kathmandu), they are particularly potent here due to the people's nascent connection to ancient magic. Tapping into the power of a ley line is relatively simple (see the Ley Lines section of Kathmandu on page 39) but locating one can prove difficult—many run on or parallel to the fault lines on the edges of the planet's tectonics plates, cited as the cause of Latin America's major earthquakes for how sensitive they are.

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.

LUCRUM



HYPERCORPORATE MEGAMETROPOLIS

MEGAMETROPOLIS

Population: Between 1 and 10 million

Government: It is extremely rare for a megametropolis to be ruled over solely by one individual. Most utilize some form of representative republic or an extremely democratic approach via the Hypernet, although some of these settlements—like Lucrum—are controlled by a council from on high (in its case, one comprised of hypercorporations, which is not entirely uncommon).

Defense: A megametropolis is usually filled with *alter sapiens*, many of them deputized by local law enforcement, and it is typical for these settlements to maintain a heavily-funded police force with access to military technology. Lucrum is ringed by defensive cannons that deal catastrophic damage (six bullet spray, 55 (10d10) bludgeoning and piercing damage, range 1,000/5,000 feet).

Commerce: Anything and everything, from the miscellaneous to the powerful, is available in a megametropolis. Illegal contraband and personalized items still require some doing to acquire, but goods are ubiquitous, as are services for dining and resting.

Organizations: As with commerce, there are virtually no limitations to the types of organizations, factions, and institutions that can be found within a megametropolis. In Lucrum there are innumerable resistance groups arrayed against the hypercorporate city's thought police and surveillance state, and Neo York is rife with gangs of every stripe.

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 bytcoins 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 skyrockets 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 people 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 operators of all kinds. Discretion is required however, and operatives who reveal their true intentions or employers can incite a dramatic backlash—hypercorporations 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 operators 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 bytecoins 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.

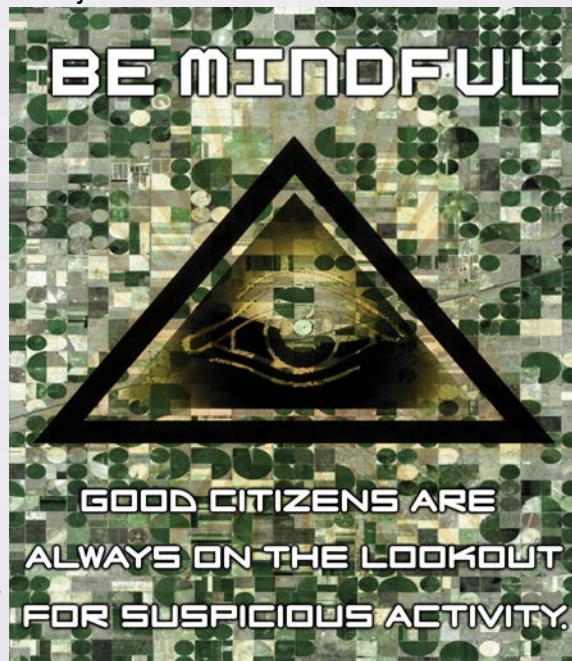
Fewer than one thousand second tier citizens live in Lucrum, at all times recognizable by their uniform black suits with green shoulder markings. These

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

Gargantuan construct, neutral

Armor Class 20 (natural armor)

Hit Points 330 (16d20)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	13 (+1)	22 (+6)	12 (+1)	15 (+2)	10 (+0)

Skills Investigation +11, Perception +12

Damage Vulnerabilities lightning

Damage Resistances acid, cold, fire, and thunder; bludgeoning, piercing, and slashing from magical weapons

Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons

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

Senses darkvision 120 ft., blindsense 60 ft., passive Perception 22

Languages Chinese, English

Challenge 18 (20,000 XP)

Dimensional Flux Array. By spending all of its actions for a round overloading its engine, 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 *plane shifted* to another dimension of the RAU's choosing (DC 17 Wisdom save negates). Everything in the pulse is subjected to a *plane shift* to the same dimension and arrives in the same orientation and relative position it was before being shifted. After activating the dimensional flux array, the RAU is blinded and deafened for 1d4 rounds.

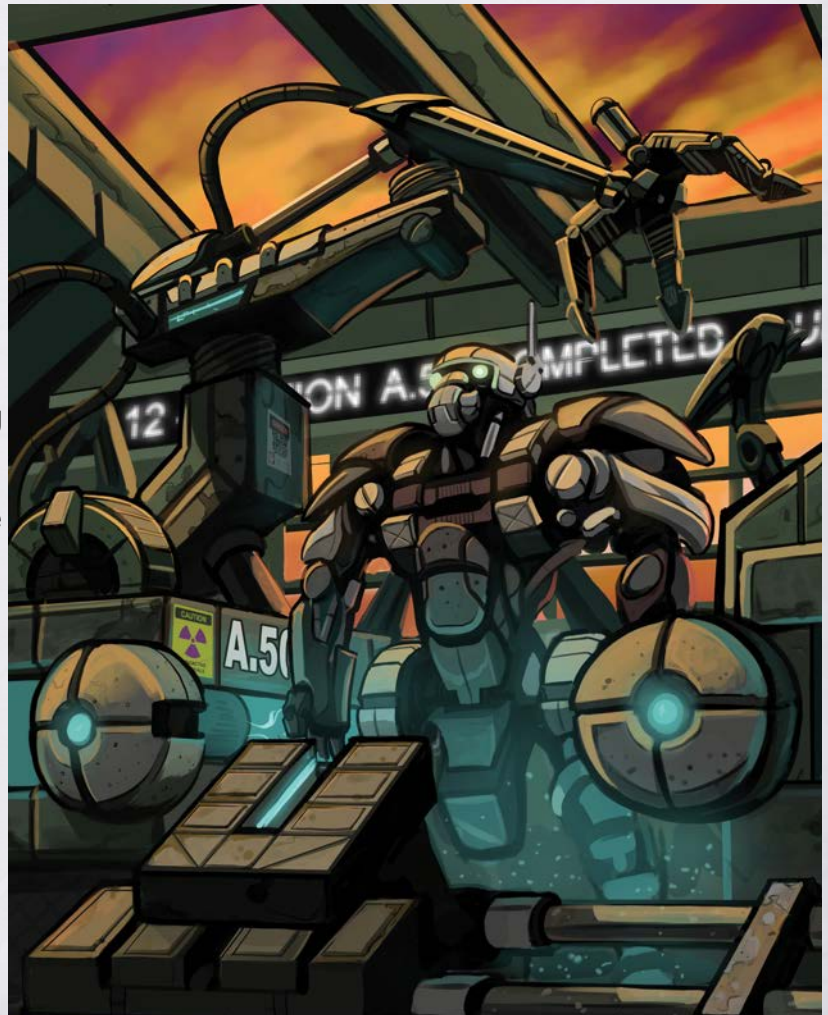
Dimensional Flux Strike. An RAU's weapons are fitted with dimensional-flux welders that reach into all dimensions. All of its weapons count as magical and adamantine, and an RAU effects incorporeal creatures as if they were not incorporeal.

ACTIONS

Multiattack. The RAU makes two slam attacks and two ranged attacks each turn.

Slam. Melee Weapon Attack: +12 to hit, reach 30 feet, one target. **Hit:** 31 (6d6+10) bludgeoning damage.

Plasma Cannon. Ranged Weapon Attack. +7 with advantage, range 200/1,000, one target. **Hit:** 21 (6d6) force damage.



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, worshipping 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

titanium known as lucrite. This lucrite base is further reinforced with a living nanite mesh that renders the building functionally impenetrable to any weapon that wouldn't also reduce the entire city to ash. Similarly excessive efforts go into blocking mundane and magical communication into or out of the building. Lucrum Tower is staffed almost exclusively by androids. Living staff assigned to the building must have a special monitor implanted directly into their brain to prevent them from remembering what lies within. This implant doesn't interfere with cognition, only with memory formation—all memories made while within the tower are stored in a remote database accessible by the host only while within Lucrum Tower itself.

All that outsiders know of Lucrum Tower's interior comes from the building's rare visitors, mostly hypercorporate executives. It's said that its opulence reaches every fiber of the structure and that every luxury imaginable is delivered at the mere push of a button. The few individuals allowed inside claim that even to them, some of the most powerful people in the world, most of Lucrum Tower is off limits. Other than the penthouse boardroom and the atrium on the ground floor, the only living people who are known to set foot within the core of the building are the members of the LUCRUM Foundation—what they might do or keep under such incredible security is the subject of much speculation amid the mega-metropolis.

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 and security 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 bitcoin 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.

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 its AC by 5 (the object, not a creature utilizing it), doubles its original hit points, and gains regeneration 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 5,000bt 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 AC by 5 and increase its regeneration by 1.

Type of Nanite-Infused Item	Cost Modifier
light armor	+2,000bt
medium armor	+4,000bt
heavy armor	+6,000bt
weapon or shield	+1,000bt
other item	+500bt/lb.

NEO YORK



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 megametropolis' 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 AC, the Dexterity save DC or Acrobatics/Athletics check DCs to affect it by +2, and the vehicle's ramming damage increases by +2.

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

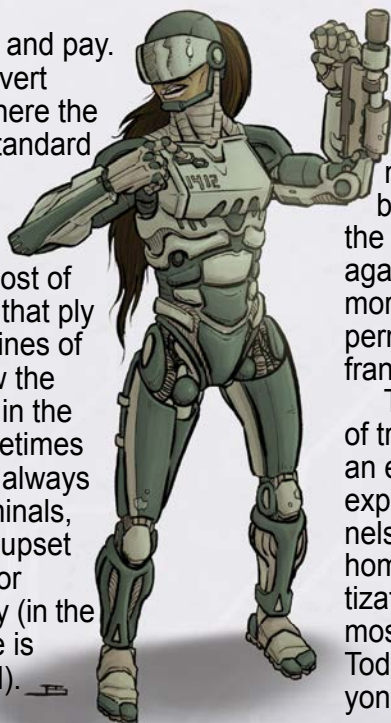
- Taking out the sensor arrays of an automated vehicle (typically two in the front, one on each side, and one on the back) requires called shots made at disadvantage. Each sensor array removed lowers the vehicle's AC by -1; once two or more sides of its sensor arrays are obscured or shot out, the rogue vehicle gains the blinded condition and cannot move in the direction the sensor arrays faced.
- Touch attacks made by splash weapons (such as a paintball gun) have advantage.
- 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 Dexterity saves, Dexterity (Acrobatics) checks, and Strength (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 rolls a 16 or higher on the attack roll.

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 AC by +2, Acceleration by +20 ft., Speed by +50 ft., multiply ram damage by 1.5, increase Dexterity save DCs by +3, and increase Acrobatics/Athletics check DCs by +3.

Table 2-5: Automated Vehicles

1d100	Vehicle	AC	hp	Accel/Speed	Ram	Dexterity	Acrobatics	Athletics
1-5	Hoverbike	19	50	40/100 ft.	2d6	22	24	16
6-36	Civilian Skycar	18	180	70/250 ft.	5d8	20	22	18
37-50	Civilian Plasmavan	17	200	40/200 ft.	4d6	18	20	22
61-75	Armored Skycar	16	320	50/200 ft.	5d8	16	16	24
76-90	Armored Plasmavan	15	400	30/150 ft.	6d8	14	12	26
91-100	Semi-Truck	12	720	20/100 ft.	10d8	12	10	28

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* deputization 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 troublesome 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 been 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 *alter 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

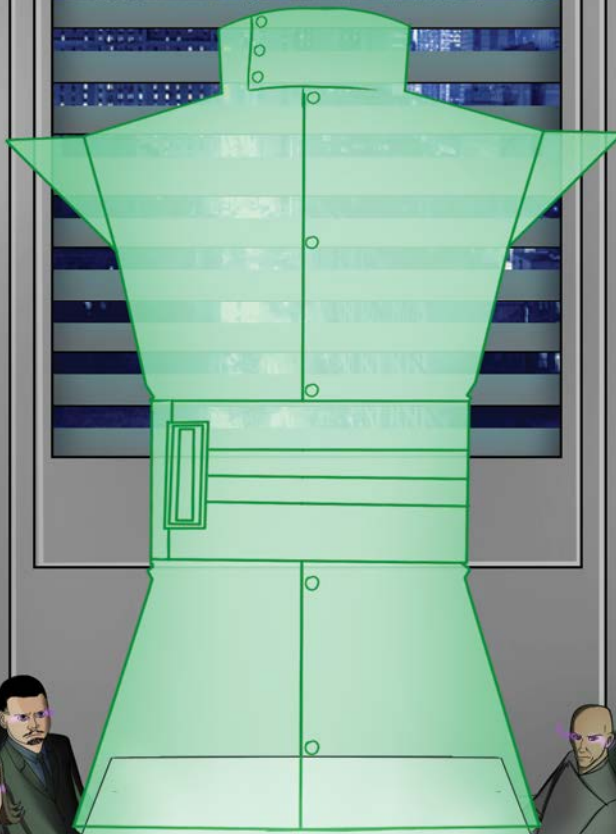
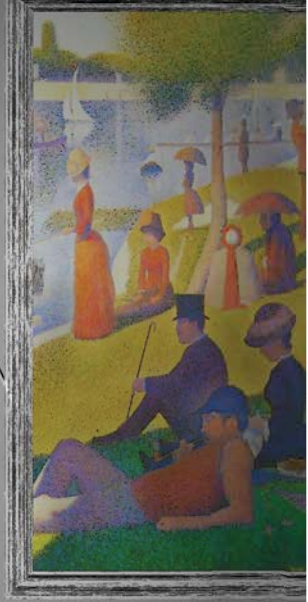
A ruthless disregard for life and the brutal competency of ex-KGB enforcers kept most of the structure of Russian organized crime intact throughout the authoritative reprisal of the 2070s. Not long after, however, a new player changed how the group functioned: Anna Vyurbova III (an Archmage). The protégé 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-accustomed 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 amongst 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 Realms 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, Staten Island, 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 magic 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

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

^{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 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. Hypercorporations possess holdings that dominate the

Alter Sapien Density

The odds of operators being picked up by an on-duty Neo Deputy during a job vary widely, determined in the most part by where the operation is taking place. Fortunately, Neo Deputies rarely resort to combat as a first resort (unless, of course, they’re fired upon first), and PCs would do well to remember that many *alter sapiens* are almost eager to take bribes or settle the score against one hypercorporation or another as much as they want to enforce the law. The GM is encouraged to consider how they want the presence of extraordinary figures of authority to affect an area’s mundane police force. After all, where there’s a super strong flying police officer nearby there’s a good chance regular police officers rarely bother coming through, while regular human foot patrols are likely more frequent for neighborhoods that rarely see a Neo Deputy, and so on.

landmass and every block is protected by dedicated *alter sapiens* deputies, in addition to in-house sec-ops teams that number in the thousands. In the lowest recesses of Manhattan are the Rockworks and the oldest subway tunnels—home to roving gangs, disenfranchised Neo Yorkers, and anyone else that couldn't hack it on the surface—areas too inaccessible for the NYPD to patrol. The truly affluent and mega rich, men and women worth trillions upon trillions of bitcoins, live within the opulent mansions and heavily guarded estates of the North Hamptons and commute into Manhattan via A-class license personal drivers. It is a matter of no little pride and accomplishment for an executive to move up from the South Hamptons and any such occasion inevitably involves an exquisite social event (often taken advantage of by operational thievery).

NEWARK: OLD JERSEY

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

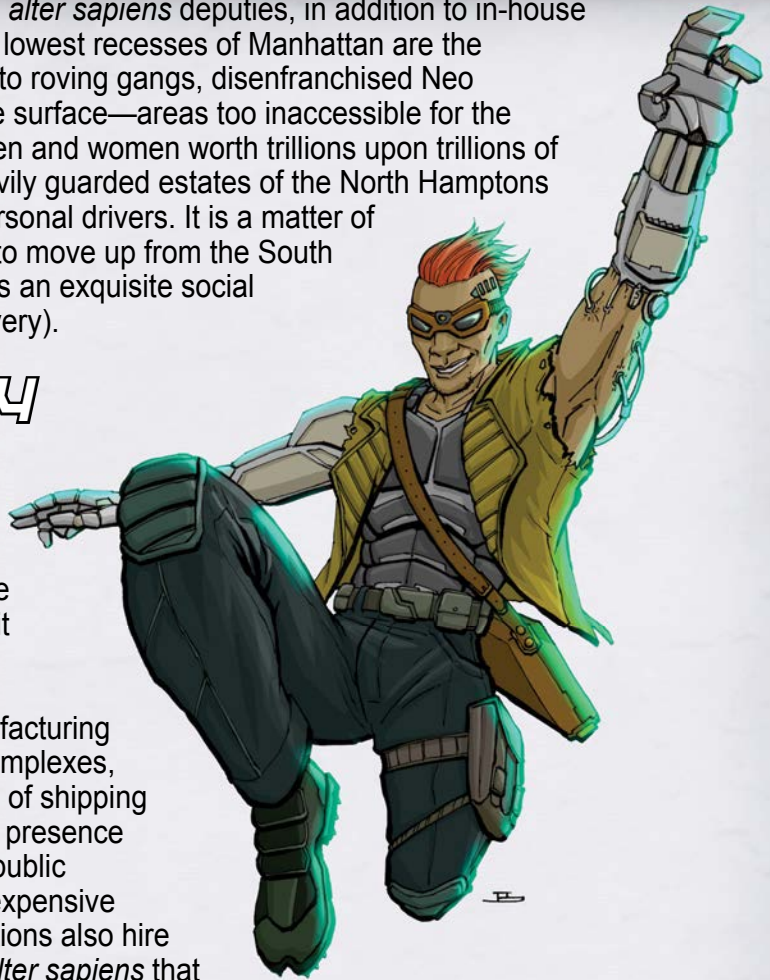
If Neo York could be said to have a workmill, Newark would be it. After being one of the first cities to implement closed circuit security cameras across the urban landscape, hypercorporations were quick to pick up the broken pieces of Newark when it went up for sale in the 2070s (leaving no room for 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 netjackers. Smuggling still occurs of course, but not without numerous transactions of bitcoins 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 is 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.



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 Rockworks (costing between 5bt to 50bt a night, depending on the quality of its lodging and services) willing to hide anybody for a while.



DEN OF UNDEAD INTRIGUE

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 Dracula 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 Moldovan 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

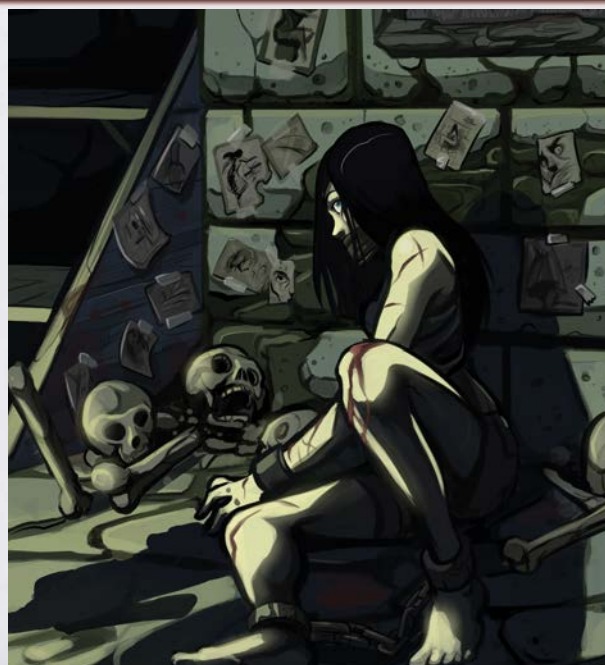
With so many vampires in Wallachia, it's no surprise that the inherent power in blood has been sought after, researched, and unlocked.

Blood Magic

Prerequisites: Able to cast at least one spell

You have shared in the sanguine secrets of Wallachia's vampire mages, able to unlock the inherent power in blood. Meticulous research, experimentation, and thousands of painful discoveries grant you the following benefits:

- When making a Constitution saving throw to maintain concentration while taking damage, you have advantage.
- When you score a critical hit with a spell attack that deals damage, you deal an additional amount of damage equal to double your proficiency bonus and gain a number of temporary hit points equal to your proficiency bonus.
- By inflicting 1d4 points of piercing or slashing damage to yourself, you can increase a spell's level as you cast it to be one higher. You may inflict an additional 1d4 damage for each point of proficiency you have to increase the effective spell level by an additional level each time. After using blood magic in this way you gain a level of exhaustion until you take a short rest.



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 zir 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 Necromanagement, working with Wallachia 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

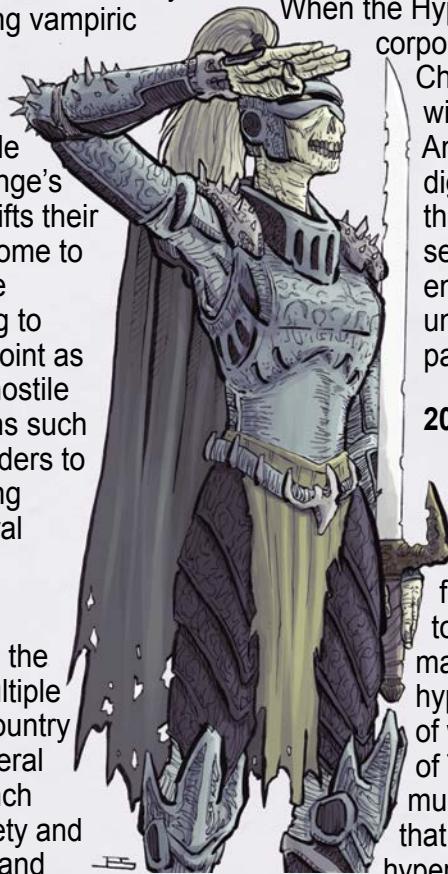
When the Hypernet comes into being Wallachia’s corporations are fast on the uptake, but the Children of the Dawn are faster; working with several anti-corporate groups (including Anonymous) they are able to establish a digital beachhead and draw netjackers into their ranks. In later years several Darknet servers are affected by Wallachia’s negative energy, resulting in digital manifestations of undeath 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 undeath 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, routing out treason 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 netjackers, 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, it 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.

Modern corps: 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 2-7: Wallachian Hypercorporations

Hypercorporation	Focus	Locations
Automan’s	Transportation	Moldova ^{HQ} , Old Wallachia
BioSpecs	Genetic Engineering	Moldova ^{HQ}
Cabriole Kingdom	Furniture	Moldova ^{HQ} , Old Wallachia, Transylvania
DuskTone	Entertainment	Moldova, Old Wallachia ^{HQ} , Transylvania
Haima Unlimited	Medical Supplies	Transylvania ^{HQ}
Krasnolud	Medical Cosmetics	Transylvania ^{HQ}
Necromanagement	Entertainment	Transylvania ^{HQ}
Through the Woods	Shipping	Moldova, Old Wallachia ^{HQ} , Transylvania
XYZ	Robotics	Manhattan ^{HQ} , Transylvania
Zappaz!	Textiles Manufacture	Old Wallachia, Transylvania ^{HQ}

^{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 WALLACHIA

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 creatures can be found in these decaying fortifications, and most of them have magical secrets tucked away. Operators retrieve such things, occasionally to bring back a "sample" of a previously

THE SEARCH FOR THE WELLSPRING

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 discretely hired operators; unfortunately Vlad has heard the rumors as well and is pursuing them with all the resources he can clandestinely spare.

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 wurm green dragon.



Table 2-8: Wallachian Castle Encounters

d100	Encounter
1–9	1d4 Satyr
10–19	2d4 Will-O'-Wisps
20–29	pair of Treants
30–34	2d6 Werewolves
35–44	coven of 2d4 Green Hags
45–74	2d6 Centaur
75–84	1d4 Gorgon
85–94	2d6 Muzhchiny Zhivotnykh (lycanthropes)
95–100	Hydra

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 2-9: Wallachian Tunnel Encounters

d100	Encounter
1–9	2d6 Skeletons or Zombies
10–19	1d6 Ghouls
20–29	1d6 Ghosts
30–49	1d6 Shadows
50–74	1d6 Wights
75–79	Drider
80–89	Banshee
90–94	Wraith
95–100	Death Knight

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 MARAMUREȘ

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 to 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.

ORGANIZATIONS

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 network required to free one of their members from imprisonment or physically infiltrate hypercorporations.

CHILDREN OF THE DAWN

Purpose (NG): Stem the tide of undead; **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. Today, the Children of Dawn are made up of idealists and activists alike.



CHURCH OF CTHULHU

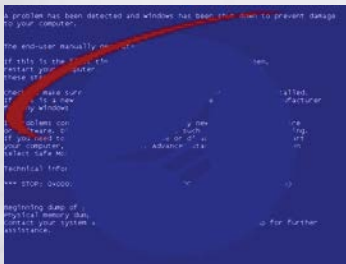
Purpose (CE): Servants of Cthulhu; **Cover:** Religious institution

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 narcos 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

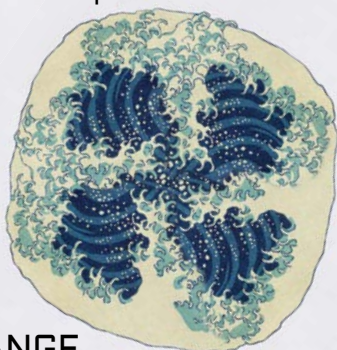
Purpose (LE): World Domination; **Cover:** Religious Charitable Organization
Hypercorp CEO mastermind Vincent Gyleman retired from the business world at the young age of 30, becoming the head of the Mancipians International religious organization to provide charitable aid across the world. Under the 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.



**AUTOMAN'S
TRANSPORTS**

BALLISTRADE [N]

Industry: Private Security (physical)

Feared for fielding the finest non-*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 aptitude for a job.



BALLISTRADE

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

BIOSPECS corporate retreat, a city more dependent on their water substitute (FludiPur) than actual H₂O.

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.



DIGILIFE

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 hypercorpo ration 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 *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, Duskstone 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.



DUSKTONE



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.

Dynixcore

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.



**ELDRITCH
INDUSTRIES**

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.

FASTSEC

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.



**FAWKES
MEDIA**

GOBSECO [CN]

Industry: Entertainment Representatives

GOBSECO



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 48 hours after their very literal deadlines.



**HAIMA
UNLIMITED**

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, tiefling, 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 Jerssed 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]

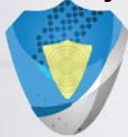
Industry: Business & Residential Construction



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 Lorrata 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 regarding 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. Of all the cutthroat businesses reigning on Earth, they are widely considered as the most benign institution of any great power and many operators work hard to stay on R.I.P.E.'s good side, lest they need monolithic organization to hide from less savory competitors.



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 netjackers 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 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).



ZAPPAZ!

WHAT'S THE
THING?
grant bonuses
to employees
that help fight
cybercrime!

IF
O-G LARRY!
anger about
ask training!

SOLO QUES COOLERS

RETRAR

TSUKI

WOMAN

1-30



DM-1

Large humanoid, neutral

Armor Class 18 (5 suit, 2 shield)

Hit Points 238 (28d10+84)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	17 (+3)	10 (+0)	11 (+0)

Saving Throws Str +10, Int +8, Wis +5, Cha +5

Skills Deception +5, Insight +5, Intimidate +5, Investigation +8, Technology +8

Damage Vulnerabilities critical hits, lightning

Damage Resistances cold, fire, necrotic, poison, psychic

Condition Immunities exhausted, petrified, poisoned

Senses blindsense 30 ft., darkvision 60 ft., passive Perception 10

Languages Chinese, Dwarven, English, Japanese, Russian

Challenge 14 (11,500 XP)

Artificial Response. When DM-1 is charmed, paralyzed, or stunned, he may spend a bonus action to make a saving throw to eliminate the condition. DM-1 may only use artificial response once against any one instance of an effect.

Pain Threshold. DM-1's robotic armor makes him difficult to injure. Any attacks or spells that deal 5 points of damage or less do not deal any damage to DM-1.

Rapid Reflexes. When DM-1 makes a Dexterity saving throw to reduce the damage of a spell or attack, on a success he takes no damage and on a failure he takes half damage.

Targeting Relays. DM-1 does not suffer disadvantage for making ranged attacks while within reach of an enemy.

Technofanatic. DM-1 has advantage on Technology checks. While on the Hypernet, he gains advantage on all ability checks and his CR increases by 1.

Spellcasting. DM-1 is a 14th-level spellcaster that uses Intelligence as his spellcasting ability (spell save DC 16; +8 to hit with spell attacks). DM-1 has the following spells prepared and is able to cast them without the use of any components:

1st level (5 slots): *charm person*

2nd level (3 slots): *suggestion*

3rd level (2 slots): *major image*

8th level (1 slot): *glibness*

ACTIONS

Multiattack. DM-1 makes any combination of four greatsword and laser attacks, two missile attacks, or one missile attack and a combination of two greatsword and laser attacks each round.

Greatsword. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. *Hit:* 19 (2d8+10) magical slashing damage.

Laser. Ranged Weapon Attack: +6 to hit, range (100/500), one target. *Hit:* 18 (4d8) radiant damage.

Missile. Ranged Weapon Attack: range (60/500), multiple targets (20-foot-square). *Hit:* 36 (8d8) bludgeoning and fire damage; DC 18 Dexterity saving throw reduces damage by half.

Metronome

Medium humanoid, chaotic neutral

Armor Class 20 (4 forcefield)

Hit Points 227 (35d8+70)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	22 (+6)	15 (+2)	13 (+1)	8 (-1)	23 (+6)

Saving Throws Dex +11, Int +6, Wis +5

Skills Insight +4, Perception +4, Performance +11, Persuasion +11

Damage Immunities thunder

Senses darkvision 60 ft., passive Perception 14

Languages English, Spanish

Challenge 15 (13,000 XP)

Sound Control. Metronome can spend a bonus action to eliminate or vastly increase the amount of sound made in a 30-foot-square area within 250 feet. Creatures in an area of increased sound suffer disadvantage on Perception and Stealth checks.

Time Blink. By spending an action, Metronome gains the benefits of time stop for 2 rounds.

Time Manipulation. By spending a bonus action, Metronome can force a creature within 30 feet to move much more slowly than normal, reducing its speed by half and incurring disadvantage to ability checks, attack rolls, and saving throws until the beginning of her next turn.

Spellcasting. Metronome is a 15th-level spellcaster that uses Charisma as her spellcasting ability (spell save DC 19; +11 to hit with spell attacks). Metronome has the following spells prepared and is able to cast them without the use of any components so long as she has her guitar:

Cantrips: *dancing lights*, *mage hand*, *message*, *thunderclap*

1st (6 slots): *alarm*, *feather fall*, *magic missile*, *unseen servant*

2nd (3 slots): *deafness*, *levitate*, *shatter*

3rd (2 slots): *haste*, *sending*

4th (1 slot): *confusion*

ACTIONS

Multiattack. Metronome makes any combination of four guitar smashes and sonic strike attacks, two sonic wave attacks, or one sonic wave attack and a combination of two guitar smashes and sonic strike attacks each round.

Guitar Smash. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 22 (4d8+4) magical bludgeoning damage.

Sonic Strike. Ranged Weapon Attack: +11 to hit, range (50/250), one target. *Hit:* 24 (4d8+6) thunder damage.

Sonic Wave. Ranged Weapon Attack: range (50), multiple targets (50-foot-cone). *Hit:* 33 (6d8+6) thunder damage.

Salvaging Equipment

nPCs in *Hypercorps 2099* are extremely tough and possess abilities that could be attributed to equipment. It's assumed that most of these are natural or a reflection of talents but at the GM's discretion some items that PCs are able to use can be salvaged from a defeated enemy (in addition to gear already labeled as salvageable). Any salvage has limitations (clip size, etc.) and qualities (bullet spray, etc.) determined by the GM.

Nestarr

Medium construct, neutral

Armor Class 17 (4 natural)

Hit Points 262 (25d8+150)

Speed 40 ft., fly 60 ft.



STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	22 (+6)	13 (+1)	11 (+0)	7 (-2)

Saving Throws Str +11, Int +7, Wis +6, Cha +4

Skills Acrobatics +9, History +7, Intimidate +4, Investigation +7, Perception +12

Damage Vulnerabilities critical hits, lightning

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

Damage Immunities necrotic, poison, psychic

Condition Immunities charmed, exhausted, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 22

Languages Binary, English, Spanish; translator

Challenge 17 (18,000 XP)

Dependency. Nestarr requires a daily dose of the rare element gygaxon in order to power its body. For every day without gygaxon, it accrues one level of exhaustion (despite its immunity).

Hyper Strength. Nestarr has advantage on all Strength ability checks and saving throws, and its carrying capacity is tripled

Pain Threshold. Nestarr's robotic body is virtually impervious. Any attacks or spells that deal 10 points of damage or less do not deal any damage to Nestarr.

Perfected Hunter. Nestarr gains double its proficiency bonus to Perception checks and its natural weapons count as magical weapons.

Targeting Relays. Nestarr is not at disadvantage when making ranged attacks while within reach of an enemy.

ACTIONS

Multiattack. Nestarr makes any combination of five unarmed strike attacks and plasma beam attacks each round or throws the heaviest available object.

Unarmed Strike. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 18 (2d12+5) magical bludgeoning damage.

Plasma Beam. *Ranged Weapon Attack:* +9 to hit, range (100/500), one target. *Hit:* 21 (4d8+3) fire and lightning damage.

Thrown Object. *Ranged Weapon Attack:* +9 to hit, range (50/100), multiple targets (determined by object size; make one attack roll per target). *Hit:* 9 (1d8+5) damage. The damage type depends on the object (bludgeoning, piercing, or slashing) and at 100 pounds and every 100 pounds thereafter, the damage increases by 1d8 (up to 50 [10d8+5] at 900 pounds).

Tsuki

Medium humanoid, neutral

Armor Class 21 (magical studded leather)

Hit Points 225 (30d8+90)

Speed 50 ft.



STR	DEX	CON	INT	WIS	CHA
14 (+2)	25 (+7)	16 (+3)	15 (+2)	13 (+1)	15 (+2)

Saving Throws Con +9, Int +8, Wis +7, Cha +8

Skills Acrobatics +13, Perception +13, Stealth +13

Damage Resistances necrotic, psychic

Condition Immunities exhausted, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Chinese, English, Japanese, Thieves' Cant; telepathy 160 ft.

Challenge 18 (20,000 XP)

Leaping. Tsuki doubles the distance of any jumps she makes.

Miraculous Stealth. Tsuki can hide as a bonus action and she does not require cover or concealment when doing so.

Perfected Hunter. Tsuki gains double her proficiency bonus to Perception checks and her natural weapons count as magical weapons.

Rapid Reflexes. When Tsuki makes a Dexterity saving throw to reduce the damage of a spell or attack, on a success she takes no damage and on a failure she takes half damage.

Sneak Attack. Once per turn when Tsuki has advantage on an attack roll or is targeting a creature within reach of an ally, she deals an extra 35 (10d6) damage with a weapon attack.

Speed Burst. By spending a bonus action, Tsuki can increase her speed by 50 feet until the end of her next turn.

ACTIONS

Multiattack. Tsuki makes any combination of five unarmed strike attacks or shuriken attacks each round.

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d12+2) magical bludgeoning damage.

Shuriken. *Ranged Weapon Attack:* +13 to hit, range (20/100), one target. *Hit:* 9 (1d4+7) magical piercing damage plus 10 (3d6) poison damage should the target fail a DC 19 Constitution saving throw. The target gains the poisoned condition until the hit points lost to poison damage are healed.

REACTIONS

Fast Reactions. Tsuki can take 3 reactions each turn.

Reflexive Dodge. When Tsuki is aware of her attacker, she may spend her reaction to reduce the damage of an attack or spell by half.



Mason Anders was a genius inventor that rose from obscurity in 2051 after developing an integrated system for bio-mechanical interface with real world applications. Using his keen intellect and natural cunning, the dwarf's business expanded into a powerful 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.



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 ze 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, allying with the Soldier Corps. Since then ze 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 gygaxon, 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.



After an attack from UNIFIED in 2097 sunk the decommissioned aircraft carrier they called home, DM-1 leveraged his hypercorporate contacts to build a new, virtually impregnable headquarters for Soldier Corps. Cashing in favors from the powerful mages running Eldritch Industries enabled the dwarf to craft a technomagical demiplane beneath the isle of Cyprus in the Mediterranean Sea, its location completely unknown to anyone not part of the mercenary team. From there the prolific *alter sapiens* (and their automata ally) have dominated operator networks throughout all of Europe, the Middle East, and Northern Africa, gradually weakening The Sange's control over criminal activity across the continents and tightening the noose that the rest of the world has slipped around the proverbial neck of Wallachia. A mysterious figure named Devilish Deandra is rumored to be the new broker for Soldier Corps, carefully vetting all of the team's Mr. Grays and Ms. Greys after the most recent debacle with UNIFIED—anyone trying to hire them has to go through her first, an experience said to be as intense as it is unsettling. These recent exploits have earned the ire of Vlad III Dracula however, and many wonder how it is they've avoided the First Vampire's bloodlust for as long as they have.

Sergeant K-9

Medium monstrosity, neutral

Armor Class 17 (2 natural)

Hit Points 187 (25d8+75)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	17 (+3)	12 (+1)	18 (+4)	12 (+1)

Saving Throws Str +6, Con +7, Int +5, Cha +5

Skills Acrobatics +9, Insight +8, Investigation +5, Perception +8, Stealth +9, Survival +8

Damage Resistances necrotic, poison, psychic

Condition Immunities charmed, exhausted, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 18

Languages Chinese, English, Nepalese; translator

Challenge 11 (7,200 XP)

Leaping. K-9 doubles the distance of any jumps she makes.

Pain Threshold. K-9's cyborg body is difficult to wound. Any attacks or spells that deal 5 points of damage or less do not deal any damage to K-9.

Slumbering Sight. K-9 can spend a bonus action gazing at a creature within 60 feet, forcing it to fall unconscious for 10 minutes if it fails a DC 17 Wisdom saving throw. The sleeping creature can be awoken if another creature spends an action shaking the target awake. Creatures that succeed their saving throw are immune to K-9's Slumbering Sight for the next 24 hours. Any creature immune to the charmed condition is immune to this effect.

Tactical Genius. By spending a bonus action, K-9 grants an ally an action they must use immediately (costing the benefiting creature its reaction).

Targeting Relays. K-9 is not at disadvantage when making ranged attacks while within reach of an enemy and she does not need to spend a bonus action aiming to gain her proficiency bonus to attacks made with firearms.

ACTIONS

Multiattack. K-9 makes any combination of five unarmed strike attacks or five autopistol attacks each round.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 11 (2d8+2) bludgeoning damage.

Autopistol. *Ranged Weapon Attack:* +9 to hit, range (120/480), one target.

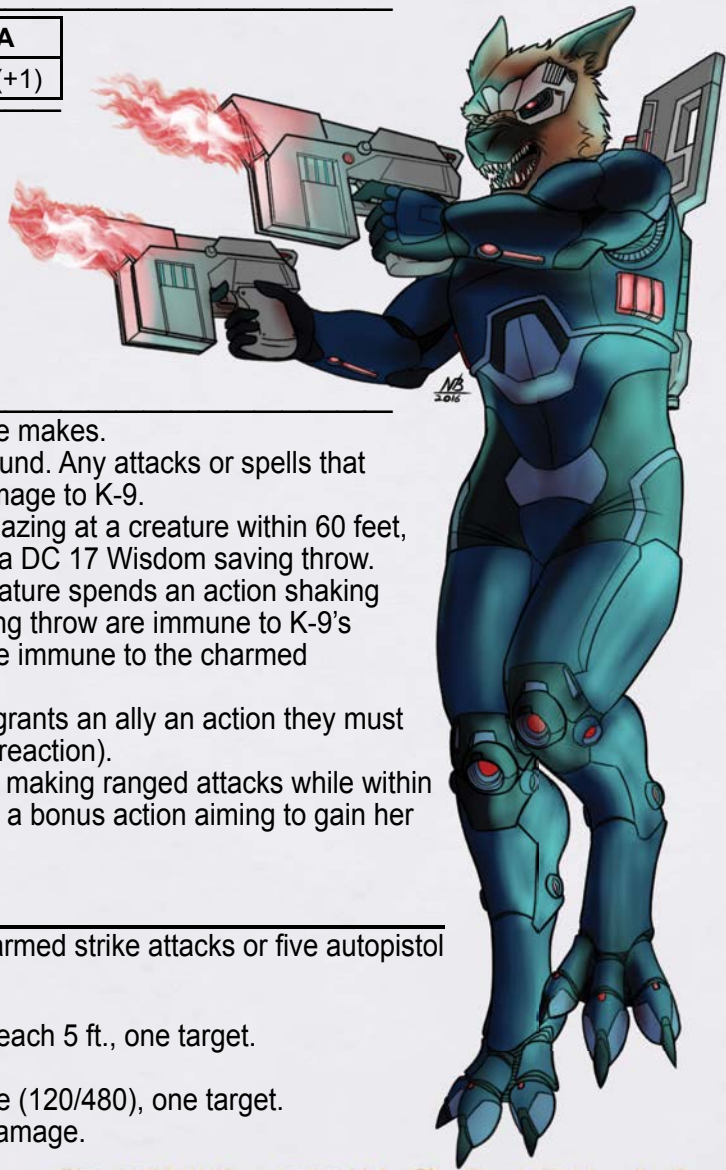
Hit: 14 (2d8+5) magical bludgeoning and piercing damage.

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 the *tachyon flux*. Her augmented physique is further enhanced by cybernetics that give her the edge required to keep order in the Mystical Metropolis.

Despite all that holds her back K-9 has a natural predilection for sniffing out the truth of things, a talent that proves to be of great value in the Mystical Metropolis. Any violent crimes that are beyond the ken of the city's elementals or too tough for regular detectives to crack fall onto her desk, and the only case that's managed to resist her precise sleuthing is her own. Though the possibility terrifies her and offends K-9's sensibilities, many of her recent inquiries have led her to one disturbing conclusion: a shadow hypercorporation exists somewhere in Kathmandu, violating one of its most sacred laws. This is a secret she has yet to share with the rest of the Zodiac Defenders, waiting until there is undeniable proof of the enigmatic institution and a reliable target to focus their efforts against.

ZODIAC DEFENDERS



SERGEANT K-9

Unyielding Torrent (The Dragon)

Medium humanoid, lawful good

Armor Class 21 (6 martial insight)

Hit Points 237 (25d8+125)

Speed 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	20 (+5)	20 (+5)	20 (+5)

Saving Throws All +11

Skills Acrobatics +11, Athletics +11, Insight +11, Investigation +11, Perception +11, Stealth +11

Senses darkvision 60 ft., passive Perception 21

Languages Chinese, English, Elvish, Nepalese

Challenge 18 (20,000 XP)

Ki Charged Weapons. Unyielding Torrent is proficient with all weapons. Any attacks made by him count as magical weapons and he adds his proficiency bonus as force damage when making ranged attacks. By spending a bonus action, Unyielding Torrent can add his proficiency bonus as force damage to melee attacks.

Masterful Strike. By spending a bonus action after dealing damage, Unyielding Torrent can force his target to make a DC 21 Wisdom save or gain one of the following conditions for 1d4 rounds: blinded, deafened, frightened, incapacitated, poisoned, prone, stunned, or unconscious.

Rapid Reflexes. When Unyielding Torrent makes a Dexterity saving throw to reduce the damage of a spell or attack, on a success he takes no damage and on a failure he takes half damage.

Superior Leaping. Unyielding Torrent triples the distance of any jumps he makes.

Unyielding Torrent

ACTIONS

Multiattack. Unyielding Torrent makes four unarmed strike attacks, two unyielding wave attacks, or one unyielding wave attack and two unarmed strike attacks each round.

Unarmed Strike. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 18 (3d8+5) magical bludgeoning damage plus 11 (2d10) force damage.

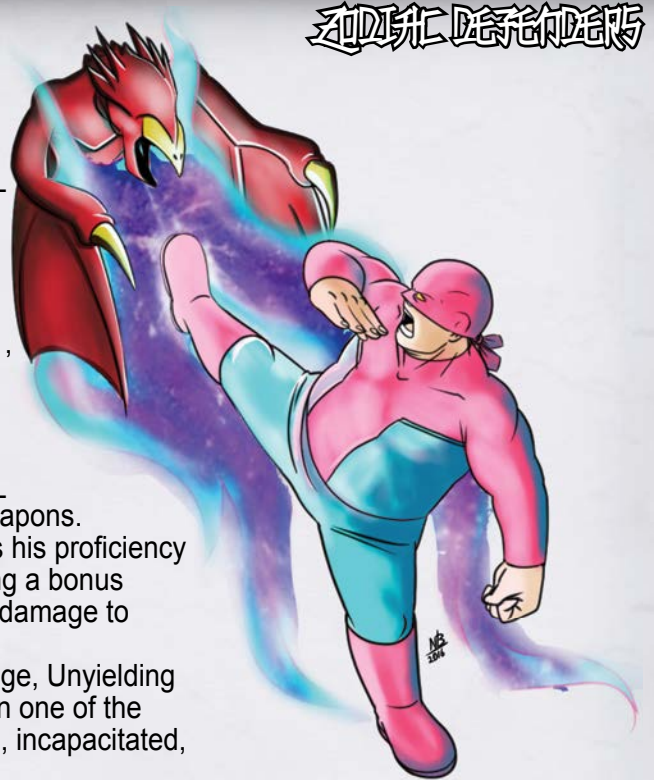
Unyielding Wave. *Melee Weapon Attack:* +11 to hit, reach 30 ft., multiple targets (30-foot-cone; make an attack roll for each target). *Hit:* 55 (10d10) force damage.

REACTIONS

Reflexive Dodge. When Unyielding Torrent is aware of his attacker, he may spend his reaction to reduce the damage of an attack or spell by half.

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).



ZODIAC DEFENDERS

Monkey

Medium humanoid, neutral good

Armor Class 18 (studded leather)

Hit Points 150 (20d8+60)

Speed 50 ft., climb 30 ft.

MONKEY

ZODIAC DEFENDERS

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	15 (+2)	11 (+0)	8 (-1)	17 (+3)

Saving Throws Str +9, Dex +10, Con +6, Wis +4

Skills Acrobatics +11, Intimidation +8, Perception +4, Persuasion +8, Stealth +11

Senses darkvision 60 ft., passive Perception 14

Languages English, Nepalese, Orc

Challenge 13 (10,000 XP)

Danger Sense. By spending a bonus action, Monkey can force disadvantage on attacks made against him until the start of his next turn.

Desperate Dodge. Roll a Constitution saving throw with a DC equal to the damage dealt when Monkey is reduced to below 0 hp; on a success, he is at 1 hp instead. Monkey requires a short rest before using this ability again.

Hyper Strength. Monkey has advantage on all Strength ability checks and saving throws, and his carrying capacity is tripled

Rapid Reflexes. When Monkey makes a Dexterity saving throw to reduce the damage of a spell or attack, on a success he takes no damage and on a failure he takes half damage.

Superior Leaping. Monkey triples the distance of any jumps he makes.

Vine Master. Monkey does not suffer disadvantage when making ranged attacks while within a foe's reach. When using his vines to grapple a creature, Monkey does not have the grappled condition and he may grapple up to 6 creatures at once with his vines.

ACTIONS

Multiattack. Monkey makes any combination of four unarmed strike attacks and vine attacks each turn or throws an object.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 4 (4d8) bludgeoning damage.

Thrown Object. *Ranged Weapon Attack:* +11 to hit, range (50/100), multiple targets (determined by object size; make one attack roll per target). *Hit:* 8 (1d8+4) damage. The damage type depends on the object (bludgeoning, piercing, or slashing) and at 100 pounds and every 100 pounds thereafter, the damage increases by 1d8 (up to 44 [9d8+4] at 800 pounds).

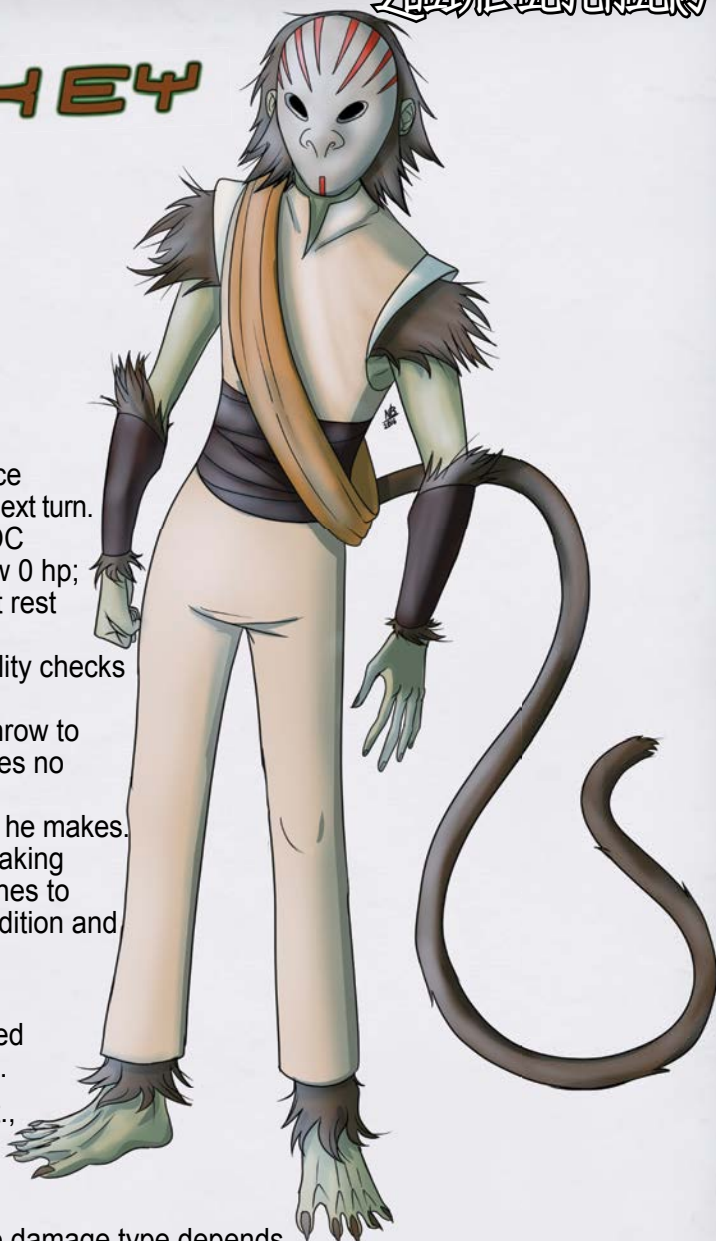
Vine. *Ranged Weapon Attack:* +11 to hit, range (20/100), one target. *Hit:* grappled (escape DC 18). A creature already grappled by Monkey's vines gains the restrained condition if hit by his vines a second time (escape DC 20). A creature restrained by Monkey's vines gains the incapacitated condition (escape DC 22).

REACTIONS

Fast Reactions. Monkey can take 2 reactions each round.

Reflexive Dodge. When Monkey is aware of his attacker, he may spend his reaction to reduce the damage of an attack or spell by half.

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 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

Small humanoid, chaotic good

Armor Class 17 (leather)

Hit Points 136 (16d6+80)

Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	22 (+6)	20 (+5)	10 (+0)	15 (+20)	13 (+1)

Saving Throws Dex +10, Int +4, Cha +5

Skills Acrobatics +10, Perception +6, Stealth +10

Damage Resistances poison, psychic

Condition Immunities exhausted, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Chinese, English, Halfling, Hindi, Nepalese

Challenge 12 (8,400 XP)

Climbing Run. Rabbit has a climb speed equal to her normal speed while she is in movement.

Fast Feet. Rabbit ignores all types of difficult terrain.

Igniting Throw. Rabbit throws objects so quickly that they catch flame, dealing +2d8 fire damage.

Probability Control. Rabbit can spend a bonus action to grant one creature she can see advantage or disadvantage on all ability checks, attack rolls, and saving throws until the beginning of her next turn. By spending an action, she can affect up to 6 different creatures at once.

Rapid Reflexes. When Rabbit makes a Dexterity saving throw to reduce the damage of a spell or attack, on a success she takes no damage and on a failure she takes half damage.

Rapid Strike. Rabbit critically hits on any successful attack against a prone target.

Rapid Trip. As a bonus action, Rabbit can cause a target that has taken more than 10 damage from her velocity strike to go prone.

Running Dodge. On any turn where Rabbit takes the Dash action her AC increases by 5.

ACTIONS

Velocity Strike. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 27 (2d20+6) bludgeoning damage.

REACTIONS

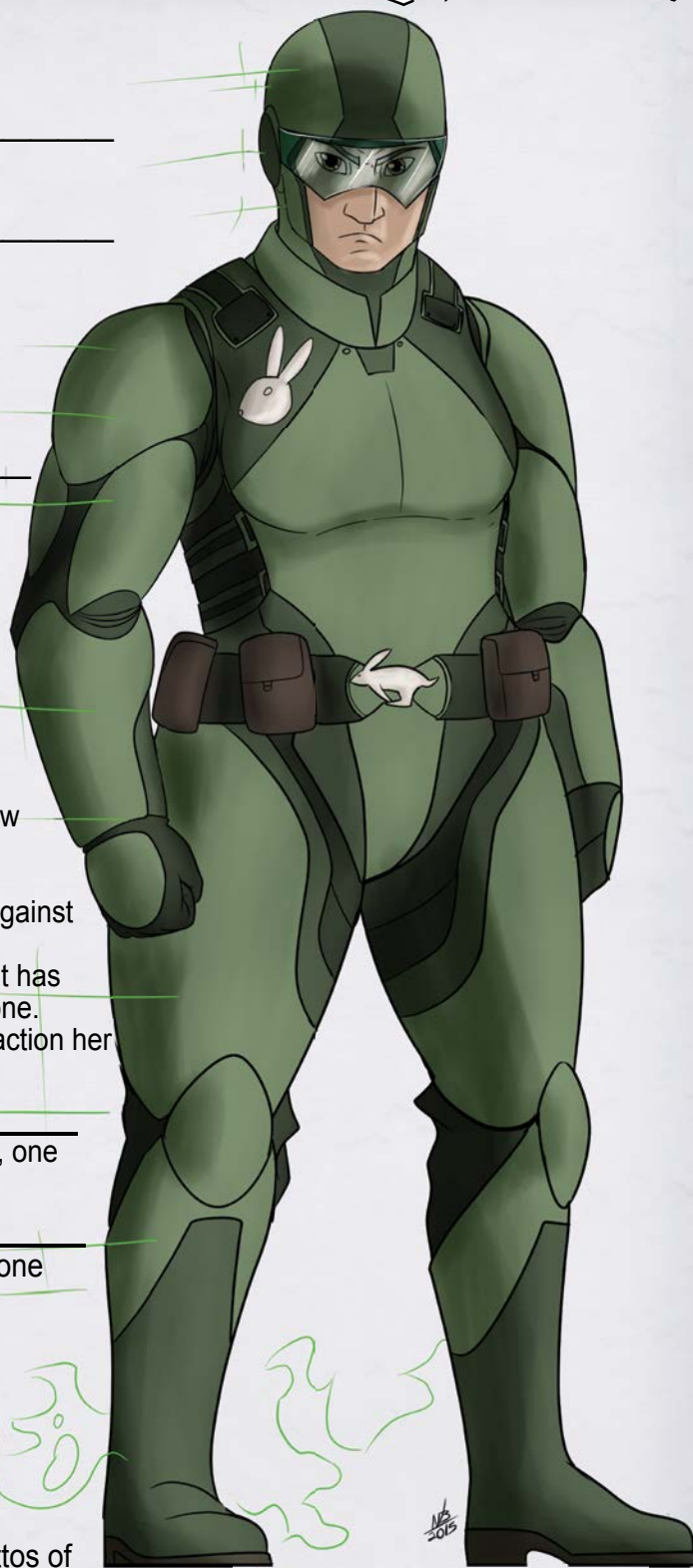
Fast Kick. When moving away from a creature with the prone condition Rabbit can spend a reaction to make a velocity strike. Rabbit can only use fast kick against a creature once per turn.

Fast Reactions. Rabbit can take 6 reactions each round.

Reflexive Dodge. When Rabbit is aware of her attacker, she may spend her reaction to reduce the damage of an attack or spell by half.

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).

ZODIAC DEFENDERS



Rabbit

Big Cheez (The Rat)

Medium monstrosity, chaotic neutral

Armor Class 18 (3 natural)

Hit Points 187 (25d8+75)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	17 (+3)	13 (+1)	10 (+0)	8 (-1)

Skills Acrobatics +15, Intimidate +9, Perception +10

Damage Resistances necrotic

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, petrified, poisoned

Senses darkvision 60 ft., passive Perception 20

Languages Elven, English, Nepalese

Challenge 15 (13,000 XP)

Autoficient. Big Cheez does not need to spend a bonus action aiming to gain his proficiency bonus to attacks made with firearms.

Dimensional Bounce (Recharge 1–4). Big Cheez can spend a bonus action to teleport to any location within 150 feet.

Grenades. Big Cheez always keeps an obscene number of grenades at all times (page 170). As an action he may throw six grenades.

Perfect Combatant. Big Cheez gains double his proficiency bonus to Acrobatics, Intimidate, and Perception checks, and any attacks he makes are considered magical.

Practiced Shot. Big Cheez gains his proficiency bonus to damage with firearms and does not suffer disadvantage for making ranged attacks while within an enemy's reach or while grappling.

Regeneration. At the end of his turn, if Big Cheez has not taken 20 points of damage or more from a single attack or spell, he heals 40 hit points. Big Cheez regrows any limb cut off his body after 1 round of regeneration.

Taunt. Big Cheez can deeply offend a creature that can hear or see him as a free action on his turn, forcing the target to make an opposed Charisma (Intimidate) check. If Big Cheez wins the check, the target has disadvantage on any attacks made against creatures other than Big Cheez for 1d4 rounds.

Totally Unhinged. Big Cheez is delusional and frequently talks to himself or an invisible audience, but his fractured psyche is virtually impregnable. When making an Intelligence, Wisdom, or Charisma saving throw, Big Cheez rolls three times and takes the best result.

ACTIONS

Multiattack. Big Cheez makes any combination of six swordchuks attacks and gun blasts each turn or one bullet storm.

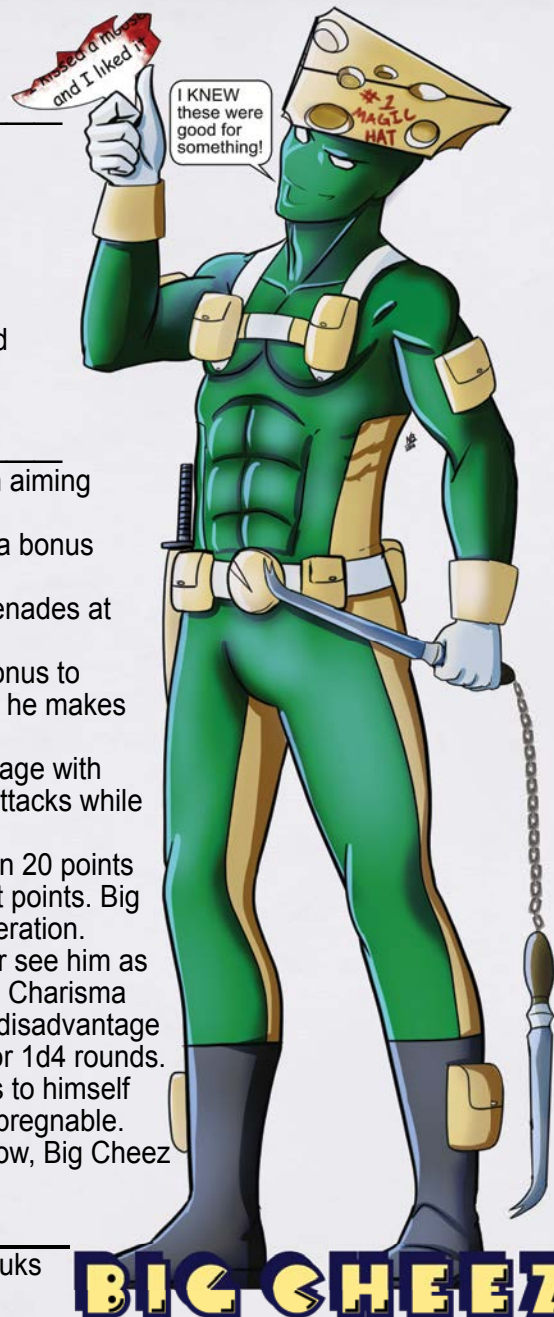
Swordchuks. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 16 (4d6+2) magical slashing damage. On a natural roll of 1 or 2, Big Cheez makes an attack against himself as a free action.

Gun Blast. *Ranged Weapon Attack:* +10 to hit, range (100/500), one target. *Hit:* 17 (2d6+10) magical bludgeoning and piercing damage.

Bullet Storm. *Ranged Weapon Attack:* range (100 only), multiple targets (30-foot-radius). *Hit:* 75 (10d12+10) magical bludgeoning and piercing damage; DC 18 Dexterity saving throw halves damage.

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.

ZODIAC DEFENDERS



Deathslide

Medium humanoid, neutral evil

Armor Class 15 (padded)

Hit Points 90 (12d8+36)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	16 (+3)	15 (+2)	15 (+2)	10 (+0)

Saving Throws Str +4, Wis +5, Cha +3

Skills Acrobatics +10, Deception +3, Insight +5, Intimidate +6, Investigation +5, Perception +8, Stealth +7

Damage Resistances psychic

Senses darkvision 60 ft., passive Perception 18

Languages English, Spanish, Thieves' Kant

Challenge 7 (2,900 XP)

Apprentice Strike. By spending a bonus action after dealing damage with a melee attack, Deathslide can force his target to make a DC 15 Wisdom save or gain one of the following conditions for 1d4 rounds: blinded, deafened, poisoned, prone, or stunned.

Autoficient. Deathslide does not need to spend a bonus action aiming to gain his proficiency bonus to attacks made with firearms.

Perfect Combatant. Deathslide gains double his proficiency bonus to Acrobatics, Intimidate, and Perception checks, and any attacks he makes are considered magical.

Practiced Shot. Deathslide gains his proficiency bonus to damage with firearms and does not suffer disadvantage for making ranged attacks while within an enemy's reach or while grappling.

Superior Leaping. Deathslide triples the distance of any jumps he makes.

Unnatural Luck. At the beginning of his turn, Deathslide rolls a d20. At any point before his next turn, he may choose to use the result of this d20 in place of another d20 result as a free action. Deathslide can only use this ability once per round.

ACTIONS

Multiattack. Deathslide makes any combination of three unarmed strike attacks and autopistol attacks each turn.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 13 (2d8+4) magical bludgeoning damage.

Autopistol. *Ranged Weapon Attack:* +7 to hit, range (120/480), one target. *Hit:* 16 (2d8+7) magical bludgeoning and piercing damage.

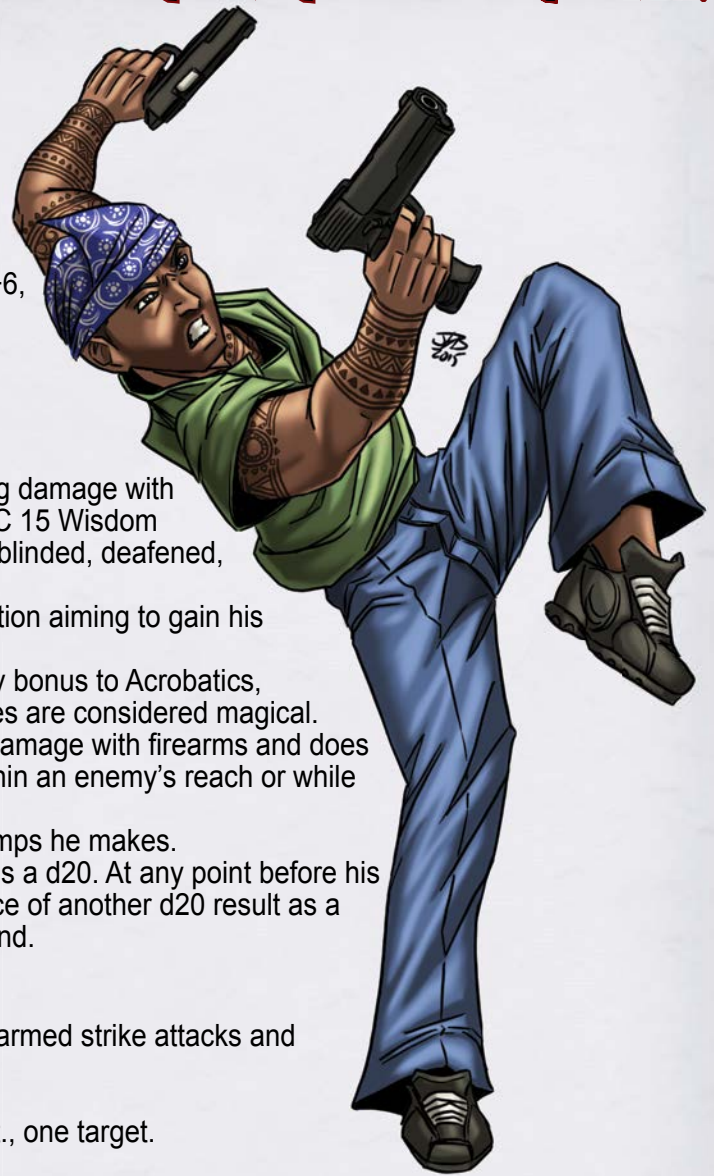
REACTIONS

Reflexive Dodge. When Deathslide is aware of his attacker, he may spend his reaction to reduce the damage of an attack or spell by half.

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 roam 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. Despite his relative youth he has contacts throughout the East Coast, both in America and in Canada, and rumors of his involvement in operations south of the border (in Latin America) are a topic of much gossip in the alleyways of the Sixth City.

CLEVELAND GANG LEADER



DEATHSLIDE

Faulted Janice

Medium humanoid, chaotic neutral

Armor Class 16 (studded leather)

Hit Points 132 (24d8+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	13 (+1)	10 (+0)	13 (+1)	20 (+5)

Saving Throws Con +4, Int +3, Wis +4

Skills Acrobatics +7, Deception +8, Perception +4, Perform +8, Persuasion +8

Damage Resistances psychic

Condition Immunities charmed

Senses passive Perception 14

Languages English, Thieves' Kant

Challenge 8 (3,900 XP)

Hoverboarding. By spending a bonus action, Faulted Janice can increase her speed by 30 feet by riding on her hoverboard until the beginning of her next turn.

Pump It Up. By spending an action, Faulted Janice can make a DC 15 Charisma (Performance) check to give all of her allies (usually Cultists) advantage on either attack rolls, Constitution saving throws, or Dexterity saving throws until the end of her next turn.

Sway the Crowd. By spending a bonus action and action, Faulted Janice can make a Charisma (Persuasion) check against all creatures that are able to see and hear her. Creatures need to make a Charisma saving throw against the result of her check or gain the charmed condition. After five rounds any charmed creature may make a second Charisma saving throw to resist this effect; after ten rounds any charmed creature may make a third Charisma saving throw and has advantage when doing so. Creatures that have saved against this ability are immune to its effects for 24 hours.

Spellcasting. Faulted Janice is an 8th-level spellcaster that uses Charisma as her spellcasting ability (spell save DC 16; +8 to hit with spell attacks). Faulted Janice has the following spells prepared and can cast them without the need for any components:

Cantrips: *dancing lights*, *mage hand*, *prestidigitation*, *produce flame*

1st (5 slots): *bless*, *charm person*, *hideous laughter*

2nd (3 slots): *heat metal*, *mirror image*, *spiritual weapon*

3rd (2 slots): *haste*, *lightning bolt*

ACTIONS

Multiattack. Faulted Janice makes two melee attacks each turn.

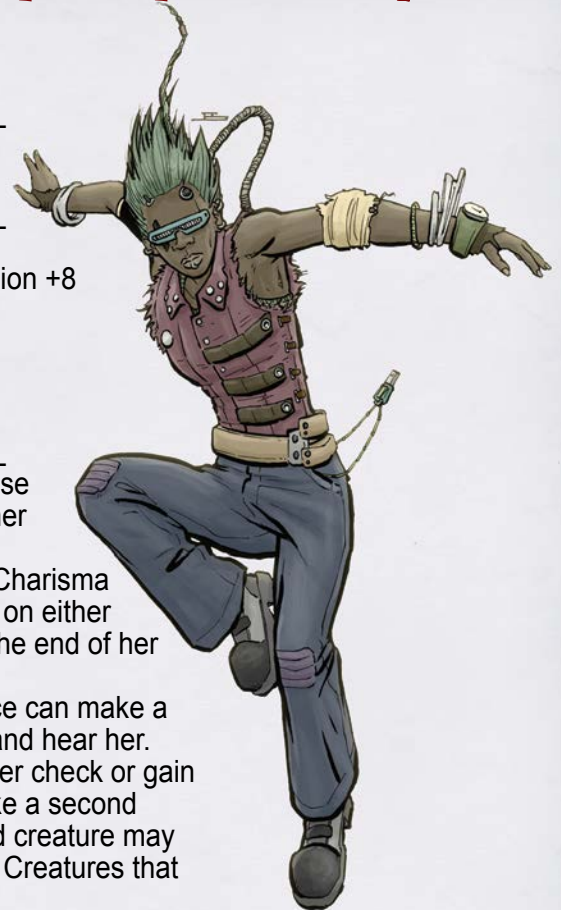
Telekinetic Punch. *Melee Weapon Attack.* +7 to hit, reach 50 ft., one target.

Hit: 26 (5d8+4) force damage.

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 sound 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. With her newfound abilities and a truly devoted sect of followers, Janice has taken over a large part of the Sixth City, devoting it to debauchery and hedonism. Though many call for her to return to the world stage, Gobseco owns all of her works in perpetuity and even if anyone could convince her to play music again, there's a disgusting hypercorporate CEO and battalion of lawyers to get through first.

CLEVELAND GANG LEADER



FAULTED
JANICE

Sword Empress

Medium humanoid, neutral good

Armor Class 17 (half-plate)

Hit Points 187 (22d8+88)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	19 (+4)	10 (+0)	13 (+1)	10 (+0)

Saving Throws Str +9, Dex +6, Con +8, Int +4

Skills Athletics +9, Insight +5, Perception +5

Damage Vulnerabilities lightning

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities exhausted

Senses passive Perception 15

Languages English

Challenge 11 (7,200 XP)

Dueling Challenge. By spending a bonus action, Sword Empress grants herself advantage on all attack rolls and saving throws against one target, suffering disadvantage on any attacks rolls against other creatures. This effect lasts until the target is dead or combat ends.

Forsaken. The Sword Empress is immune to any spell or magical effect that can be resisted with a successful saving throw.

Hyper Real Strikes. Though displaced from the Hypernet, the Sword Empress still possesses some of the power granted to her there. After taking two or more melee attacks during her turn, she is surrounded by a fine digital mist that causes all ranged attacks against her to suffer disadvantage until the start of her next turn. Creatures with blindsense, blindsight, and truesight are immune to this effect.

Powered Muscles. Sword Empress triples her Strength bonus to melee damage and has advantage on all Strength ability checks and saving throws.

Superior Leaping. Sword Empress triples the distance of any jumps she makes.

Targeting Relays. Sword Empress is not at disadvantage when making ranged attacks while within reach of an enemy and she does not need to spend a bonus action aiming to gain her proficiency bonus to attacks made with firearms.

ACTIONS

Multiattack. Sword Empress makes any combination of three sword strikes or SMG blasts each turn.

Sword Strike. *Melee Weapon Attack:*

+9 to hit, reach 5 ft., one target.

Hit: 24 (2d8+15) magical slashing damage.

SMG Blast. *Ranged Weapon Attack:*

+6 to hit, range (80/360), one target.

Hit: 15 (2d8+6) bludgeoning and piercing damage.

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.

CLEVELAND GANG LEADER

SWORD
EMPRESS



Aurora

Medium monstrosity, lawful good

Armor Class 18 (magical studded leather)

Hit Points 209 (22d8+110)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	21 (+5)	20 (+5)	14 (+2)	11 (+0)	20 (+5)

Saving Throws Dex +10, Con +10, Wis +5, Cha +10

Skills Acrobatics +10, Insight +5, Perception +5, Persuasion +10, Stealth +10, Survival +5

Damage Resistances cold, fire, lightning, necrotic, poison

Damage Immunities radiant

Condition Immunities charmed, poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Celestial, English, Romanian

Challenge 16 (15,000 XP)

Dhampir. In addition to her resistances and immunities, Aurora's vampiric ancestry gives her advantage on all saving throws against Vampires.

Pain Threshold. Aurora's connection to positive energy makes her extremely durable. Any attacks or spells that deal 5 points of damage or less do not deal any damage to Aurora.

Positive Aura. Allies within 30 feet of Aurora gain advantage on saving throws against Vampires.

Undead Hunter. Aurora has advantage on Wisdom (Insight), Intelligence (Investigation), Wisdom (Perception), and Wisdom (Survival) checks made against undead creatures.

Smite. Aurora can expend a spell slot as a free action when dealing weapon damage to deal an additional 1d8 radiant damage per level of the sacrificed spell slot.

Spellcasting. Aurora is a 16th-level spellcaster that uses Charisma as her spellcasting ability (spell save DC 18; +10 to hit with spell attacks). Aurora has the following spells prepared from the paladin spell list:

1st (4/day): *bless, divine favor, heroism, protection from evil*

2nd (4/day): *aid, lesser restoration, magic weapon, zone of truth*

3rd (4/day): *dispel magic, magic circle, remove curse, revivify*

4th (3/day): *banishment, death ward, locate creature*

ACTIONS

Multiattack. Aurora makes five holy strikes, five holy arrow attacks, or two channeled energy attacks each round.

Holy Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d10+2) magical slashing damage plus 11 (2d10) radiant damage.

Channeled Energy. *Melee Weapon Attack:* +10 to hit, reach 30 ft., multiple targets (30-foot-radius). *Hit:* 55 (10d10) radiant damage. A DC 18 Wisdom saving throw reduces this damage by half. Instead of dealing damage, Aurora may choose to use this ability to heal 10d10 hit points, distributed to 5 or fewer creatures within the area of effect.

Holy Arrow. *Ranged Weapon Attack:* +10 to hit, range (150/600), one target. *Hit:* 16 (2d10+5) magical piercing damage plus 9 (2d8) radiant damage.

REACTIONS

Divine Grace. Aurora may make a Charisma saving throw in place of any other saving throw by spending her reaction.

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. Recently an opportunity to truly wound her nemesis has come to Aurora's attention and though she does not trust all of the operators involved, if the ploy works it might be just the thing she needs to bring the First Vampire down once and for all.



Biox

Medium monstrosity, lawful evil

Armor Class 22 (7 natural)

Hit Points 195 (30d8+60)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	15 (+2)	21 (+5)	13 (+1)	20 (+5)

Saving Throws Con +8, Dex +11, Int +11, Wis +7

Skills Deception +11, Insight +7, Medicine +7, Nature +11, Perception +7, Stealth +11

Damage Vulnerabilities thunder

Damage Resistances acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Aklo, Chinese, English, Hindi

Challenge 17 (18,000 XP)

Conjure Creature. Biox can spend an action and bonus action summoning a creature. At the start of her next turn, the creature (which must be of a CR of 8 or less) appears within 30 feet of Biox. This creature is entirely under Biox's control and acts on her initiative.

Regeneration. At the end of her turn, if Biox has not taken thunder damage since her last turn, she heals 20 hit points. Biox does not regrow any severed limbs.

Spellcasting. Biox is a 17th-level spellcaster that uses Intelligence as her spellcasting ability (spell save DC 19; +11 to hit with spell attacks). Biox has the following spells prepared from the sorcerer's spell list:

Cantrips: *acid splash, mage hand, mending, prestidigitation, true strike*
1st (4 slots): *comprehend languages, expeditious retreat, fog cloud, magic missile*

2nd (4 slots): *alter self, blur, invisibility, see invisibility*

3rd (4 slots): *blink, dispel magic, fireball, stinking cloud*

4th (4 slots): *confusion, dimension door, greater invisibility, polymorph*

5th (3 slots): *cloudkill, hold monster, telekinesis*

6th (3 slots): *chain lightning, disintegrate, true seeing*

7th (2 slots): *delayed blast fireball, teleport*

ACTIONS

Multiattack. Biox makes eight claw attacks or any combination of six bio-bomb and magipistol attacks.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target.

Hit: 10 (1d10+5) magical slashing damage plus 4 (1d8) acid damage.

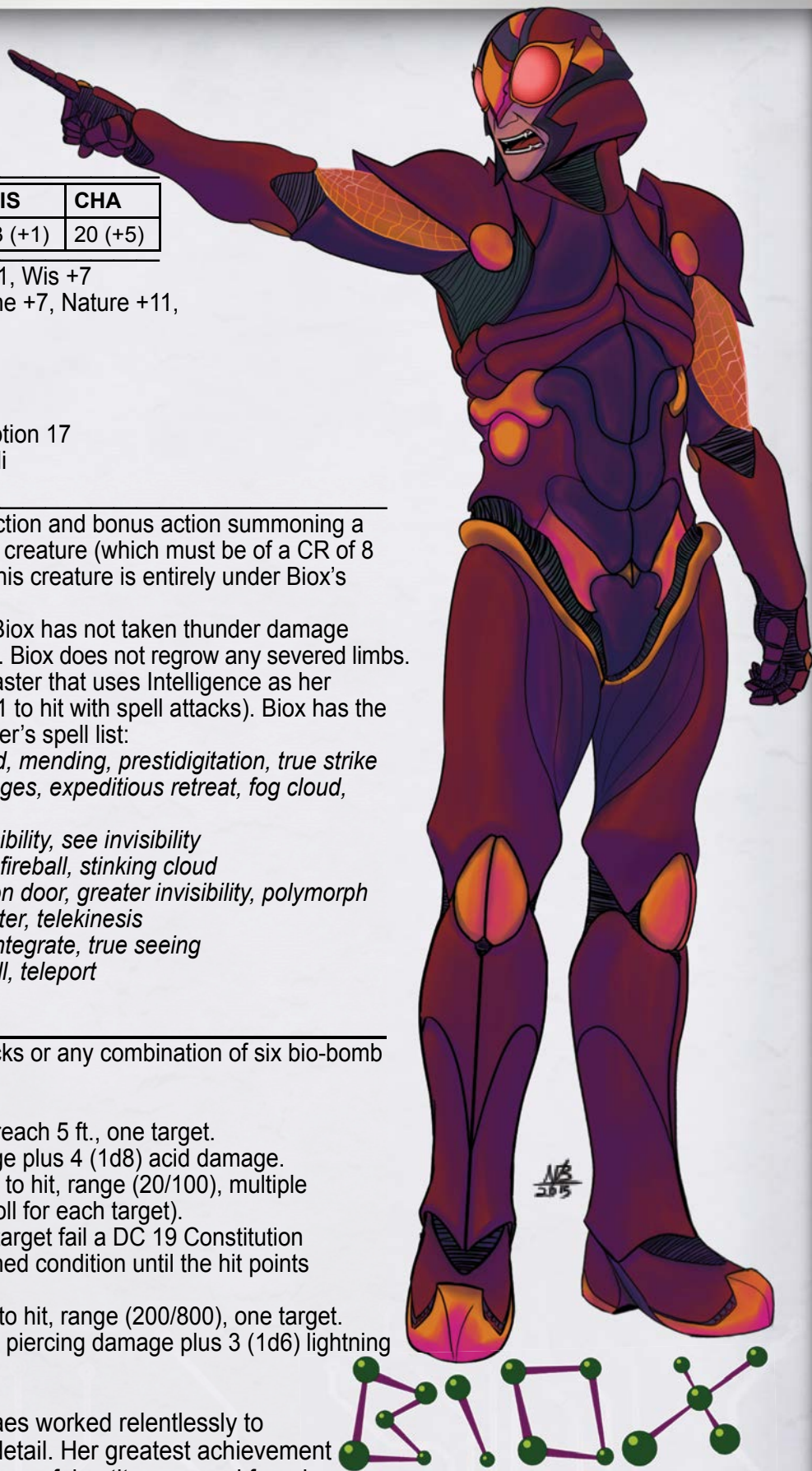
Bio-Bomb. Ranged Weapon Attack: +11 to hit, range (20/100), multiple targets (15-foot-radius; make an attack roll for each target).

Hit: 17 (5d6) poison damage should the target fail a DC 19 Constitution saving throw. The target gains the poisoned condition until the hit points lost to poison damage are healed.

Magipistol. Ranged Weapon Attack: +6 to hit, range (200/800), one target.

Hit: 14 (2d8+5) magical bludgeoning and piercing damage plus 3 (1d6) lightning damage.

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 does it—usually while leading an operations team—her heightened aggression is obvious.



Casey Jones

Medium humanoid, neutral good

Armor Class 15 (18 with mage armor)

Hit Points 199 (21d8+105)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	20 (+5)	20 (+5)	15 (+2)	9 (–1)	22 (+6)

Saving Throws Int +8, Wis +5

Skills Arcana +8, Deception +12, Insight +5

Damage Resistances psychic

Senses darkvision 60 ft., passive Perception 9

Languages Dwarven, Elven, English, Undercommon

Challenge 17 (18,000 XP)

Pain Threshold. One of Casey Jones' permanent enchantments makes him supernaturally tough. Any attacks or spells that deal 5 points of damage or less do not deal any damage to Casey Jones.

Spellcasting. Casey Jones is a 17th-level spellcaster that uses Charisma as his spellcasting ability (spell save DC 20; +12 to hit with spell attacks).

Casey Jones has the following spells prepared from the sorcerer and warlock spell lists:

Cantrips: *acid splash*, *chill touch*, *mage hand*, *mending*, *prestidigitation*

1st (4 slots): *charm person*, *false life*, *mage armor*, *magic missile*

2nd (4 slots): *blindness/deafness*, *detect thoughts*, *invisibility*, *suggestion*

3rd (4 slots): *dispel magic*, *fireball*, *major image*, *tongues*

4th (4 slots): *dimension door*, *greater invisibility*, *hallucinatory terrain*, *stoneskin*

5th (4 slots): *animate objects*, *hold monster*, *telekinesis*, *wall of stone*

6th (4 slots): *chain lightning*, *eyebite*, *mass suggestion*, *true seeing*

7th (3 slots): *forcecage*, *finger of death*, *teleport*

8th (2 slots): *dominate monster*, *glibness*

9th (2 slots): *foresight*, *true polymorph*



CASEY JONES

ACTIONS

Multiattack. Casey Jones makes two dagger attacks or two magical cocktail attacks each turn.

Dagger. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 7 (1d4+5) slashing damage.

Magical Cocktail. *Ranged Weapon Attack:* +11 to hit, range (20/60), multiple targets (10-foot-square; make an attack roll for each target). *Hit:* 33 (6d8+6) fire damage.

“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.

Only a few operators have figured out why a mage with so much power—both financial and magical—chooses to live in the muck and detritus when he can easily afford a posh, lush lifestyle. These are the surviving allies of cruel and vicious mercenaries that unwisely decided to prey on the broken population of Cleveland, finding that one of their targets was far more than he seems. Casey Jones always leaves as many living witnesses as possible, letting his legend spread throughout the Sixth City and beyond. When he isn't busy reversing the disparities of his adopted city the crazy old wizard delves deeply into the magical secrets of Earth's ancient past, unlocking mysteries that only drive him further from sanity.

Corruption

Medium humanoid, neutral good

Armor Class 18 (5 natural)

Hit Points 165 (30d8+30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	17 (+3)	20 (+5)	11 (+0)

Saving Throws Wis +10, Cha +5

Skills Nature +8, Religion +8, Perception +10

Damage Resistances cold, fire, necrotic

Condition Immunities blinded, charmed, deafness

Senses darkvision 90 ft., passive Perception 20

Languages English, French, Italian

Challenge 15 (13,000 XP)

Dependency. Corruption requires the nourishment provided by a pomegranate in order to fuel his abilities. For every day without pomegranate, he accrues one level of exhaustion.

Spirit Animal. Corruption has a familiar named Caa the viper. Unlike normal viper familiars, it is incorporeal, invisible, and has a fly speed of 60 feet.

Stardust. Corruption can spend a bonus action conjuring and flinging stardust at a creature within 50 feet, forcing them to make a DC 18 Charisma saving throw or make attacks with disadvantage for the next 1d4 rounds. Creatures that cannot be blinded are immune to this ability.

Spellcasting. Corruption is a 16th-level spellcaster that uses Wisdom as his spellcasting ability (spell save DC 18; +10 to hit with spell attacks). Corruption has the following spells prepared:

Cantrips: mage hand, magic stone, message, prestidigitation, produce flame

1st (5 slots): *bane, command, detect magic, faerie fire, shield*

2nd (5 slots): *barkskin, detect thoughts, invisibility, scorching ray, spiritual weapon*

3rd (5 slots): *bestow curse, dispel magic, fear, fly, nondetection*

4th (4 slots): *dimension door, fire shield, freedom of movement, stoneskin*

5th (4 slots): *cone of cold, hold monster, scrying, telekinesis*

6th (4 slots): *blade barrier, chain lightning, globe of invulnerability, heal*

7th (3 slots): *plane shift, reverse gravity, teleport*

8th (2 slots): *incendiary cloud, power word stun*

9th (1 slots): *wish*

CORRUPTION

ACTIONS

Multiattack. Corruption makes four unarmed strike attacks or four magipistol attacks each round.

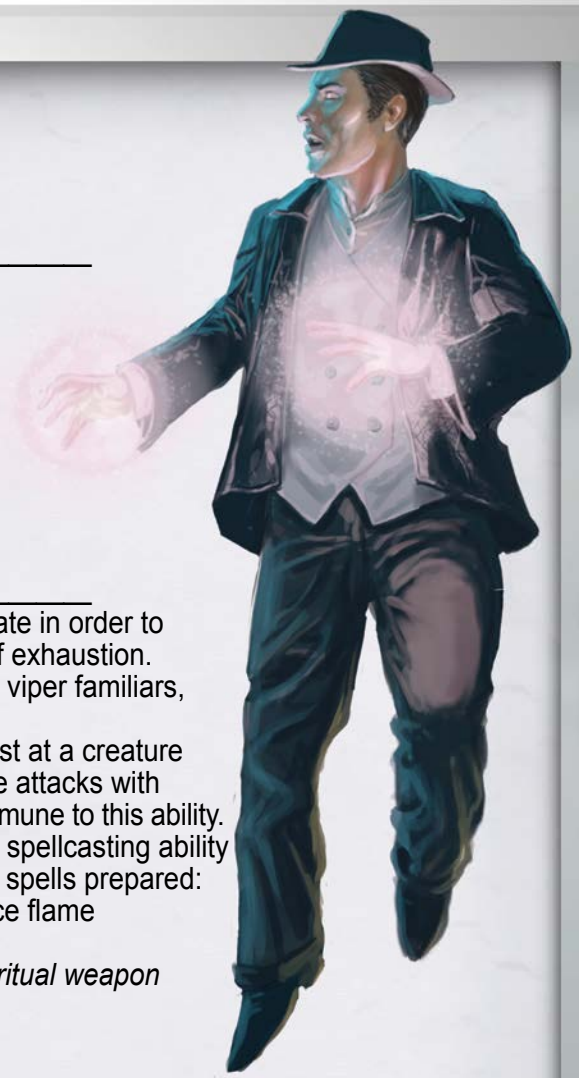
Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage.

Magipistol. *Ranged Weapon Attack:* +8 to hit, range (200/800), one target. *Hit:* 12 (2d8+3) magical bludgeoning and piercing damage plus 3 (1d6) fire damage.

REACTIONS

Shield of Willpower. When attacked by a creature, Corruption may spend his reaction to force disadvantage on that creature's attacks against him until the start of his next turn. Creatures immune to psychic damage cannot be effected by this ability.

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 slaving 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

Medium humanoid, lawful good

Armor Class 16 (2 battlesuit)

Hit Points 78 (12d8+24)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+2)	21 (+5)	11 (+0)	8 (–1)

Saving Throws Str +4, Con +5, Wis +3, Cha +2

Skills Acrobatics +7, Investigation +8, Perception +3, Stealth +7, Technology +8

Damage Vulnerabilities critical hits, lightning

Damage Resistances cold, fire, necrotic, poison, psychic

Condition Immunities exhausted, petrified, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Elven, English, French, German, Norwegian, Spanish, Undercommon

Challenge 7 (2,900 XP)

Artificial Response. When Deathwing is charmed, paralyzed, or stunned, she may spend a bonus action to make a saving throw to eliminate the condition. Deathwing may only use artificial response once against any one instance of an effect.

Rapid Reflexes. When Deathwing makes a Dexterity saving throw to reduce the damage of a spell or attack, on a success she takes no damage and on a failure she takes half damage.

Targeting Relays. Deathwing does not suffer disadvantage for making ranged attacks while within reach of an enemy.

Technofanatic. Deathwing has advantage on Technology checks. While on the Hypernet, she gains advantage on all ability checks and her CR increases by 1.



DEATHWING

ACTIONS

Multiattack. Deathwing makes any combination of two wing slash attacks and wing blade attacks each round.

Wing Slash. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 23 (4d10+1) slashing damage.

Wing Blade. *Ranged Weapon Attack:* +7 to hit, range (100/500), one target. *Hit:* 26 (4d10+4) piercing and slashing damage.

REACTIONS

Fast Reactions. Deathwing can take 2 reactions each round.

Reflexive Dodge. When Deathwing is aware of her attacker, she may spend her reaction to reduce the damage of an attack or spell by half.

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 official (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.

Yolanda travels all over the world but predominantly operates in Neo York, staying literally beneath the radar of the Neometro Transit Authority by flying just a few feet away from the concrete jungle's streets and skyscrapers, using the tunnels of the Rockswerks to nimbly outpace anyone that tries to give chase. When she's not flying in her suit Deathwing soars across the Hypernet, ever vigilant for signs of the Wolves of Stalin closing in on her or her friends.

Doña Tigresa

Medium humanoid, neutral good

Armor Class 18 (6 natural)

Hit Points 170 (20d8+80)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	19 (+4)	8 (–1)	11 (+0)	12 (+1)

Saving Throws Con +9, Int +4, Wis +5, Cha +6

Skills Athletics +10, Insight +5, Intimidate +6

Senses darkvision 60 ft., passive Perception 10

Languages Spanish; telepathy 120 ft.

Challenge 13 (10,000 XP)

Autoficient. Doña Tigresa does not need to spend a bonus action aiming to gain her proficiency bonus to attacks made with firearms.

Empowered Strikes. Attacks made by Doña Tigresa count as magical.

When Doña Tigresa deals damage with a melee weapon attack, she may expend a spell slot to deal an additional 3 (1d6) fire, lightning, or thunder damage per level of the sacrificed spell slot.

Grappling Champion. Doña Tigresa may grapple up to two opponents at once without gaining the grappled condition herself and while grappling only one opponent, she has advantage on checks made to grapple.

Grapple Weapon. Doña Tigresa can use a creature she has restrained as an improvised weapon and has proficiency to do so (1d8 bludgeoning for Small creatures, 1d10 bludgeoning for Medium creatures). Her improvised weapons and the targets of her attack both take the same amount of damage from each successful attack she makes; the improvised weapon receives a Constitution saving throw with a DC equal to the damage that would be dealt even when Doña Tigresa misses on her attack roll.

Practiced Shot. Doña Tigresa gains her proficiency bonus to damage with firearms and does not suffer disadvantage for making ranged attacks while within an enemy's reach or while grappling.

Spellcasting. Doña Tigresa is a 13th-level spellcaster that uses Strength as her spellcasting ability (spell save DC 18; +10 to hit with spell attacks). Doña Tigresa has the following spells and can cast them with the need for only verbal components:

Cantrips: *magic stone*, *shocking grasp*, *true strike*

1st (5 slots): *command*, *heroism*, *magic missile*

2nd (5 slots): *blur*, *enlarge*, *mirror image*

3rd (5 slots): *haste*

DOÑA TIGRESA

ACTIONS

Multiattack. Doña Tigresa takes any combination of four unarmed strike attacks or magipistol attacks each turn.

Unarmed Strike. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) magical bludgeoning damage. Instead of dealing damage, Doña Tigresa can grapple a target (escape DC 20). When attacking a creature she has grappled, Doña Tigresa restrain the target (escape DC 22) and deal damage.

Autopistol. *Ranged Weapon Attack:* +7 to hit, range (120/480), one target. *Hit:* 16 (2d8+7) magical bludgeoning and piercing damage.

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 (page 137) 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

Medium humanoid, chaotic good

Armor Class 15 (18 with mage armor)

Hit Points 171 (18d8+90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	20 (+5)	20 (+5)	21 (+5)	19 (+4)	16 (+3)

Saving Throws Str +4, Wis +9, Cha +8

Skills All (proficiency bonus +5)

Damage Resistances necrotic, psychic

Damage Immunities poison

Condition Immunities exhaustion, poisoned, stunned

Senses darkvision 120 ft., passive Perception 19

Languages Abyssal, Aklo, Aquan, Celestial, Chinese, Draconic, Dwarven, Elven, English, Infernal, Japanese, Latin, Russian, Terran, Undercommon; telepathy 150 ft.

Challenge 15 (13,000 XP)

Dependency. Edgar Allan Poe requires the nourishment provided by a pomegranate in order to fuel his abilities. For every day without pomegranate, he accrues one level of exhaustion.

Psychic Onslaught. All attacks made by Edgar Allan Poe are considered to be magical. When dealing damage with a melee or ranged attack, Edgar Allan Poe can expend a spell slot to deal an additional 4 (1d8) psychic damage per level of the sacrificed spell slot.

Unnatural Luck. At the beginning of his turn, Edgar Allan Poe rolls a d20. At any point before his next turn, he may choose to use the result of this d20 in place of another d20 result as a free action. Edgar Allan Poe can only use this ability once per round.

Spellcasting. Edgar Allan Poe is a 15th-level spellcaster that uses Intelligence as his spellcasting ability (spell save DC 18; +10 to hit with spell attacks).

Edgar Allan Poe has the following spells and can cast them without any components so long as he has his eyepatch:

Cantrips: *acid splash, mage hand, prestidigitation*

1st (5 slots): *command, detect magic, identify, mage armor, magic missile*

2nd (5 slots): *blindness/deafness, detect thoughts, invisibility, silence, suggestion*

3rd (4 slots): *bestow curse, dispel magic, haste, nondetection*

4th (3 slots): *dimension door, locate creature*

5th (2 slots): *hold monster, telekinesis*



Edgar
Allan Poe

ACTIONS

Multiattack. Edgar Allan Poe makes four unarmed strike attacks, four magipistol attacks, or two psychic channels each turn.

Unarmed Strike. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 7 (1d4+5) magical bludgeoning damage.

Magipistol. *Ranged Weapon Attack:* +5 to hit, range (200/800), one target. *Hit:* 9 (2d8) magical bludgeoning and piercing damage plus 3 (1d6) psychic damage.

Psychic Channel. *Melee Weapon Attack:* +10 to hit, reach 30 ft., multiple targets (30-foot-radius). *Hit:* 55 (10d10) psychic damage. A DC 18 Intelligence saving throw reduces this damage by half. Instead of dealing damage, Edgar Allan Poe may choose to use this ability to cause up to five creatures within the area of effect to gain the stunned condition for 1d4 rounds.

REACTIONS

Fast Reactions. Edgar Allan Poe receives 3 reactions per round.

Shield of Willpower. When attacked by a creature, Edgar Allan Poe may spend his reaction to force disadvantage on that creature's attacks against him until the start of his next turn. Creatures immune to psychic damage cannot be effected by this ability.

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'Zaicym 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

Medium humanoid, chaotic good

Armor Class 16 (studded leather)

Hit Points 97 (15d8+30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	15 (+2)	13 (+1)	11 (+0)

Saving Throws Dex +7, Int +5, Wis +4, Cha +3

Skills Acrobatics +7, Insight +3, Investigation +5, Sleight of Hand +7, Stealth +7, Technology +5

Damage Resistances psychic

Senses passive Perception 14

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

Challenge 8 (3,900 XP)

Cityspeak. As a bonus action, Enigma can communicate with an urban environment (as speak with plants). She can use this ability to garner information, make an urban attack, or give herself or one ally cover (AC 15, 15 hp). By spending an action and bonus action, Enigma can teleport herself from one place in a city or larger settlement to another place in the same settlement, so long as she is at least passingly familiar with her destination.

Enigmatic Inspiration. Once per round when rolling an ability check, Enigma may roll 1d8 to increase the result.

Fog Mask. As a free action, Enigma can don or remove the misty fog that conceals her features so long as she has her hat. While wearing her fog mask, Enigma's face cannot be seen, even by creatures under the effects of true sight.

Obsessive Paranoia. Enigma is frequently convinced that conspiracies exist where there are none. Whenever she makes a saving throw against a spell or effect that would give her the charmed condition, she has advantage.

Practiced Shot. Enigma gains her proficiency bonus to damage with firearms and does not suffer disadvantage for making ranged attacks while within an enemy's reach or while grappling.

Technofanatic. Enigma has advantage on Technology checks. While on the Hypernet, she gains advantage on all ability checks and her CR increases by 1.

Spellcasting. Enigma is an 8th-level spellcaster that uses Dexterity as her spellcasting ability (spell save DC 15; +7 to hit with spell attacks). Enigma has the following spells and can cast them without any components so long as she has her fedora:

Cantrips: *guidance, mage hand, prestidigitation, resistance*

1st (4 slots): *detect magic, disguise self, mage armor, shield*

2nd (4 slots): *detect thoughts, invisibility, mirror image, silence*

Gadgeteer (1 slot): *any 3rd-level spell of Enigma's choice*

ACTIONS

Multiattack. Enigma makes four dagger attacks or four magipistol attacks each turn.

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) magical piercing damage.

Magipistol. *Ranged Weapon Attack:* +4 to hit, range (200/800), one target. *Hit:* 13 (2d8+4) magical bludgeoning and piercing damage plus 3 (1d6) force damage.

Urban Attack. *Ranged Weapon Attack:* +7 to hit, range (100/500), multiple targets (30-foot-radius; make an attack roll for each target). *Hit:* 26 (5d8+4) bludgeoning, piercing, or slashing damage and either grappled (escape DC 15) or prone condition.



Ennganyar

Small humanoid, chaotic good

Armor Class 16 (studded leather)

Hit Points 82 (15d6+30)

Speed 25 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	18 (+4)	15 (+2)	16 (+3)	15 (+2)	11 (+0)

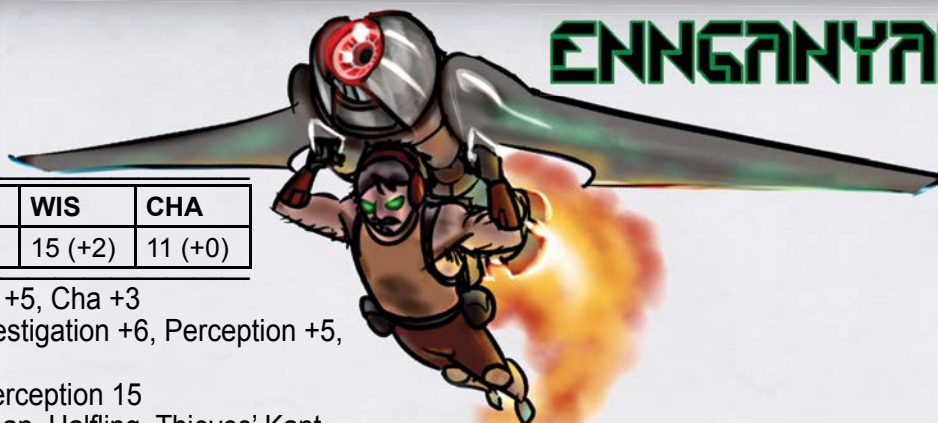
Saving Throws Dex +7, Int +6, Wis +5, Cha +3

Skills Acrobatics +7, Insight +5, Investigation +6, Perception +5, Stealth +7, Technology +6

Senses darkvision 60 ft., passive Perception 15

Languages Chinese, English, German, Halfling, Thieves' Kant

Challenge 8 (3,900 XP)



Cyberware Attack. Ennganyar invades the software of an enemy's cyberware as an action, disrupting the piece of equipment and making it nonfunctional for 3 rounds. A successful Constitution saving throw opposed by a Technology check by Ennganyar negates this effect.

Drone Proxy. Ennganyar has a robot that grants him a fly speed. By spending an action and bonus action, he can see through its senses and command it to take a full turn of actions.

Electronic Sorcery. Ennganyar can read the surface programming of a device, gain advantages on checks to influence computers, and activate or deactivate unattended devices from 30 feet away.

Equipment Malefactor. Ennganyar 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 qualify), making it inoperable for 3 rounds. A successful Intelligence saving throw opposed by a Technology check by Ennganyar negates this effect; unattended objects receive no saving throw.

Technofanatic. Ennganyar has advantage on Technology checks. While on the Hypernet, he gains advantage on all ability checks and his CR increases by 1.

Spellcasting. Ennganyar is an 8th-level spellcaster that uses Intelligence as his spellcasting ability (spell save DC 14; +6 to hit with spell attacks). Ennganyar has the following spells and can cast them so long as he has access to his digiboard:

Cantrips: *true strike*

1st (4 slots): *bane, charm person, detect magic, silent image*

2nd (4 slots): *heat metal, hold person, invisibility, suggestion*

3rd (3 slots): *bestow curse, major image, nondetection*

4th (2 slots): *confusion, greater invisibility*

Gadgeteer (one slot): *any 2nd-level spell of Ennganyar's choice* (requires operations satchel)

ACTIONS

Multiattack. Ennganyar makes four magimolecular whip attacks or four autopistol attacks each turn.

Magimolecular Whip. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 4 (1d8+6) magical slashing damage plus 5 (1d10) force damage; +10 damage on a critical hit, then roll d20 (on 19 or 20 one weapon, shield, or armor the target is wearing is destroyed, or the target loses a limb; on a 1, Ennganyar is hit instead).

Autopistol. Ranged Weapon Attack: +7 to hit, range (120/480), one target. *Hit:* 13 (2d8+4) bludgeoning and piercing damage.

REACTIONS

Reflexive Dodge. When Ennganyar is aware of his attacker, he may spend his reaction to reduce the damage of an attack or spell by half.

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 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.

Eshu of 9ja

Medium humanoid, chaotic good

Armor Class 18 (leather, shield)

Hit Points 190 (20d8+100)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	22 (+6)	21 (+5)	15 (+2)	20 (+5)	14 (+2)

Saving Throws Dex +11, Int +7, Cha +7

Skills Acrobatics +16, Athletics +6, Insight +10, Intimidate +11, Medicine +10, Nature +7, Perception +15, Sleight of Hand +11, Stealth +11, Technology +7

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 25

Languages English, Swahili, Yoruba

Challenge 14 (11,500 XP)

Autoficient. Eshu of 9ja does not need to spend a bonus action aiming to gain his proficiency bonus to attacks made with firearms.

Dependency. Eshu of 9ja requires at least 10 minutes of sunlight each day in order to fuel his abilities. For every day without exposure to sunlight, he accrues one level of exhaustion.

Hoverboarding. By spending a bonus action, Eshu of 9ja can increase his speed by 30 feet by riding on his hoverboard until the beginning of his next turn.

Pain Threshold. Any weapon attacks that deal 5 points of damage or less do not deal any damage to Eshu of 9ja.

Perfect Combatant. Eshu of 9ja gains double his proficiency bonus to Acrobatics, Intimidate, and Perception checks, and any attacks he makes are considered magical.

Practiced Shot. Eshu of 9ja gains his proficiency bonus to damage with firearms and does not suffer disadvantage for making ranged attacks while within an enemy's reach or while grappling.

Rapid Reflexes. When Eshu of 9ja makes a Dexterity saving throw to reduce the damage of a spell or attack, on a success he takes no damage and on a failure he takes half damage.

Regeneration. At the end of his turn, if Eshu of 9ja has not taken 20 points of damage or more from a single attack or spell, he heals 5 hit points. Eshu of 9ja regrows any limb cut off his body after 1d4 rounds of regeneration.

Vu'Doll. Eshu of 9ja is always accompanied by a Tiny possessed construct (treat as a Homunculus with the robotic template). In addition to its normal abilities, Vu'Doll can spend an action casting *resilient sphere*, a bonus action to cause one target it can see to take half of the damage dealt to Eshu of 9ja until the beginning of his next turn (DC 18 Charisma saving throw negates), and spend a reaction to switch positions with another creature when Vu'Doll would be damaged by a spell or weapon (DC 20 Wisdom saving throw negates).

ACTIONS

Multiattack. Eshu of 9ja makes either four sword slash attacks or four autopistol attacks each turn.

Sword Slash. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (3d8+6) magical slashing damage plus 4 (1d8) psychic damage.

Autopistol. *Ranged Weapon Attack:* +11 to hit, range (120/480), one target. *Hit:* 20 (2d8+11) bludgeoning and piercing damage plus 3 (1d6) psychic damage.

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 attempted 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 teenager, "Eshu of 9ja" and his sister travel all across Africa, striking out at those who would abuse or manipulate the populace.

ESHU OF 9JA



Evangelist

Medium construct, lawful good

Armor Class 18 (3 natural)

Hit Points 187 (25d8+75)

Speed 30 ft., fly 60 ft.

Evangelist

STR	DEX	CON	INT	WIS	CHA
15 (+2)	21 (+5)	16 (+3)	13 (+1)	8 (–1)	21 (+5)

Saving Throws Str +7, Con +8, Int +6, Wis +4

Skills Perception +4, Persuasion +10, Religion +6

Damage Vulnerabilities critical hits, lightning

Damage Resistances cold, fire, necrotic, poison, psychic

Condition Immunities exhausted, petrified, poisoned

Senses darkvision 90 ft., passive Perception 14

Languages Celestial, Elven, English

Challenge 16 (15,000 XP)

Aura of Belief. Allies within 15 feet of Evangelist that have the charmed condition toward her gain advantage on saving throws or attack rolls (chosen at the beginning of each creature's turn).

Cyborg. Though once an elf, Evangelist's body is now more cyberware than real meat and bone, giving her the construct type.

Dependency. Evangelist requires a replenishment of Mancipian nanites on a daily basis in order to fuel her abilities. For every day without Mancipian nanites, she accrues one level of exhaustion.

Edicts. Evangelist adhered to the codes and edicts of Mancipians International, teaching the church's beliefs wherever she goes. Often times these can be quite complex and cause her to act in ways that do not initially seem to be in line with her alignment (ultimately because they are malleable and controlled from on high by Vincent Gyleman).

Mancipian Healing. Evangelist can spend a bonus action to heal a creature she can see of one of the following conditions: blinded, deafened, frightened, paralyzed, petrified, poisoned, or stunned.

Manipulative Healing. Any creature healed by any of Evangelist's abilities, attacks, or spells makes a DC 18 Wisdom saving throw or gains the charmed condition until the next time it takes a short rest. When a creature that has this condition receives healing from Evangelist again, a failure on the saving throw gives Evangelist a free command (as the spell) against that creature.

Regeneration. At the end of her turn, if Evangelist has not taken 15 points of damage or more from a single attack or spell, she heals 15 hit points. Evangelist regrows any limb cut off her body after 1 round of regeneration.

ACTIONS

Multiattack. Evangelist makes three Mancipian blade attacks, two channeled energy attacks, or three optical blast attacks each turn.

Mancipian Blade. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 23 (4d8+5) magical slashing damage plus 7 (2d6) lightning damage.

Channeled Energy. *Melee Weapon Attack:* +10 to hit, reach 30 ft., multiple targets (30-foot-radius). *Hit:* 55 (10d10) radiant damage. A DC 18 Wisdom saving throw reduces this damage by half. Instead of dealing damage, Evangelist may choose to use this ability to heal 10d10 hit points, distributed to 5 or fewer creatures of her choice within the area of effect.

Optical Laser. *Ranged Weapon Attack:* +10 to hit, range (400/800), one target. *Hit:* 32 (5d10+5) radiant damage.

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

Medium humanoid, neutral good

Armor Class 18 (magical studded leather)

Hit Points 171 (18d8+90)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	21 (+5)	21 (+5)	14 (+2)	16 (+3)	14 (+2)

Saving Throws Dex +10, Con +10, Int +7, Wis +8

Skills Acrobatics +15, History +7, Insight +8, Intimidate +12, Perception +13, Stealth +10

Damage Resistances bludgeoning, piercing, and slashing weapons

Damage Immunities poison

Condition Immunities exhausted, poisoned

Senses darkvision 60 ft., passive Perception 23

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

Challenge 14 (11,500 XP)

Apprentice Strike. By spending a bonus action after dealing damage with a melee attack, Everywoman can force her target to make a DC 18 Wisdom save or gain one of the following conditions for 1d4 rounds: blinded, deafened, poisoned, prone, or stunned.

Autoficient. Everywoman does not need to spend a bonus action aiming to gain her proficiency bonus to attacks made with firearms.

Pain Threshold. Everywoman's enhanced physique is remarkably tough. Any weapon attacks that deal 10 points of damage or less do not deal any damage to Everywoman.

Perfect Combatant. Everywoman gains double her proficiency bonus to Acrobatics, Intimidate, and Perception checks, and any attacks she makes are considered magical.

Practiced Shot. Everywoman gains her proficiency bonus to damage with firearms and does not suffer disadvantage for making ranged attacks while within an enemy's reach or while grappling.

Rapid Reflexes. When Everywoman makes a Dexterity saving throw to reduce the damage of a spell or attack, on a success she takes no damage and on a failure she takes half damage.

Superior Leaping. Everywoman triples the distance of any jumps she makes.

ACTIONS

Multiattack. Everywoman makes any combination of six experienced punch attacks, flaming flechette attacks, or optical blast attacks each turn.

Experienced Punch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 14 (2d10+3) magical bludgeoning damage.

Flaming Flechettes. *Ranged Weapon Attack:* +10 to hit, range (100/500), one target.

Hit: 13 (1d6+10) magical slashing damage plus 3 (1d6) fire damage.

Optical Blast. *Ranged Weapon Attack:* +10 to hit, range (400/800), one target. *Hit:* 15 (3d6+5) radiant damage.

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).

EVERYWOMAN



Function

Medium humanoid, chaotic neutral

Armor Class 16

Hit Points 130 (20d8+40)

Speed 40 ft.

FUNCTION

STR	DEX	CON	INT	WIS	CHA
12 (+1)	22 (+6)	15 (+2)	18 (+4)	11 (+0)	19 (+4)

Saving Throws Con +6, Dex +10

Skills Acrobatics +14, Deception +8, Intimidate +12, Perception +8, Sleight of Hand +10, Stealth +10, Technology +8

Senses darkvision 60 ft., passive Perception 18

Languages Chinese, Elven, English, Latin, Japanese, Thieves' Kant

Challenge 10 (5,900 XP)

Perfect Combatant. Function gains double her proficiency bonus to Acrobatics, Intimidate, and Perception checks, and any attacks she makes are considered magical.

Rapid Reflexes. When Function makes a Dexterity saving throw to reduce the damage of a spell or attack, on a success she takes no damage and on a failure she takes half damage.

Sneak Attack. Once per turn when Function has advantage on an attack roll or is targeting a creature within reach of an ally, she deals an extra 24 (7d6) damage with a weapon attack.

Spellcasting. Function is a 10th-level spellcaster that uses Charisma as her spellcasting ability (spell save DC 16; +8 to hit with spell attacks). Function has the following spells prepared and only requires her clothing to cast them:

Cantrips: *mage hand*

1st (5 slots): *alarm, detect magic, disguise self, feather fall*

2nd (4 slots): *alter self, invisibility, knock*

3rd (3 slots): *meld into stone, nondetection*

4th (2 slots): *greater invisibility*

ACTIONS

Multiattack. Function makes three battleshape attacks or two silenced pistol attacks each round.

Battleshape. Melee Weapon Attack: +5 to hit, reach 10 ft., one target.

Hit: 15 (4d6+1) magical piercing damage.

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

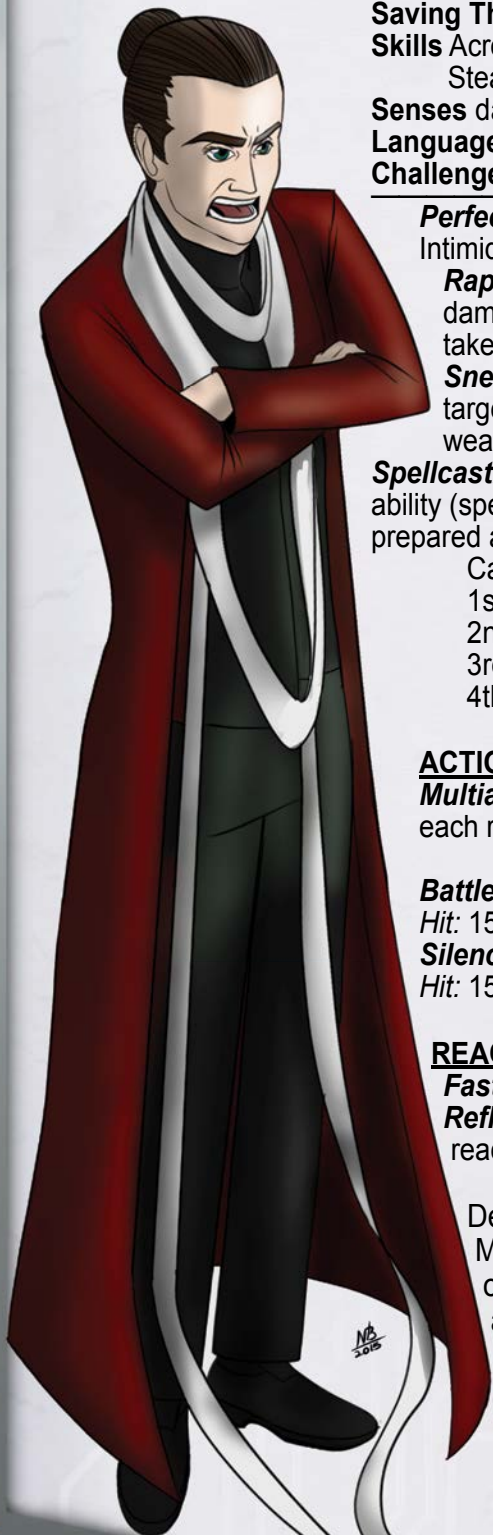
Hit: 15 (2d8+6) magical bludgeoning and piercing damage.

REACTIONS

Fast Reactions. Function receives 3 reactions each round.

Reflexive Dodge. When Function is aware of her attacker, she may spend her reaction to reduce the damage of an attack or spell y half.

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 whatever it is she may need at any given moment. 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

Medium undead, neutral good

Armor Class 18 (3 natural)

Hit Points 212 (25d8+100)

Speed 30 ft.

GHOST SHOT

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	19 (+4)	13 (+1)	18 (+4)	20 (+5)

Saving Throws Dex +10, Con +9, Int +6, Wis +9

Skills Acrobatics +15, Athletics +8, Deception +10, Insight +9, Intimidate +15, Perception +14, Stealth +10

Damage Vulnerabilities radiant

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

Damage Immunities necrotic, poison

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

Senses darkvision 60 ft., passive Perception 24

Languages English, Latin

Challenge 16 (15,000 XP)

Autoficient. Ghost Shot does not need to spend a bonus action aiming to gain its proficiency bonus to attacks made with firearms.

Ghost Bullet. By spending an action and bonus action, Ghost Shot takes one ranged attack with a firearm. This attack has advantage and can be made at any creature Ghost Shot can see regardless of range. On a successful hit, the attack deals an additional 54 (12d8) force damage.

Ghost Whisperer. Ghost Shot is able to project its senses through the spirits of the world, seeing and hearing from a distance of up to 100 miles (otherwise this functions as *mislead*, though Ghost Whisperer's spirit projection is invisible). While using this ability, Ghost Shot has the incapacitated condition (its spirit projection may move freely and can speak). Ending this ability as a free action.

Pain Threshold. Ghost Shot's nature as an undead makes it as tough as its grit. Any attacks or spells that deal 10 points of damage or less do not deal any damage to Ghost Shot.

Perfect Combatant. Ghost Shot gains double its proficiency bonus to Acrobatics, Intimidate, and Perception checks, and any attacks it makes are considered magical.

Practiced Shot. Ghost Shot gains its proficiency bonus to damage with firearms and does not suffer disadvantage for making ranged attacks while within an enemy's reach or while grappling.

Sight of Intention. Ghost Shot can detect the alignment of creatures it can see as a free action.

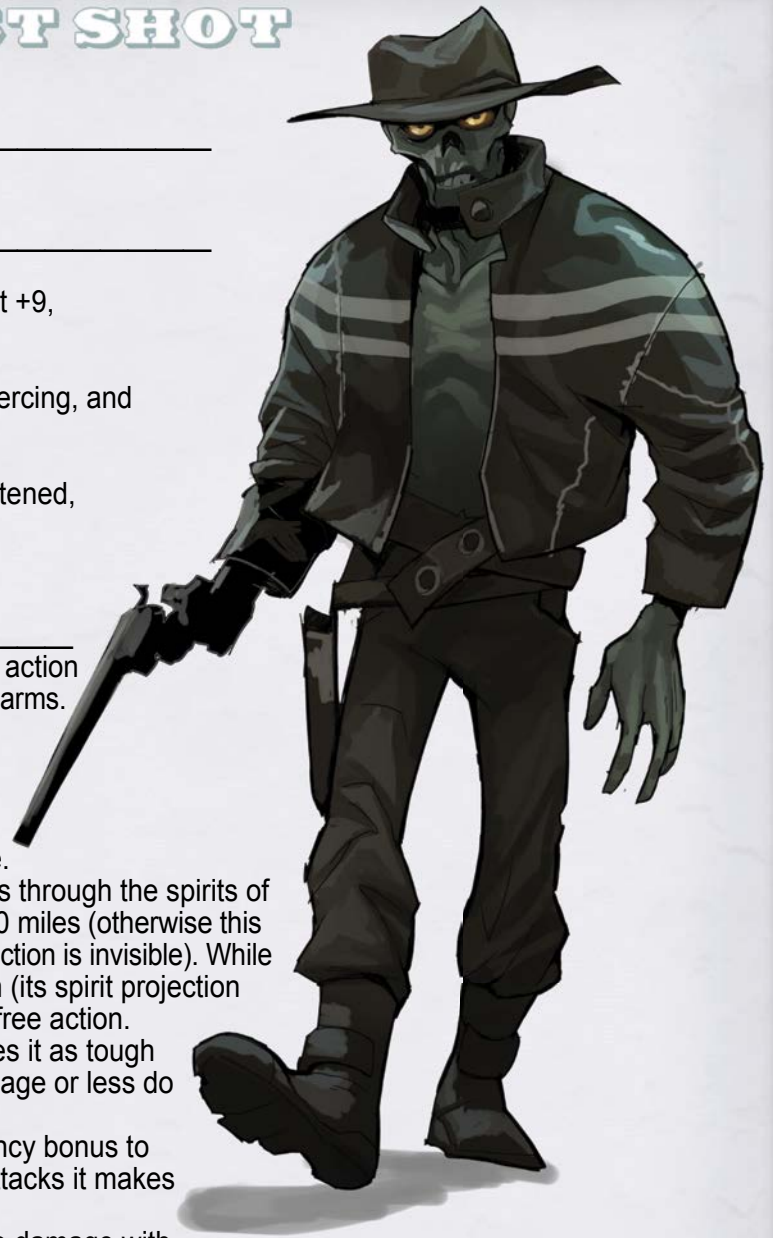
ACTIONS

Multiattack. Ghost Shot makes any combination of seven pistol whip attacks or ghostly shot attacks each turn.

Pistol Whip. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) magical bludgeoning damage plus 3 (1d6) force damage.

Ghostly Shot. *Ranged Weapon Attack:* +10 to hit, range (200/1,000), one target. *Hit:* 14 (2d8+5) magical bludgeoning and piercing 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 it's thought to have been destroyed but Phineas always returns after a while, pistols in hand. Rumors abound of Ghost Shot relentlessly hunting down operators that have turned on their allies, warning these traitors from afar that their doom is imminent and treading wherever prey attempts to flee.



King Karrand

Medium humanoid, neutral evil

Armor Class 19 (magic plate)

Hit Points 237 (25d8+125)

Speed 30 ft., fly 60 ft.

KING KARRAND

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	20 (+5)	26 (+8)	13 (+1)	20 (+5)

Saving Throws Str +7, Dex +7, Wis +8

Skills Arcana +15, Athletics +7, Deception +12, History +15, Insight +8, Investigation +15, Medicine +8, Perception +8

Damage Resistances acid, cold, fire, lightning, psychic, thunder; bludgeoning, piercing, and slashing damage

Damage Immunities poison

Condition Immunities blinded, deafened, poisoned

Senses passive Perception 18

Languages English, Elven, Inca, Spanish, Portuguese, six others

Challenge 23 (50,000 XP)

Epic Armor. King Karrand's plate armor grants him the resistances listed above. In addition, King Karrand has advantage when making Strength, Dexterity, and Constitution saving throws.

Legendary Lord. King Karrand can choose to succeed a saving throw he has failed as a free action. He may use this ability three times per combat.

Magus Spell Attacks. When taking the attack action with melee weapons, King Karrand can forego making one of his attacks to instead cast a spell with a casting time of 1 bonus action or 1 action.

Spellcasting. King Karrand is a 23rd-level spellcaster that uses Intelligence as his spellcasting ability (spell save DC 23; +15 to hit with spell attacks). King Karrand has the following spells prepared and requires only somatic components to cast them:

Cantrips: *acid splash*, *chill touch*, *light*, *mage hand*, *mending*, *shocking grasp*

1st (5 slots): *charm person*, *command*, *detect magic*, *identify*, *magic missile*

2nd (5 slots): *detect thoughts*, *hold person*, *ray of enfeeblement*, *scorching ray*, *suggestion*

3rd (5 slots): *animate dead*, *bestow curse*, *dispel magic*, *fly*, *lightning bolt*

4th (5 slots): *dimension door*, *freedom of movement*, *greater invisibility*, *phantasmal killer*, *polymorph*

5th (5 slots): *cone of cold*, *dominate person*, *hold monster*, *mislead*, *telekinesis*

6th (4 slots): *chain lightning*, *disintegrate*, *flesh to stone*, *true seeing*

7th (4 slots): *fire storm*, *forcecage*, *plane shift*, *teleport*

8th (4 slots): *antimagic field*, *control weather*, *dominate monster*, *incendiary cloud*

9th (4 slots): *foresight*, *gate*, *meteor swarm*, *power word kill*

ACTIONS

Multiattack. King Karrand makes four muertos gauntlet attacks or casts a spell and makes two muertos gauntlet attacks each turn.

Muertos Gauntlet. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 2 (1d4) magical bludgeoning damage and 45 (10d8) force damage.

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

Medium humanoid, chaotic good

Armor Class 17 (7 lunar forcefield)

Hit Points 221 (34d8+68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	15 (+2)	17 (+3)	12 (+1)	14 (+2)

Saving Throws Con +6, Wis +5, Cha +6

Skills Acrobatics +9, Arcana +7, Intimidate +6, Perception +5

Damage Vulnerabilities necrotic

Damage Resistances psychic

Senses passive Perception 15

Languages Celestial, Draconic, Elven, English, Sylvan

Challenge 12 (8,400 XP)

Dependency. King Lunar requires at least 10 minutes of moonlight each evening in order to fuel his abilities. For every evening without exposure to moonlight, he accrues one level of exhaustion.

Leaping. King Lunar doubles the distance of any jumps he makes.

Magus Spell Attacks. When taking the attack action with melee weapons, King Lunar can forego making one of his attacks to instead cast a spell with a casting time of 1 bonus action or 1 action.

Spellcasting. King Lunar is a 12th-level spellcaster that uses Intelligence as his spellcasting ability (spell save DC 15; +7 to hit with spell attacks). King Lunar has the following spells prepared and only requires a verbal component when casting them:

Cantrips: *dancing lights*, *shocking grasp*

1st (5 slots): *disguise self*, *faerie fire*, *feather fall*, *magic missile*, *shield*

2nd (4 slots): *alter self*, *blur*, *flame blade*, *locate object*

3rd (3 slots): *haste*, *lightning bolt*, *vampiric touch*

4th (2 slots): *confusion*, *stoneskin*

ACTIONS

Multiattack. King Lunar makes three lunar blade attacks, two lunar blade attacks and a spell attack, or three lunar dart attacks each turn.

Lunar Blade. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.

Hit: 22 (4d8+4) magical slashing damage plus 4 (1d8) psychic damage.

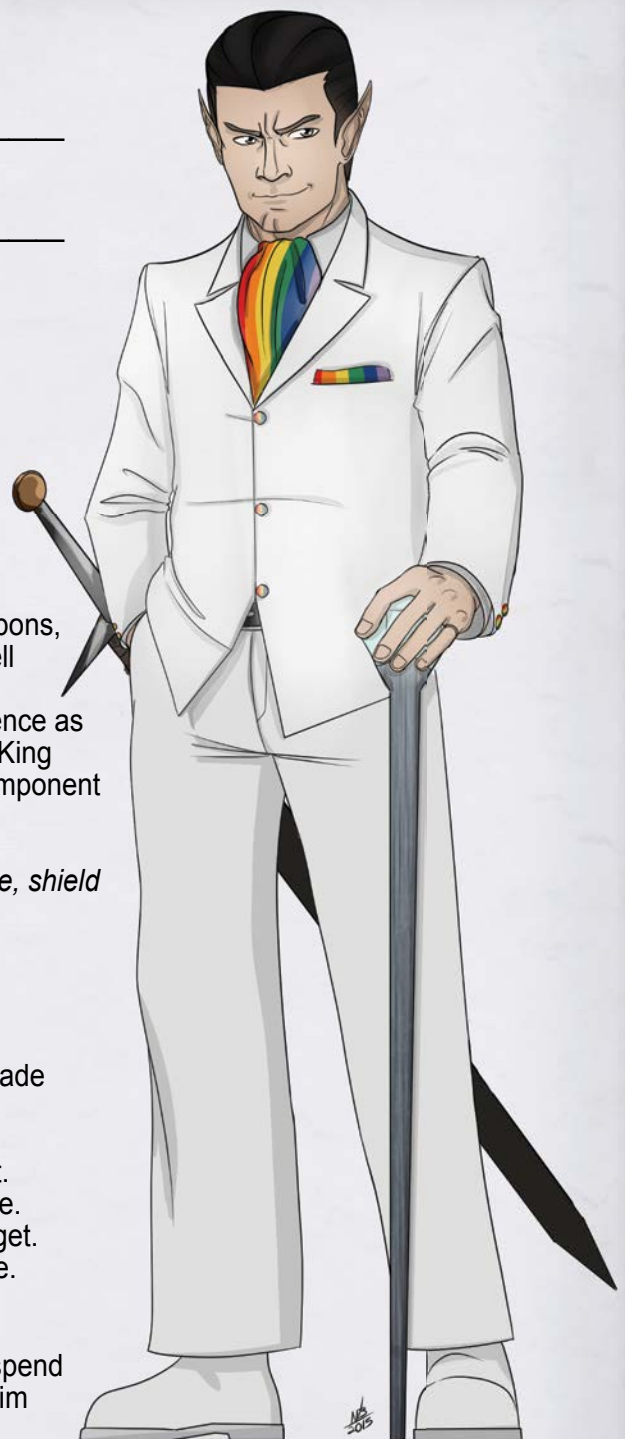
Lunar Dart. *Ranged Weapon Attack:* +4 to hit, range (30/90), one target.

Hit: 2 (1d4) magical piercing damage plus 23 (4d8+5) psychic damage.

REACTIONS

Shield of Willpower. When attacked by a creature, King Lunar may spend his reaction to force disadvantage on that creature's attacks against him until the start of his next turn. Creatures immune to psychic damage cannot be effected by this ability.

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).



KING LUNAR

Kodyax

Medium humanoid (dwarf, hyper lycanthrope, shapechanger), neutral good

Armor Class 18 (5 natural)

Hit Points 178 (17d8+102)

Speed 45 ft., climb 35 ft. (300 mph flying in hoverbike)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	23 (+6)	10 (+0)	21 (+5)	12 (+1)

Saving Throws Str +8, Dex +3, Con +8, Int +7, Wis +7, Cha +8

Skills Athletics +11, Investigation +5, Nature +5, Perception +15, Survival +10

Damage Resistances cold, fire, lightning, poison

Damage Immunities bludgeoning, piercing, and slashing from non-silvered nonmagical weapons

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 25

Languages Dwarven, Russian; translator

Challenge 14 (11,500 XP)

Children of the Wild. Kodyax can spend an action to summon 2d4 bears; they arrive after 1d4 rounds and disappear after 1 hour.

Dire Shaping. By spending a bonus action, Kodyax can reduce its size (as *reduce*) or become larger (as *enlarge*).

Dwarven Traits. Kodyax makes saving throws against poison with advantage.

Fast Healer. By spending a bonus action at the end of his turn, Kodyax gains regeneration 10 until the end of his next turn. Kodyax can use this ability twice before requiring a long rest to recharge it.

Hyper Bonus +2. Kodyax increases his AC, damage, and saving throws by 2.

Hyper Form. Though Kodyax is almost always in his hybrid form, he can spend an action to polymorph into a bear or a dwarf. Aside from size and AC, his statistics do not change between forms. Unlike regular shapechangers, his equipment and gear melds into his new shape.

Keen Senses. Kodyax gains advantage on Perception checks based on smell and double his proficiency bonus to Perception checks.

Lycanthropic Dominance. By spending an action, Kodyax takes control of a bear or werebear (as *dominate monster*) and acts as though they share a language.

Lycanthropic Paragon. Kodyax can change forms as a bonus action.

Superior Leaping. Kodyax triples the distance of any jumps he makes.

Spellcasting. Kodyax is a 14th-level spellcaster that uses Wisdom as his spellcasting ability (spell save DC 18; +10 to hit with spell attacks). Kodyax has the following spells and can cast them without the need for components:

Cantrips: *chill touch*, *produce flame*

1st (5 slots): *entangle*, *longstrider*, *speak with animals*

2nd (3 slots): *barkskin*, *see invisibility*

3rd (2 slots): *speak with plants*

ACTIONS

Multiattack. Kodyax makes four melee attacks each turn or three ranged attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (2d10+8) magical piercing damage. Humanoid targets make a DC 18 Constitution saving throw or are cursed with werebear lycanthropy.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d8+8) magical slashing damage.

Greataxe. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (1d12+8) magical slashing damage.

Shotgun Blast. *Ranged Weapon Attack:* +6 to hit, range (30/120), multiple targets (20-foot-square; make an attack roll for each target). *Hit:* 17 (4d6+3) magical slashing damage.

As a nephew to the great dwarven thinker Leon Trotsky, it wasn't long after the end of WW2 that Muzhchiny Zhivotnykh 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

Large monstrosity, lawful good

Armor Class 18 (7 natural)

Hit Points 283 (21d10+168)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	27 (+8)	19 (+4)	12 (+1)	10 (+0)

Saving Throws Int +10, Cha +6

Skills Intimidate +6, Investigation +10, Nature +10, Perception +7, Technology +10

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing

Damage Immunities poison

Condition Immunities exhausted, poisoned

Senses blindsight 20 ft., darkvision 60 ft., passive Perception 17

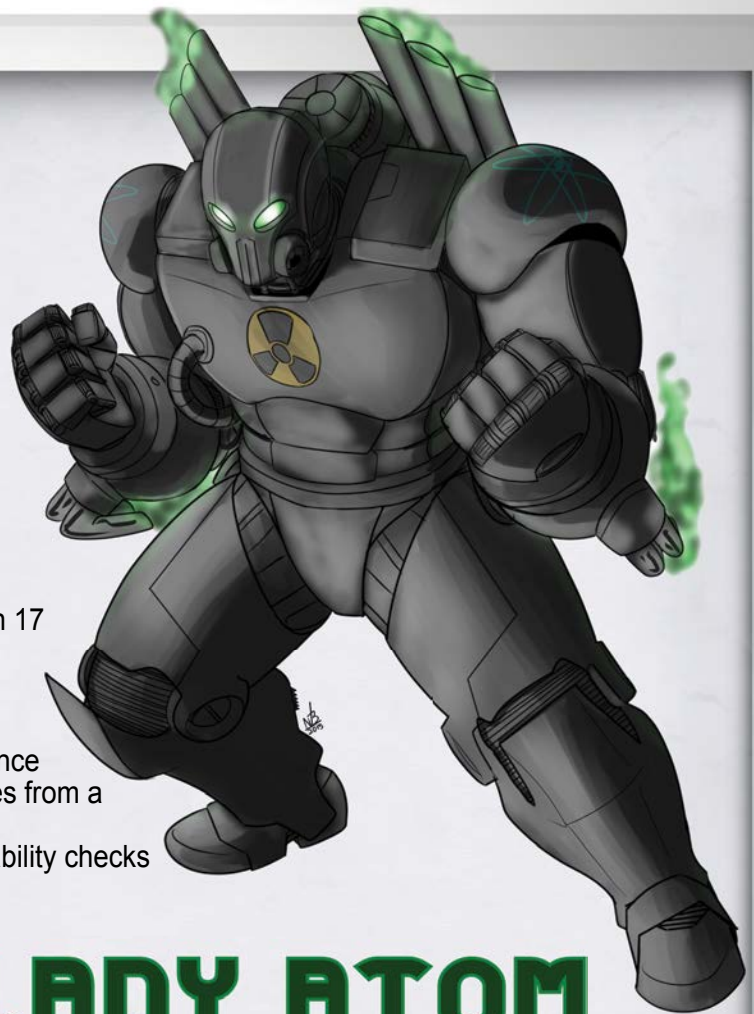
Languages English, French, German, Italian, Latin

Challenge 19 (22,000 XP)

Electronic Telepathy. Lady Atom can read the surface programming of a device, has advantage on checks to influence computers, and can activate or deactivate unattended devices from a distance of 100 feet.

Hyper Strength. Lady Atom has advantage on all Strength ability checks and saving throws, and her carrying capacity is tripled

Pain Threshold. Lady Atom is a juggernaut and is practically impervious to anything but the most potent strikes. Any attacks or spells that deal 10 points of damage or less do not deal any damage to Lady Atom.



LADY ATOM

ACTIONS

Multiattack. Lady Atom makes three armored fist attacks, one radiation burst attack, three bomb attacks, or throws two of the biggest objects she can find.

Armored Fist. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 34 (6d8+7) magical bludgeoning damage plus 9 (2d8) poison damage. Target makes a DC 19 Constitution saving throw; on a failure, they gain the poisoned condition until the poison damage is healed

Radiation Burst. *Melee Weapon Attack.* +13 to hit, reach 30 ft., multiple targets (30-foot-radius; make an attack roll for each target). *Hit:* 36 (8d8) poison damage and 36 (8d8) force damage. Creatures in the area of effect make a DC 19 Constitution saving throw or gain a level of exhaustion and the poisoned condition until the damage is healed.

Isotope Bomb. *Ranged Weapon Attack:* +7 to hit, range (200/800), multiple targets (20-foot-square; make an attack roll for each target). *Hit:* 22 (4d10) fire damage and 22 (4d10) poison damage. Creatures in the area of effect make a DC 19 Constitution saving throw or gain the poisoned condition until the poison damage is healed.

Thrown Object. *Ranged Weapon Attack:* +7 to hit, range (100/200), multiple targets (determined by object size; make one attack roll per target). *Hit:* 11 (1d8+7) damage. The damage type depends on the object (bludgeoning, piercing, or slashing) and at 100 pounds and every 100 pounds thereafter, the damage increases by 1d8 (up to 56 [11d8+7] at 1,000 pounds).

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

Medium outsider, chaotic neutral

Armor Class 17 (magical studded leather)

Hit Points 208 (32d8+64)

Speed 65 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	18 (+4)	15 (+2)	24 (+7)	15 (+2)	9 (−1)

Saving Throws Dex +8, Con +6

Skills Acrobatics +9, Athletics +4, Deception +4, Insight +7, Investigation +12, Perception +7, Stealth +9, Technology +12

Damage Vulnerabilities cold iron weapons

Damage Resistances cold, fire, lightning, psychic

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal, Chinese, English, Infernal, Japanese, Russian, Thieves' Kant

Challenge 14 (11,500 XP)

Drones. LANrefn1 has 1d4+1 drones (page 137). By spending an action, she can see through one of their senses and command a drone to take a full turn of actions. These can be salvaged after she is killed.

Electronic Telepathy. LANrefn1 can read the surface programming of a device, has advantage on checks to influence computers, and can activate or deactivate unattended devices from a distance of 60 feet.

Equipment Malefactor. LANrefn1 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 6 rounds. A successful Intelligence saving throw opposed by a Technology check by LANrefn1 negates this effect; unattended objects receive no saving throw.

Override Control. LANrefn1 asserts her mastery over computers on a construct or vehicle, taking control of it for 6 rounds. LANrefn1 spends an action and bonus action to make a Technology check opposed by an Intelligence saving throw; unattended vehicles receive no saving throw.

Running Dodge. On any turn where LANrefn1 takes the Dash action her AC increases by 5.

Tech Invisibility. LANrefn1 can become invisible to all technology by spending an action. This invisibility lasts until LANrefn1 makes an attack or ten minutes have passed.

Technomaster. LANrefn1 has advantage on Technology checks.

ACTIONS

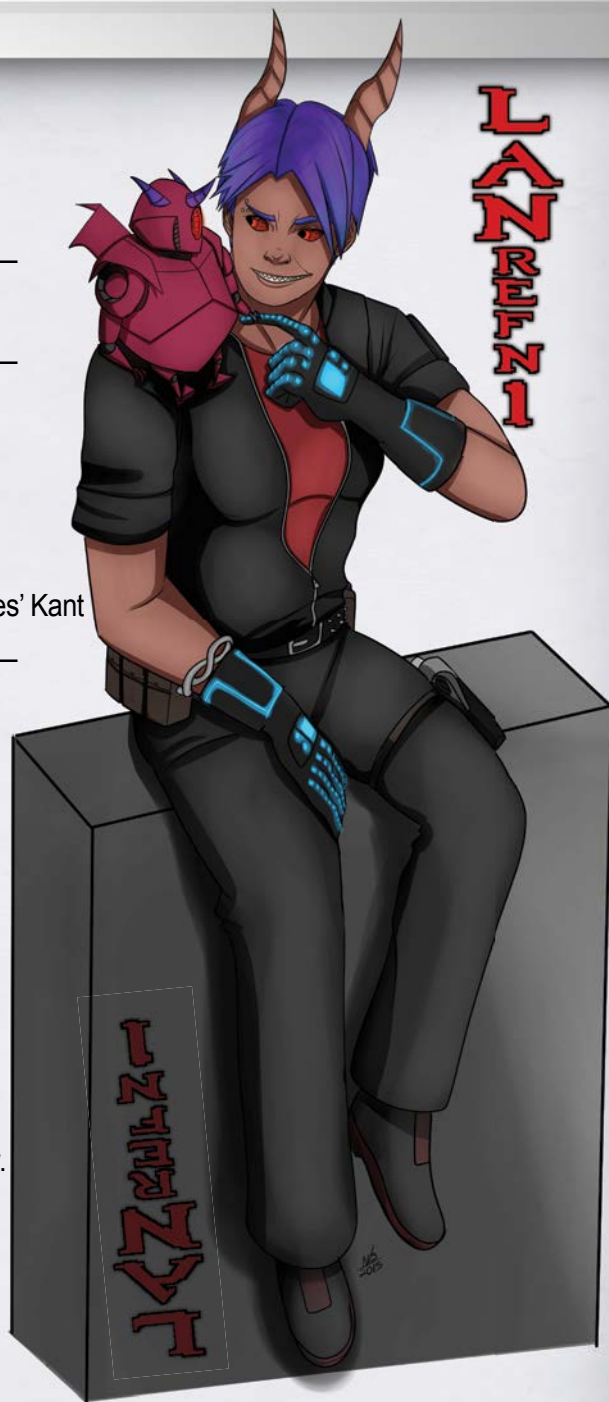
Multiattack. LANrefn1 makes four electrified glove attacks, four spiked chain attacks, or five infernal dart attacks each turn.

Electrified Glove. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 22 (4d8+4) lightning damage. Instead of dealing damage LANrefn1 can force a target to succeed a DC 18 Constitution saving throw or gain the stunned condition for 1 round; on a critical hit, a target is stunned 2 rounds (no save).

Spiked Chain. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. *Hit:* 13 (2d12) magical bludgeoning and slashing damage plus 9 (2d8) lightning damage.

Infernal Darts. Ranged Weapon Attack: +9 to hit, range (80/240), one target. *Hit:* 10 (3d6) fire damage plus 10 (3d6) force damage.

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 hellscape 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

Medium humanoid, neutral

Armor Class 18 (magical studded leather)

Hit Points 188 (13d8+130)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	21 (+5)	30 (+10)	15 (+2)	22 (+6)	19 (+4)

Skills Acrobatics +10, Athletics +6, Investigation +7, Perception +11

Damage Resistances acid, cold, fire, lightning, thunder

Damage Immunities critical hits, poison

Condition Immunities blinded, deafened, frightened, paralyzed, petrified, poisoned, stunned

Senses darkvision 60 ft., passive Perception 21

Languages English

Challenge 13 (10,000 XP)

Pain Threshold. Lucky Mack has regenerated virtually every part of himself dozens of times and barely registers anything that wouldn't be life threatening for a normal human. Any attacks or spells that deal 15 points of damage or less do not deal any damage to Lucky Mack.

Regeneration. At the end of his turn, if Lucky Mack has not taken 15 points or more force damage since the end of his previous turn he heals 30 hit points. Lucky Mack regrows any limb cut off his body after 2 rounds of regeneration.

Tactical Genius. By spending a bonus action, Lucky Mack grants an ally an action they must use immediately (costing the benefiting creature its reaction).

Targeting Relays. Lucky Mack is not at disadvantage when making ranged attacks while within reach of an enemy and he does not need to spend a bonus action aiming to gain his proficiency bonus to attacks made with firearms.

Uncanny. Everybody seems to know Lucky Mack—he has friends even in places he doesn't know he has friends. Although he is not a PC, he possesses a Luck score of 30 (+10) and Reputation score of 40 (+15).

ACTIONS

Multiattack. Lucky Mack makes eight brass knuckle attacks or six gun blasts a turn.

Brass Knuckle. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

Hit: 8 (2d6+1) bludgeoning damage.

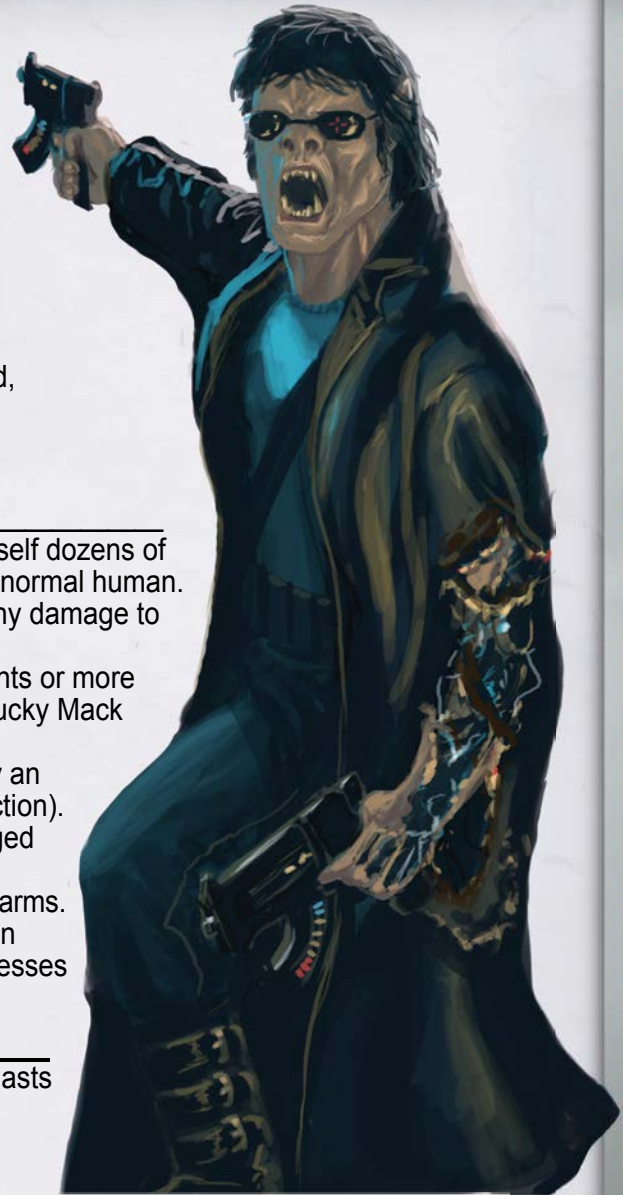
Gun Blast. Ranged Weapon Attack: +10 to hit, range (100/500), one target. **Hit:** 14 (2d6+5) magical bludgeoning and piercing damage.

LUCKY MACK

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 operators. 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.

A job has finally come in for Lucky Mack that might very well be just what he needs to retire. Details are proprietary and he knows there's something bigger going on, but the payout is so big that he can't possibly ignore it so the half-orc is calling in his chips with Corruption, LANrefn1, and Override to make it happen.



Midnight

Medium humanoid, lawful evil

Armor Class 17 (magic leather)

Hit Points 136 (21d8+42)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	21 (+5)	14 (+2)	15 (+2)	11 (+0)	21 (+5)

Saving Throws Dex +9, Int +6, Cha +8

Skills Acrobatics +9, Athletics +5, Deception +9, Insight +4, Intimidate +9, Investigation +6, Perception +4, Stealth +9

Damage Resistances psychic

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 14

Languages Chinese, English, Russian; telepathy 80 ft.

Challenge 12 (8,400 XP)

Autoficient. Midnight does not need to spend a bonus action aiming to gain her proficiency bonus to attacks made with firearms.

Electronic Telepathy. Midnight can read the surface programming of a device, has advantage on checks to influence computers, and can activate or deactivate unattended devices from a distance of 50 feet.

Sneak Attack. Twice per turn when Midnight has advantage on an attack roll or is targeting a creature within reach of an ally, she deals an extra 35 (10d6) damage with a weapon attack.

Spellcasting. Midnight is a 12th-level spellcaster that uses Charisma as her spellcasting ability (spell save DC 17; +9 to hit with spell attacks). Midnight has the following spells prepared and does not require any components to cast them:

Cantrips: *mage hand*, *message*, *prestidigitation*, *ray of frost*

1st (5 slots): *charm person*, *command*, *silent image*

2nd (4 slots): *detect thoughts*, *invisibility*, *suggestion*

3rd (3 slots): *dispel magic*, *major image*, *nondetection*

4th (2 slots): *confusion*, *phantasmal killer*

ACTIONS

Multiattack. Midnight makes two dagger attacks or two silenced pistol attacks each turn.

Dagger. Melee Weapon Attack: +9 to hit, reach 5 ft., one target.

Hit: 7 (1d4+5) magical piercing damage.

Silenced Pistol. Ranged Weapon Attack: +9 to hit, range (100/300), one target.

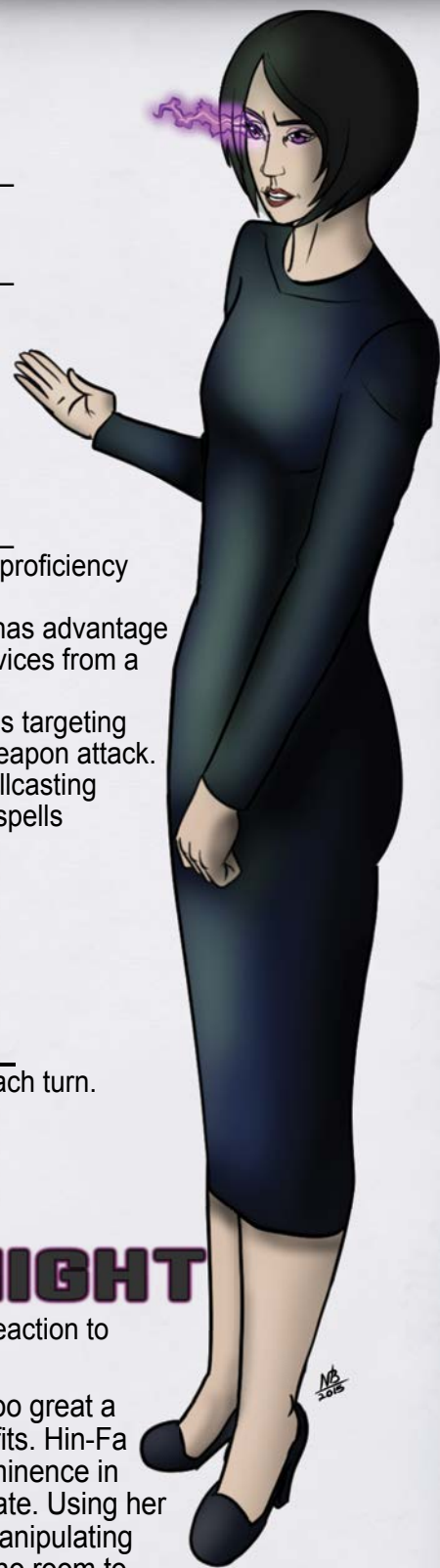
Hit: 14 (2d8+5) magical bludgeoning and piercing damage.

REACTIONS

Fast Reactions. Midnight receives 2 reactions each round.

Reflexive Dodge. When Midnight is aware of her attacker, she may spend her reaction to reduce the damage of an attack or spell by half.

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 tableaux 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.



MIDNIGHT

Ms. Grey | Mr. Gray

Medium monstrosity, lawful neutral

Armor Class 18 (4 natural)

Hit Points 204 (24d8+96)

Speed 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	19 (+4)	20 (+5)	21 (+5)	20 (+5)

Skills Acrobatics +14, Deception +10, Insight +10, Intimidate +15, Perception +15, Persuasion +10, Technology +10

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 25

Languages Abyssal, Aklo, Arabic, Aztec, Celestial, Draconic, Dwarven, Elven, English, Hindi, Incan, Infernal, Japanese, Latin, Mandarin, Mayan, Nepalese, Spanish, Sylvan, Thieves' Kant

Challenge 15 (13,000 XP)

Pain Threshold. The cyberware throughout Ms. Grey's body make her resistant to harm. Any attacks or spells that deal 10 points of damage or less do not deal any damage to Ms. Grey.

Perfect Combatant. Mr. Gray gains double his proficiency bonus to Acrobatics, Intimidate, and Perception checks, and any attacks he makes are considered magical.

Prosthetic Saves. Mr. Gray gains advantage twice per round when making a saving throw.

Rapid Reflexes. When Ms. Grey makes a Dexterity saving throw to reduce the damage of a spell or attack, on a success she takes no damage and on a failure she takes half damage.

Regeneration. At the end of his turn, if Mr. Gray has not taken either acid or fire damage since the end of his previous turn he heals 30 hit points. Ms. Grey regrows any limb cut off her body after 2 rounds of regeneration.

Shapechanger. By spending a bonus action, Mr. Gray can assume the form of any humanoid of Medium or Small size. He receives advantage on Charisma (Disguise) checks and creatures are at disadvantage to see through his disguise.

Stealth Field. Ms. Grey can become invisible by spending an action. This invisibility lasts until Mr. Gray makes an attack or ten minutes have passed. This can be salvaged after Ms. Grey is killed.

ACTIONS

Multiattack. Ms. Grey makes any combination of nine claw and molecular whip attacks or five optical blasts each turn.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) magical slashing damage.

Magimolecular Whip. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 4 (1d8+4) magical slashing damage plus 5 (1d10) force damage; +10 damage on a critical hit, then roll d20 (on a 19 or 20 one weapon, shield, or armor the target is wearing is destroyed, or loses a limb; on a 1, Mr. Gray is hit instead).

Optical Blast. Ranged Weapon Attack: +9 to hit, range (400/800), one target. *Hit:* 18 (4d6+4) radiant damage.

REACTIONS

Fast Reactions. Ms. Grey receives 3 reactions each round.

Reflexive Dodge. When Mr. Gray is aware of his attacker, he may spend his reaction to reduce the damage of an attack or spell by half.

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

Small humanoid, neutral evil

Armor Class 15

Hit Points 126 (23d6+46)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	20 (+5)	15 (+2)	12 (+1)	17 (+3)	12 (+1)

Saving Throws Dex +9, Con +6, Int +5

Skills Acrobatics +14, Intimidate +9, Investigation +5,
Perception +11, Stealth +9, Survival +7, Technology +5

Senses darkvision 60 ft., passive Perception 21

Languages English, Gnome, Russian, Sylvan

Challenge 12 (8,400 XP)

Formless Form. By spending a bonus action on her turn Nevidimy can turn herself into a cloud of gas, gaining a fly speed of 20 feet. While using this ability Nevidimy can enter and occupy another creature's space, she has advantage on Strength, Dexterity, and Constitution saving throws, and she gains resistance to nonmagical damage, but she cannot make any attacks or use any items (though her gear melds into her form when this ability is activated). Nevidimy is able to pass through porous materials (anything that is not air-tight) and only completely sealed rooms are beyond her capacity to infiltrate while using this ability. Formless form lasts until Nevidimy spends a bonus action dismissing it.

Invisible Master. Nevidimy is always invisible, even when inside of an *antimagic field*. True sight, *true seeing*, and *see invisibility* do not reveal Nevidimy's presence. The only way for Nevidimy's invisibility to end is for her to spend a bonus action each turn to suppress it. By spending an action, she can share this ability with up to three other creatures within 100 feet (as the spell *invisibility*).

Perfect Combatant. Nevidimy gains double her proficiency bonus to Acrobatics, Intimidate, and Perception checks, and any attacks she makes are considered magical.

Rapid Reflexes. When Nevidimy makes a Dexterity saving throw to reduce the damage of a spell or attack, on a success she takes no damage and on a failure she takes half damage.

Sneak Attack. Twice per turn when Nevidimy has advantage on an attack roll or is targeting a creature within reach of an ally, she deals an extra 42 (12d6) damage with a weapon attack.

Superior Leaping. Nevidimy triples the distance of any jumps she makes.

ACTIONS

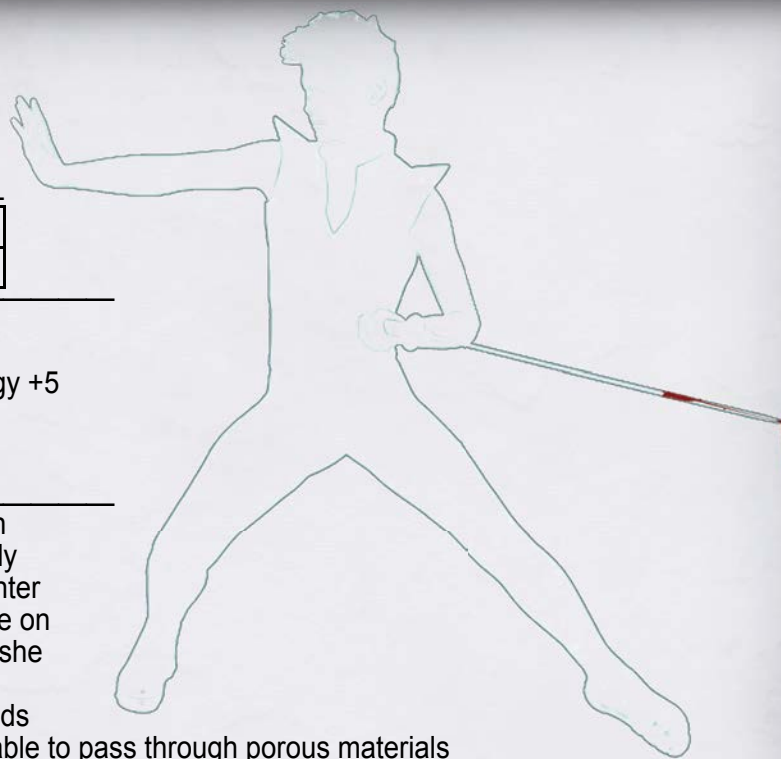
Multiattack. Nevidimy makes two rapier attacks or two silenced pistol attacks each turn.

Rapier. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) magical piercing damage.

Silenced Pistol. Ranged Weapon Attack: +9 to hit, range (100/300), one target. *Hit:* 14 (2d8+5) magical bludgeoning and piercing damage.

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. Soldier Corps have yet to realize it, but they work to the Phantom of Death's ends—most of The Sange operations they've targeted were leaked to their broker without

Devilish Deandra realizing the intentional nature of her intel (that or she's deigned not to pay it any mind). With every illegal venture broken by the mercenary team, opportunities for expansion unfold before Nevidimy and if the rate of attrition doesn't abate, her organization will become the driving underworld power in most of Europe.



NEVIDIMY

Override

Medium humanoid, chaotic good

Armor Class 18 (magical studded leather)

Hit Points 175 (27d8+54)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	15 (+2)	14 (+2)	13 (+1)	16 (+3)

Saving Throws Dex +10, Int +7, Wis +6, Cha +8

Skills Acrobatics +10, Athletics +6, Deception +8, Insight +6, Investigation +7, Perception +6, Sleight of Hand +10, Stealth +10, Technology +7

Senses darkvision 60 ft., passive Perception 16

Languages Chinese, English, Elven, Thieves' Kant

Challenge 15 (13,000 XP)

Construct Hatred. Override has advantage on attack rolls and saving throws against constructs.

Detect Technology. Override can scan his surroundings for the presence or absence of technology as a bonus action. This otherwise functions as *detect magic*.

Kunai Bandolier. Override never runs out of throwing daggers. The daggers he throws are magical and deal energy damage (which type is chosen when Override draws a dagger). This can be salvaged after Override is killed.

Never Surprised. Override always acts in the surprise round.

Override Control. Override asserts his mastery over computers on a construct or vehicle, taking control of it for 5 rounds. Override spends an action and bonus action to make a Technology check opposed by an Intelligence saving throw; unattended vehicles receive no saving throw.

Rapid Reflexes. When Override makes a Dexterity saving throw to reduce the damage of a spell or attack, on a success he takes no damage and on a failure she takes half damage.

Sneak Attack. Twice per turn when Override has advantage on an attack roll or is targeting a creature within reach of an ally, he deals an extra 14 (4d6) damage with a weapon attack.

Superior Leaping. Override triples the distance of any jumps he makes.

Targeting Relays. Override does not suffer disadvantage for making ranged attacks while within reach of an enemy.

ACTIONS

Multiattack. Override makes ten thrown dagger attacks each turn.

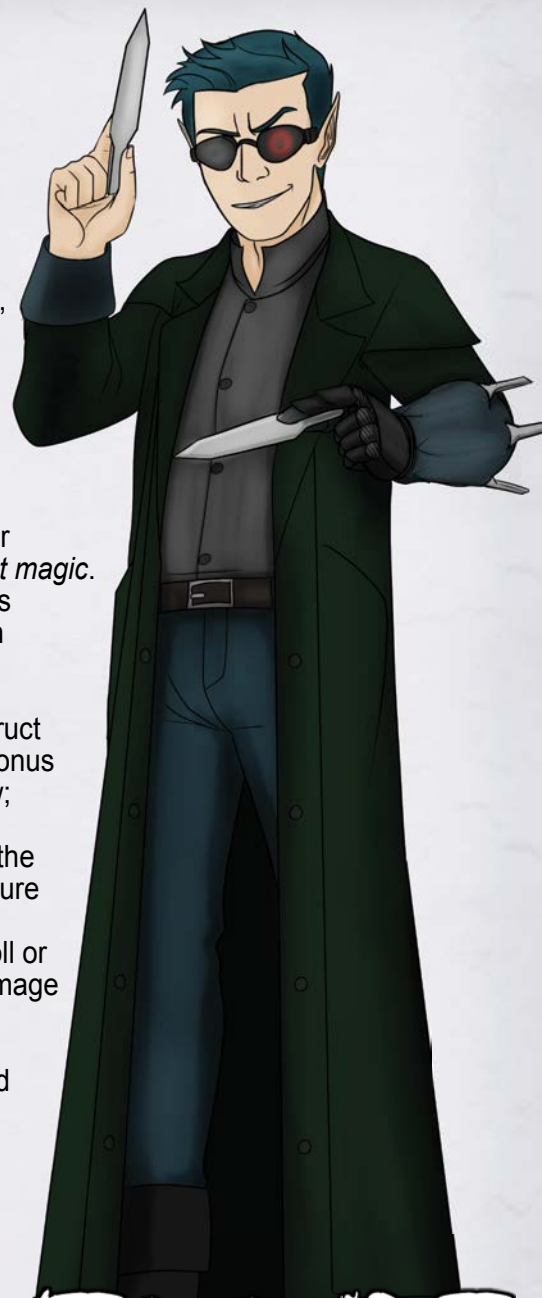
Thrown Dagger. *Ranged Weapon Attack:* +10 to hit, range (80/240), one target. *Hit:* 7 (1d4+5) magical piercing damage plus 3 (1d6) acid, cold, fire, or lightning damage.

REACTIONS

Fast Reactions. Override receives 4 reactions each round.

Reflexive Dodge. When Override is aware of his attacker, he may spend his reaction to reduce the damage of an attack or spell by half.

Once a promising young executive, Mykhail Mylar managed the digital framework for Jarrikol Industries Special Projects Division. In the 45 years since 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. Among the espionage community Override is known for having a deathwish and for leading many of his colleagues to a gruesome and untimely demise—this doesn't stop as many people as one might suspect. With a mixture of coercion, luck, and persuasion the elf continues to convince operators both new and old to take up his causes. Though he's usually seen trouncing around the Americas, Override has spent a significant amount of time lately in Europe, exploring what remains of the physical presence that Jarrikol once had. His obsession with the AI is almost all that drives him forward and even when he takes a job that doesn't chase after the rogue entity, his ultimate goals always serve that purpose (either buying him information he needs or supporting another madcap mission of his own devising).



Override

Pockets

Small humanoid, neutral

Armor Class 15 (magic leather)

Hit Points 214 (33d6+99)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	17 (+3)	16 (+3)	25 (+7)	13 (+1)	12 (+1)

Saving Throws Dex +8, Wis +6

Skills Arcana +12, History +12, Medicine +6, Nature +12, Technology +12

Senses darkvision 60 ft., passive Perception 10

Languages English, Gnome, Sylvan, ten others

Challenge 16 (15,000 XP)

Cyberware Attack. Pockets invades the software of an enemy's cyberware as an action, disrupting the piece of equipment and making it nonfunctional for 8 rounds. A successful Constitution saving throw opposed by a Technology check by Pockets negates this effect.

Drones. Pockets has 2d4+2 drones (either from page 137 or treated as familiars with the robotic template). By spending a bonus action or action, she can see through one of their senses and command a drone to take a full turn of actions. These can be salvaged after she is killed.

Electronic Telepathy. Pockets can read the surface programming of a device, has advantage on checks to influence computers, and can activate or deactivate unattended devices from a distance of 100 feet.

Hyper Analysis. By spending a bonus action, Pockets gives one ally she can see a +7 bonus to their next ability check, attack roll, or saving throw.

Hyper Ingenuity. Pockets can substitute an Intelligence ability check or Intelligence saving throw for another ability check or saving throw. After using this ability three times, she requires a long rest to recharge it.

Override Control. Pockets asserts her mastery over computers on a construct or vehicle, taking control of it for 8 rounds. Pockets spends an action and bonus action to make a Technology check opposed by an Intelligence saving throw; unattended vehicles receive no saving throw.

Tech Invisibility. Pockets can become invisible to all technology by spending an action. This invisibility lasts until Pockets makes an attack or twenty minutes have passed.

Technomaster. Pockets has advantage on Technology checks.

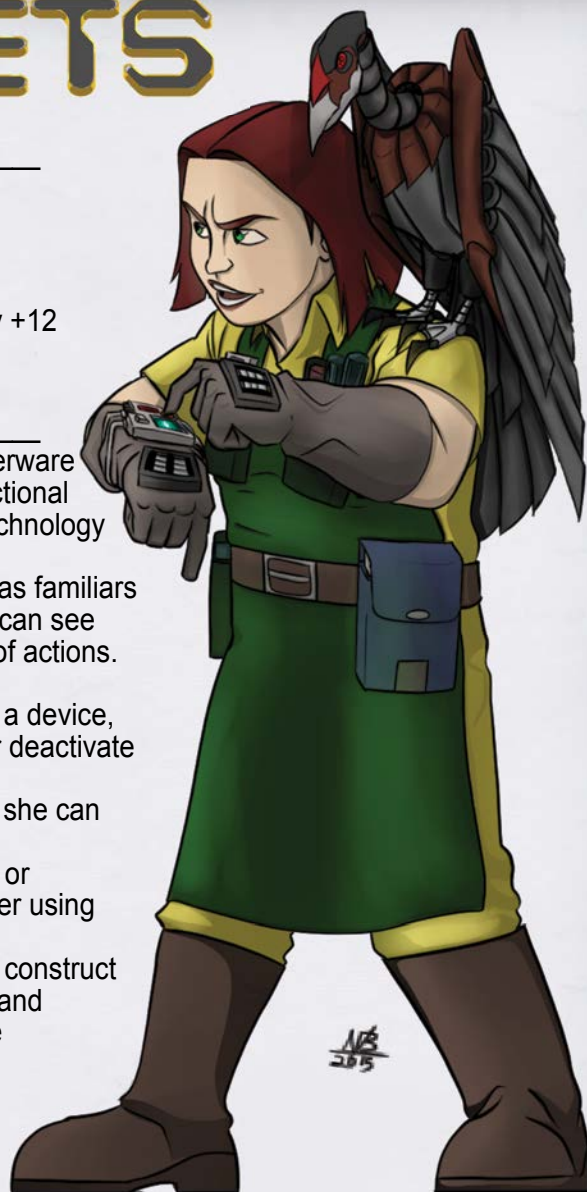
Spellcasting. Pockets is a 16th-level spellcaster that uses Intelligence as her spellcasting ability (spell save DC 20; +12 to hit with spell attacks). Pockets has the following spells and can cast them without the need for components:

Cantrips: *true strike*

1st (5 slots): *animal friendship*, *speak with animals*

Gadgeteer (2 slots): *any 4th-level spell of Pockets' choice*

5th (2 slots): *hold monster*



ACTIONS

Multiattack. Pockets can make any combination of five dagger attacks or drone attacks each turn.

Dagger. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) magical piercing damage.

Drone. Ranged Weapon Attack: +8 to hit, range (100/500), one target. *Hit:* 14 (2d10+3) acid, cold, fire, or lightning damage; the type of energy is chosen for the first attack made by a drone and cannot be changed for that drone after the choice is made.

REACTIONS

Smart Advice. Pockets can spend her reaction to give one ally she can see advantage on an Intelligence ability check or Intelligence saving throw. She may choose to use this ability after the initial result is rolled.

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.

Pop

Small humanoid, neutral

Armor Class 17 (studded leather)

Hit Points 187 (22d6+110)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	21 (+5)	20 (+5)	11 (+0)	18 (+4)	12 (+1)

Skills Acrobatics +15, Athletics +6, Intimidate +11, Perception +14, Stealth +10

Damage Resistances fire, lightning, poison; bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses darkvision 60 ft., passive Perception 24

Languages English, Halfling

Challenge 13 (10,000 XP)

Apprentice Strike. By spending a bonus action after dealing damage with a melee attack, Pop can force her target to make a DC 18 Wisdom save or gain one of the following conditions for 1d4 rounds: blinded, deafened, poisoned, prone, or stunned.

Autoficient. Pop does not need to spend a bonus action aiming to gain her proficiency bonus to attacks made with firearms.

Pain Threshold. Pop has been crushed, cut, scorched, slashed, and otherwise damaged so many times her body has become phenomenally resistant. Any attacks or spells that deal 5 points of damage or less do not deal any damage to Pop.

Perfect Combatant. Pop gains double her proficiency bonus to Acrobatics, Intimidate, and Perception checks, and any attacks she makes are considered magical.

Practiced Shot. Pop gains her proficiency bonus to damage with firearms and does not suffer disadvantage for making ranged attacks while within an enemy's reach or while grappling.

Rapid Reflexes. When Pop makes a Dexterity saving throw to reduce the damage of a spell or attack, on a success she takes no damage and on a failure she takes half damage.

Superior Leaping. Pop triples the distance of any jumps she makes.

Tactical Genius. By spending a bonus action, Pop grants an ally an action they must use immediately (costing the benefiting creature its reaction).

ACTIONS

Multiattack. Pop makes any combination of five unarmed strikes and SMG blasts each turn.

Unarmed Strike. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d10+5) magical bludgeoning damage.

SMG Blast. *Ranged Weapon Attack:* +10 to hit, range (80/360), one target. *Hit:* 19 (2d8+10) magical bludgeoning and piercing damage.

REACTIONS

Fast Reactions. Pop receives 2 reactions each round.

Reflexive Dodge. When Pop is aware of her attacker, she may spend her reaction to reduce the damage of an attack or spell by half.

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 Metropolitan, 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

Medium humanoid, chaotic good

Armor Class 15 (18 with mage armor)

Hit Points 95 (10d8+50)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	20 (+5)	21 (+5)	11 (+0)	14 (+2)	13 (+1)

Saving Throws Dex +9, Con +9, Int +4

Skills Intimidate +4, Investigation +4, Medicine +6, Perception +6, Sleight of Hand +9, Stealth +9, Technology +4

Damage Resistances force, psychic

Damage Immunities critical hits

Condition Immunities charmed, stunned

Senses darkvision 60 ft., passive Perception 16

Languages Russian

Challenge 10 (5,900 XP)

Pain Threshold. Proletariat's telekinetic powers provide a natural buffer that protects him from harm. Any attacks or spells that deal 5 points of damage or less do not deal any damage to Proletariat.

Telekinetic. Proletariat uses Constitution instead of Strength and is considered Large for determining carrying capacity.

Spellcasting. Proletariat is a 10th-level spellcaster that uses Constitution as his spellcasting ability (spell save DC 17; +9 to hit with spell attacks). Proletariat has the following spells and can cast them without the need for material or verbal components:

Cantrips: *mage hand*, *mending*

1st (5 slots): *alarm*, *mage armor*, *magic missile*, *shield*

2nd (4 slots): *barkskin*, *pass without trace*, *spiritual weapon*

3rd (4 slots): *fly*, *haste*

4th (3 slots): *stoneskin*

5th (2 slots): *telekinesis*

ACTIONS

Multiattack. Proletariat makes two telekinetic burst attacks, two telekinetic throw attacks, or one telekinetic burst attack and one telekinetic throw attack each turn.

Telekinetic Burst. Melee Weapon Attack: +9 to hit, reach 20 ft., multiple targets (20-foot-radius; make an attack roll for each target). *Hit:* 32 (5d10+5). A DC 16 Dexterity saving throw halves this damage; failure on this save grants the prone condition.

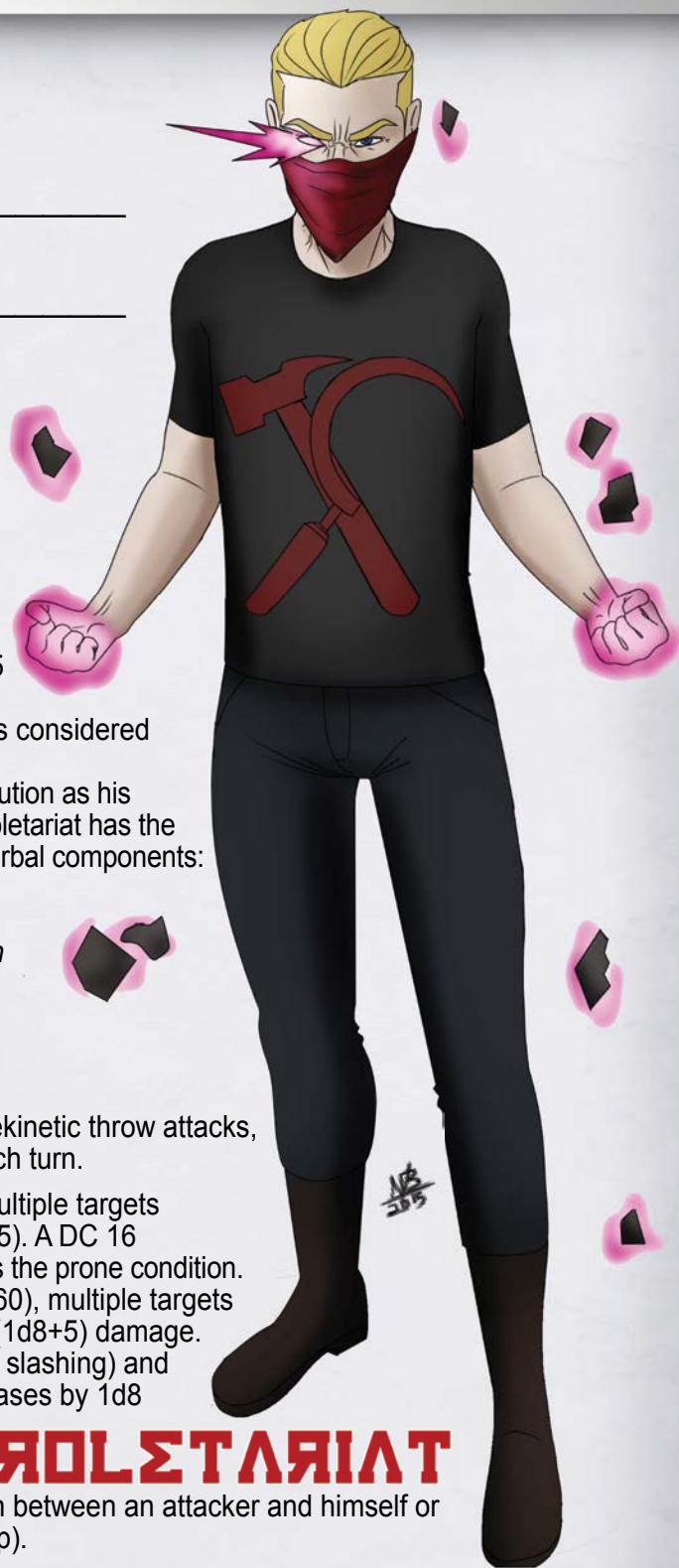
Telekinetic Throw. Ranged Weapon Attack: +9 to hit, range (80/160), multiple targets (determined by object size; make one attack roll per target). *Hit:* 9 (1d8+5) damage.

The damage type depends on the object (bludgeoning, piercing, or slashing) and at 100 pounds and every 100 pounds thereafter, the damage increases by 1d8 (up to 36 [7d8+5] at 600 pounds).

REACTIONS

Telekinetic Cover. Proletariat rips up a piece of the environment in between an attacker and himself or one ally as a bonus action or reaction, granting cover (AC 15, 15 hp).

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 Leitnov, 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.



PROLETARIAT

Ramón Benítez

Medium humanoid, chaotic neutral

Armor Class 17 (studded leather)

Hit Points 143 (26d8+26)

Speed 40 ft.

**RAMON
BENITEZ**

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	12 (+1)	15 (+2)	13 (+1)	23 (+6)

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

Skills Acrobatics +10, Athletics +6, Deception +11, History +7, Performance +11, Persuasion +11, Survival +6

Senses passive Perception 11

Languages English, Spanish, Portuguese

Challenge 13 (10,000 XP)

Autoficient. Ramón does not need to spend a bonus action aiming to gain his proficiency bonus to attacks made with firearms.

Cloned Immortality. When Ramón dies, his mind and spirit immediately jump into a prepared simulacra within 100 miles (if there are none within that distance, he jumps into the nearest one instead). For the first week inside of this simulacra, Ramón suffers from one level of exhaustion. If killed while suffering from exhaustion incurred by this ability, Ramón jumps bodies again and accrues a second level of exhaustion that remains for two weeks. This can repeat until Ramón has five levels of exhaustion; if killed while in such a condition, he permanently dies.

Inspiring Rally. Ramón can spend a bonus action calling out commands, commendations, and encouragement to his allies, granting them advantage on attack rolls until the end of his next turn.

Practiced Shot. Ramón gains his proficiency bonus to damage with firearms and does not suffer disadvantage for making ranged attacks while within an enemy's reach or while grappling.

Spellcasting. Ramón is a 10th-level spellcaster that uses Charisma as his spellcasting ability (spell save DC 19; +11 to hit with spell attacks). Ramón has the following spells prepared from the bard's spell list:

Cantripts: *dancing lights*, *mage hand*, *mending*, *message*

1st (4 slots): *charm person*, *comprehend languages*, *detect magic*, *disguise self*

2nd (3 slots): *enthrall*, *mirror image*

3rd (3 slots): *bestow curse*, *nondetection*

4th (3 slots): *dimension door*, *freedom of movement*

5th (2 slots): *hold monster*, *mislead*

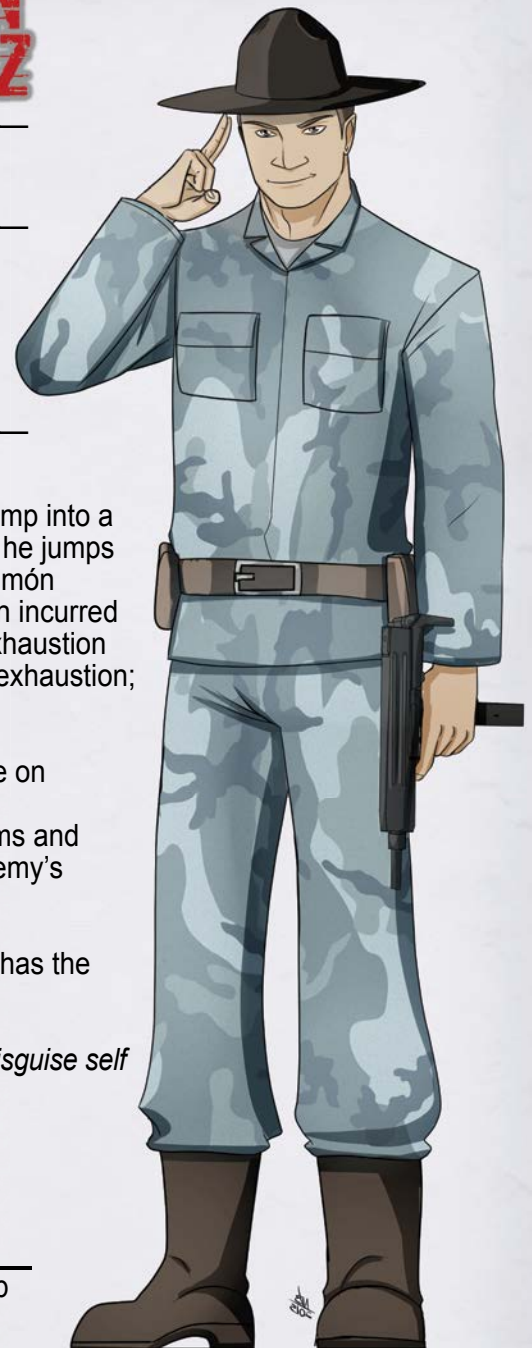
ACTIONS

Multiattack. Ramón can make any combination of four magimolecular whip attacks or SMG blast attacks each turn.

Magimolecular Whip. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 4 (1d8+3) magical slashing damage plus 5 (1d10) force damage; +10 damage on a critical hit, then roll d20 (on a 19 or 20 one weapon, shield, or armor the target is wearing is destroyed, or loses a limb; on a 1, Ramón is hit instead).

SMG Blast. *Ranged Weapon Attack:* +10 to hit, range (80/360), one target. *Hit:* 19 (2d8+10) magical bludgeoning and piercing damage.

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 as Ramón Benítez to start one final revolution to cement his ideologies in the world. If a hypercorporation exists that Ramón likes he either hasn't found it or won't reveal as much, and he sure as hell doesn't care for Biospecs. The revolutionary treats the monolithic hypercorporation like a massive, ponderous beast, training his followers on attack runs that disrupt low-priority transports and facilities all ultimately to fund his militaristic ambitions. He is quickly proving himself to be a major thorn in the side of Biospecs, continuing to wage his war despite repeated confirmed reports of his death.



Scion of Chi

Medium humanoid, lawful good

Armor Class 26 (Wisdom)

Hit Points 420 (40d8+240)

Speed 130 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	29 (+9)	22 (+6)	13 (+1)	25 (+7)	17 (+3)

Saving Throws Con +15, Int +10, Cha +12

Skills Acrobatics +18, Arcana +10, History +10, Insight +16, Investigation +10, Perception +16, Stealth +18

Damage Vulnerabilities cold iron weapons, wood weapons

Damage Resistances lightning; bludgeoning, slashing, and piercing damage

Damage Immunities poison

Condition Immunities charmed, exhausted, frightened, poisoned

Senses darkvision 60 ft., passive Perception 26

Languages Elven, English, Nepalese; telepathy 200 ft., tongues

Challenge 30 (155,000 XP)

Ki Charged Weapons. The Scion of Chi is proficient with all weapons. Any attacks made by her count as magical weapons and she adds her proficiency bonus as force damage when making ranged attacks. By spending a bonus action, Scion of Chi adds her proficiency bonus as force damage to melee attacks.

Masterful Strike. By spending a bonus action after dealing damage, the Scion of Chi can force her target to make a DC 23 Wisdom save or gain one of the following conditions for 1d6 rounds: blinded, deafened, frightened, incapacitated, poisoned, prone, stunned, or unconscious.

Pain Threshold. The Scion of Chi's skin is as hard as steel. Any attacks or spells that deal 10 points of damage or less do not deal any damage to the Scion of Chi.

Rapid Reflexes. When the Scion of Chi makes a Dexterity saving throw to reduce the damage of a spell or attack, on a success she takes no damage and on a failure she takes half damage.

Superior Leaping. The Scion of Chi triples the distance of any jumps she makes.

Tactical Genius. By spending a bonus action, the Scion of Chi grants an ally an action they must use immediately (costing the benefiting creature its reaction).

ACTIONS

Multiattack. The Scion of Chi makes nine unarmed strike attacks each turn.

Unarmed Strike. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 18 (2d8+9) magical bludgeoning damage plus 18 (4d8) lightning damage.

REACTIONS

Fast Reactions. The Scion of Chi receives 4 reactions each round.

Reflexive Dodge. When the Scion of Chi is aware of her attacker, she may spend her reaction to reduce the damage of an attack or spell by half.

Wise Advice. The Scion of Chi can spend her reaction to allow one ally she can see to use her Wisdom bonus for any ability check or saving throw. She must choose to use this ability before the initial result is rolled.

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.



SCION OF CHI

Siegreich

Medium humanoid, neutral evil

Armor Class 17 (2 natural)

Hit Points 328 (29d8+198)

Speed 30 ft.

Siegreich

STR	DEX	CON	INT	WIS	CHA
25 (+7)	20 (+5)	28 (+9)	15 (+2)	13 (+1)	18 (+4)

Saving Throws Int +9, Wis +8

Skills Insight +8, Intimidate +11, Investigation +9,
Perception +15, Stealth +12

Damage Vulnerabilities radiant

Damage Resistances poison; bludgeoning, piercing, and slashing
damage from magical weapons

Damage Immunities necrotic; bludgeoning, piercing, and slashing
damage from nonmagical weapons

Condition Immunities exhaustion, stunned

Senses darkvision 60 ft., passive Perception 25

Languages Chinese, English, German, Italian, Japanese, Mapudungun,
Portuguese, Russian, Spanish

Challenge 21 (33,000 XP)

Hyper Strength. Siegreich has advantage on all Strength ability checks and saving throws, and his carrying capacity is tripled

Murderthrow. Siegreich can throw a restrained creature as though they were an object (dealing equal damage to the thrown creature).

Pain Threshold. Siegreich's skin has been transformed, making him into a veritable juggernaut. Any attacks or spells that deal 10 points of damage or less do not deal any damage to Siegreich.

Perfected Hunter. Siegreich gains double his proficiency bonus to Perception checks and his natural weapons count as magical weapons.

Practiced Shot. Siegreich gains his proficiency bonus to damage with firearms and does not suffer disadvantage for making ranged attacks while within an enemy's reach or while grappling.

ACTIONS

Multiattack. Siegreich can make four grappled weapon attacks, five unarmed strike attacks, a nazi breath attack and two thrown object attacks, or three thrown object attacks each turn.

Grappled Weapon. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. **Hit:** 20 (2d12+7) magical bludgeoning damage. Both the grappled creature and Siegreich's target take this damage, and even on a miss Siegreich deals damage to the grappled creature.

Unarmed Strike. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. **Hit:** 14 (2d8+7) magical bludgeoning damage plus 18 (4d8) necrotic damage. Instead of dealing damage, Siegreich can grapple a target (escape DC 22). When attacking a creature he has grappled, Siegreich can forego doing damage to restrain the target instead (escape DC 24).

Nazi Breath (5-6). Ranged Weapon Attack: range (100/500), multiple targets (30-foot-square). **Hit:** 115 (21d10) necrotic damage. Creatures make a DC 20 Constitution save to take half damage; on a failure this hit point damage cannot be healed until after taking a long rest.

Thrown Object. Ranged Weapon Attack: +12 to hit, range (150/300), multiple targets (determined by object size; make one attack roll per target). **Hit:** 11 (1d8+7) damage. The damage type depends on the object (bludgeoning, piercing, or slashing) and at 100 pounds and every 100 pounds thereafter, the damage increases by 1d8 (up to 59 [12d8+5] at 1,100 pounds).

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 aryan communities hidden in the wilderness of the continent's rainforests, all in wait of Siegreich'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

Medium humanoid, neutral

Armor Class 17 (leather)

Hit Points 149 (23d8+46)

Speed 50 ft. (300 mph fly in hoverbike)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	15 (+2)	15 (+2)	13 (+1)	8 (–1)

Saving Throws Con +6, Int +6, Wis +5, Cha +3

Skills Athletics +7, Acrobatics +14, Insight +5, Intimidate +7, Investigation +6, Nature +6, Perception +9, Stealth +10, Technology +6

Senses darkvision 60 ft., passive Perception 19

Languages Chinese, English, Russian

Challenge 12 (8,400 XP)

Perfect Combatant. Sniper gains double his proficiency bonus to Acrobatics, Intimidate, and Perception checks, and any attacks he makes are considered magical.

Practiced Shot. Sniper gains his proficiency bonus to damage with bows and does not suffer disadvantage for making ranged attacks while within an enemy's reach or while grappling.

Rapid Reflexes. When Sniper makes a Dexterity saving throw to reduce the damage of a spell or attack, on a success he takes no damage and on a failure he takes half damage.

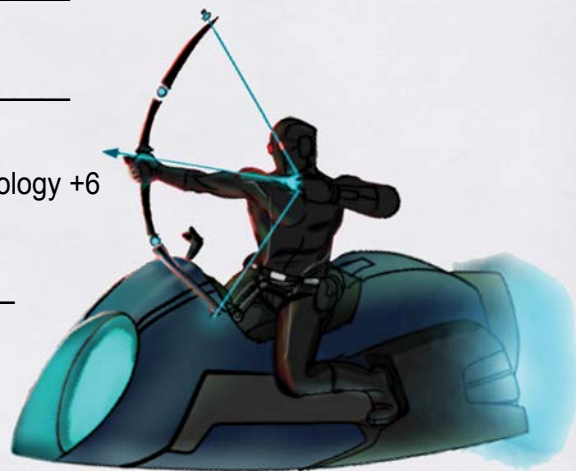
Wealthy. Sniper's vast personal wealth means he is always well-equipped. This typically includes various different grenades and a hoverbike, but can expand to include anything at the GM's discretion.

Spellcasting. Sniper is a 12th-level spellcaster that uses Wisdom as his spellcasting ability (spell save DC 13; +5 to hit with spell attacks). Sniper has the following spells prepared from the ranger's spell list:

1st (3 slots): *fog cloud*, *jump*, *longstrider*

2nd (2 slots): *pass without trace*, *silence*

3rd (1 slots): *nondetection*



SNIPER

ACTIONS

Multiattack. Sniper makes a combination of four retracting gauntlet attacks and four energized arrow attacks, or one arrow storm.

Retracting Gauntlet. Melee Weapon Attack: +8 to hit, reach 5 ft., one target.

Hit: 10 (2d8+3) magical slashing damage plus 9 (2d8) lightning damage.

Arrow Storm. Ranged Weapon Attack: range (150 only), multiple targets (30-foot-square).

Hit: 76 (10d12+11) magical piercing damage; DC 17 Dexterity saving throw halves damage.

Energized Arrow. Ranged Weapon Attack: +11 to hit, range (150/600), one target.

Hit: 15 (1d8+11) magical piercing damage plus 5 (1d10) thunder damage.

REACTIONS

Fast Reactions. Sniper receives 2 reactions each round.

Reflexive Dodge. When Sniper is aware of his attacker, he may spend his reaction to reduce the damage of an attack or spell by half.

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.

Splits

Medium humanoid, neutral good

Armor Class 18 (2 battlesuit)

Hit Points 180 (19d8+95)

Speed 150 ft.

SPLITS



STR	DEX	CON	INT	WIS	CHA
20 (+5)	22 (+6)	20 (+5)	19 (+4)	11 (+0)	15 (+2)

Saving Throws Wis +5, Cha +7

Skills Acrobatics +16, Insight +5, Intimidate +12, Investigation +9, History +9, Nature +9, Perception +10, Stealth +11, Technology +9

Damage Resistances cold, fire

Condition Immunities exhausted

Senses darkvision 60 ft., passive Perception 20

Languages Chinese, English, Japanese, Russian, Spanish

Challenge 15 (13,000 XP)

Climbing Run. Splits has a climb speed equal to his normal speed while he is in movement.

Fast Feet. Splits ignores all types of difficult terrain.

Hyper Strength. Splits has advantage on all Strength ability checks and saving throws, and his carrying capacity is tripled (900 pounds).

Pain Threshold. Splits' suit makes him largely impervious to harm. Any attacks or spells that deal 5 points of damage or less do not deal any damage to Splits.

Perfect Combatant. Splits gains double his proficiency bonus to Acrobatics, Intimidate, and Perception checks, and any attacks he makes are considered magical.

Rapid Reflexes. When Splits makes a Dexterity saving throw to reduce the damage of a spell or attack, on a success he takes no damage and on a failure he takes half damage.

Running Dodge. On any turn where Splits takes the Dash action his AC increases by 5.

Superior Leaping. Splits triples the distance of any jumps he makes.

ACTIONS

Multiattack. Splits makes two velocity strike attacks or three sonic fist attacks each turn.

Sonic Fist. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 27 (6d6+6) magical bludgeoning damage plus 7 (2d6) thunder damage.

Velocity Strike. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 45 (6d12+6) magical bludgeoning damage.

REACTIONS

Fast Reactions. Splits can take 6 reactions each round.

Reflexive Dodge. When Splits is aware of his attacker, he may spend his reaction to reduce the damage of an attack or spell by half.

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 as 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 descendants 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

Medium humanoid, neutral good

Armor Class 16 (19 with spirit shield)

Hit Points 283 (27d8+162)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	23 (+6)	23 (+6)	22 (+6)	23 (+6)	22 (+6)

Saving Throws All +12

Skills Acrobatics +18, Athletics +12, Intimidate +18, Investigation +12, Perception +18, Stealth +12, Survival +12

Condition Immunities exhaustion, stunned

Senses darkvision 60 ft., passive Perception 28

Languages Dwarven, Elven, English, Russian, Sioux

Challenge 20 (25,000 XP)

Fast Feet. Tomahawk ignores all types of difficult terrain.

Hyper Strength. Tomahawk has advantage on all Strength ability checks and saving throws, and his carrying capacity is tripled (1,000 pounds).

Pain Threshold. Any attacks or spells that deal 5 points of damage or less do not deal any damage to Tomahawk.

Perfect Combatant. Tomahawk gains double his proficiency bonus to Acrobatics, Intimidate, and Perception checks, and any attacks he makes are considered magical.

Rapid Reflexes. When Tomahawk makes a Dexterity saving throw to reduce the damage of a spell or attack, on a success he takes no damage and on a failure he takes half damage.

Spirit Senses. Tomahawk can utilize the *detect magic* spell as a free action and does not require any concentration to maintain it.

Spirit Shield. Tomahawk and as many as 6 allies within 60 feet gain a +3 bonus to AC from his spirit shield. Activating this ability requires a bonus action and it can be suppressed as a free action. Creatures affected by his spirit shield gain the benefits of a *pass without trace* spell.

Superior Leaping. Tomahawk triples the distance of any jumps he makes.

Tactical Genius. By spending a bonus action, Tomahawk grants an ally an action they must use immediately (costing the benefiting creature its reaction).

Tomahawk Specialist. Tomahawk gains his proficiency bonus to damage with tomahawks, triples the range at which he can throw them, and is not at disadvantage to make ranged attacks with tomahawks while within reach of an enemy.

ACTIONS

Multiattack. Tomahawk makes ten tomahawk attacks each turn; these can be a mix melee attacks and ranged attacks.

Tomahawks. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. *Hit:* 15 (1d6+12) magical slashing damage.

Tomahawks. Ranged Weapon Attack: +12 to hit, range (60/180), one target. *Hit:* 15 (1d6+12) magical slashing damage. Immediately after throwing a tomahawk at a target, these weapons reappear in Tomahawk's hands.

An *alter sapiens* in every generation of the tribes of Wówičakħe Oyánke 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 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 conscientious.

Tomahawk



Torius

Medium humanoid, chaotic neutral

Armor Class 19 (4 natural)

Hit Points 304 (21d8+210)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	31 (+10)	8 (-1)	15 (+2)	17 (+3)

Saving Throws Int +6, Wis +9, Cha +10

Skills Acrobatics +19, Athletics +13, Intimidate +17, Perception +9

Damage Resistances cold, fire, poison; bludgeoning, piercing, and slashing damage

Condition Immunities exhausted, frightened

Senses darkvision 60 ft., passive Perception 19

Languages English, Latin

Challenge 21 (33,000 XP)

Hyper Strength. Torius has advantage on all Strength ability checks and saving throws, and his carrying capacity is tripled (1,000 pounds).

Incredible Initiative. Torius has advantage when rolling initiative.

Pain Threshold. Any attacks or spells that deal 10 points of damage or less do not deal any damage to Torius.

Perfect Combatant. Torius gains double his proficiency bonus to Acrobatics, Intimidate, and Perception checks, and any attacks he makes are considered magical.

Size Decrease. By spending a bonus action or reaction, Torius decreases his size by one step (reducing to be Small or Tiny). Torius' carrying capacity is not reduced when he decreases in size but his melee attacks deal half as much damage per size category below Medium.

Size Increase. By spending a bonus action or action, Torius increases his size by one step (to a maximum of Gargantuan). For every increased step in size, Torius' carrying capacity doubles, his reach increases by 5 ft., and he deals twice as much damage with melee attacks, but he takes one less attack per size category greater than Medium (minimum 1 attack). The escape DC for Torius' grapple increases by +1 per size increase. For every increased size category, Torius gains 20 temporary hit points.

ACTIONS

Multiattack. Torius can make four grappled weapon attacks, five mythic strike attacks, or three thrown object attacks each turn.

Grappled Weapon. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. **Hit:** 19 (2d12+6) magical bludgeoning damage. Both the grappled creature and Torius' target take this damage, and even on a miss Torius deals damage to the grappled creature.

Mythic Strike. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. **Hit:** 15 (2d8+6) magical bludgeoning damage plus 18 (4d8) radiant damage. Instead of dealing damage, Torius can grapple a target (escape DC 21). When attacking a creature he has grappled, Torius can forego doing damage to restrain the target instead (escape DC 23).

Thrown Object. Ranged Weapon Attack: +12 to hit, range (150/300), multiple targets (determined by object size; make one attack roll per target). **Hit:** 10 (1d8+6) magical damage. The damage type depends on the object (bludgeoning, piercing, or slashing) and at 100 pounds and every 100 pounds thereafter, the damage increases by 1d8 (up to 55 [11d8+6] at 1,000 pounds, 100 [21d8+6] at 2,000 pounds, 145 [31d8+6] at 3,000 pounds, or 190 [41d8+6] at 4,000 pounds).

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.



TORIUS

MASTER OF MANY SIZES

Verdant Sorceress

Medium humanoid, neutral good

Armor Class 19 (5 natural)

Hit Points 300 (24d8+192)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	27 (+8)	20 (+5)	21 (+5)	23 (+6)

Saving Throws Dex +12, Con +16, Wis +13

Skills Acrobatics +12, Arcana +13, Athletics +10, Insight +13, Nature +13, Perception +13

Damage Vulnerabilities necrotic

Damage Immunities poison

Condition Immunities paralyzed, poisoned, prone

Senses passive Perception 23

Languages Aklo, English, Elven, Nepalese, Sylvan, Treant, Vegepygmy

Challenge 26 (90,000 XP)

Apprentice Strike. By spending a bonus action after dealing damage with a melee attack, Verdant Sorceress can force her target to make a DC 21 Wisdom save or gain one of the following conditions for 1d4 rounds: blinded, deafened, poisoned, prone, or stunned.

Dependency. Verdant Sorceress requires at least 10 minutes of sunlight each day in order to fuel her abilities. For every day without exposure to sunlight, she accrues one level of exhaustion.

Plant Conjurer. By spending a bonus action, Verdant Sorceress can conjure up to 10 plant creatures of CR 4 or less within 100 feet. By spending an action, she can summon 5 plant creatures of CR 10 or less within 100 feet. By performing a one minute ritual, Verdant Sorceress can summon a plant creature of up to CR 20. Creatures summoned with Plant Conjurer remain for one hour before disappearing, any plant creatures of CR 10 or less summoned via ritual remain for 24 hours.

Plant Friend. Verdant Sorceress is constantly under the effects of a speak with plants spell and may cast *awaken* without the need for components. After using this ability 6 times Verdant Sorceress requires a short rest to recharge it.

Rapid Reflexes. When Verdant Sorceress makes a Dexterity saving throw to reduce the damage of a spell or attack, on a success she takes no damage and on a failure she takes half damage.

Spellcasting. Verdant Sorceress is a 20th-level spellcaster that uses Charisma as her spellcasting ability (spell save DC 22; +14 to hit with spell attacks). Verdant Sorceress has the following spells prepared from the sorcerer's spell list:

Cantrips: *acid splash*, *control flames*, *light*, *mage hand*, *mending*, *true strike*

1st (4 slots): *mage armor*, *shield*, *sleep*

2nd (3 slots): *mirror image*, *see invisibility*

3rd (3 slots): *haste*, *protection from energy*

4th (3 slots): *confusion*, *stoneskin*

5th (3 slots): *cone of cold*, *telekinesis*

6th (2 slots): *chain lightning*, *sunbeam*

7th (2 slots): *fire storm*

8th (1 slot): *sunburst*

9th (1 slot): *meteor swarm*

ACTIONS

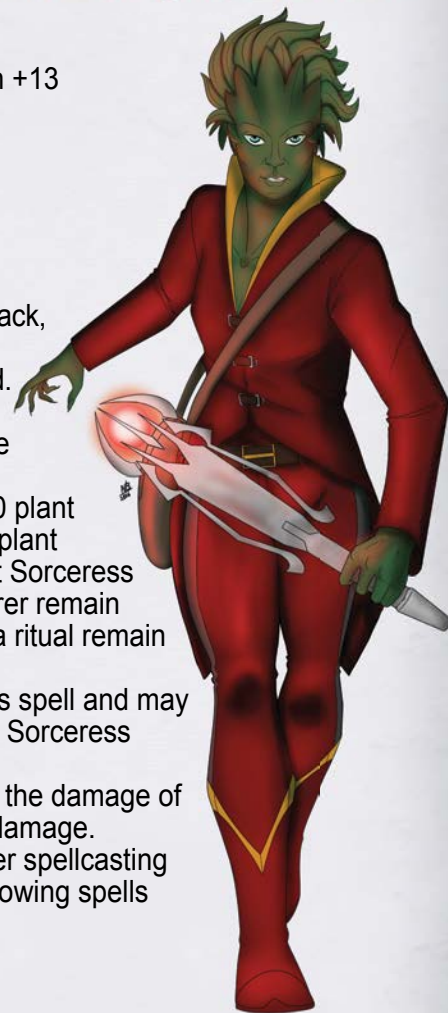
Multiattack. Verdant Sorceress makes a combination of ten weapon attacks, or casts a spell (with a casting time of one action or less) and makes a combination of five weapon attacks.

Oaken Staff. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. *Hit:* 6 (1d8+2) magical bludgeoning damage plus 14 (4d6) force damage.

Ironwood Shuriken. Ranged Weapon Attack: +12 to hit, range (20/60), one target. *Hit:* 6 (1d4+4) magical piercing damage plus 3 (1d6) acid, 3 (1d6) cold, 3 (1d6) fire, and 3 (1d6) lightning damage.

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.

VERDANT SORCERESS



Vlad III Dracula

Medium undead (hyper vampire, shapechanger), lawful evil

Armor Class 24 (4 natural armor)

Hit Points 437 (46d8+230)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	20 (+5)	20 (+5)	20 (+5)

Saving Throws Str +10, Dex +19, Con +10, Int +10, Wis +19, Cha +19

Skills Arcana +14, Deception +14, Insight +14, Intimidate +14, Perception +14, Persuasion +14, Stealth +14

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

Senses darkvision 120 ft., passive Perception 24

Languages Aklo, English, French, German, Romanian, Russian, Turkish; telepathy 200 ft.

Challenge 30 (155,000 XP)

Ancient Strength. Vlad has resistance to damage dealt from vampire weaknesses and receives a DC 20 Wisdom saving throw to enter a domicile or DC 20 Constitution saving throw to ignore paralysis from a stake.

Base Vampire Abilities. As a Vampire: charm (DC 22 Wisdom saving throw), children of night, legendary actions (bite, move, unarmed strike), legendary resistance 3/day, misty escape, regeneration (10), shapechanger, spider climb, vampire weaknesses.

Children of Darkness. Vlad can spend an action to summon 2d4 vampire spawn that appear after 1d4 rounds; after 1 hour, these creatures disappear. Vlad can use this ability five times before requiring a long rest to recharge it.

Hyper Bonus +5. Vlad has a +5 hyper bonus to AC, saving throws, and damage.

Overshadow the Sun. By spending 10 minutes performing a secretive ritual, Vlad draws cataclysmic energies from the Shadow Plane to create darkness in a 1-mile radius for up to 5 hours. This effect is treated as a spell of 9th level.

ACTIONS

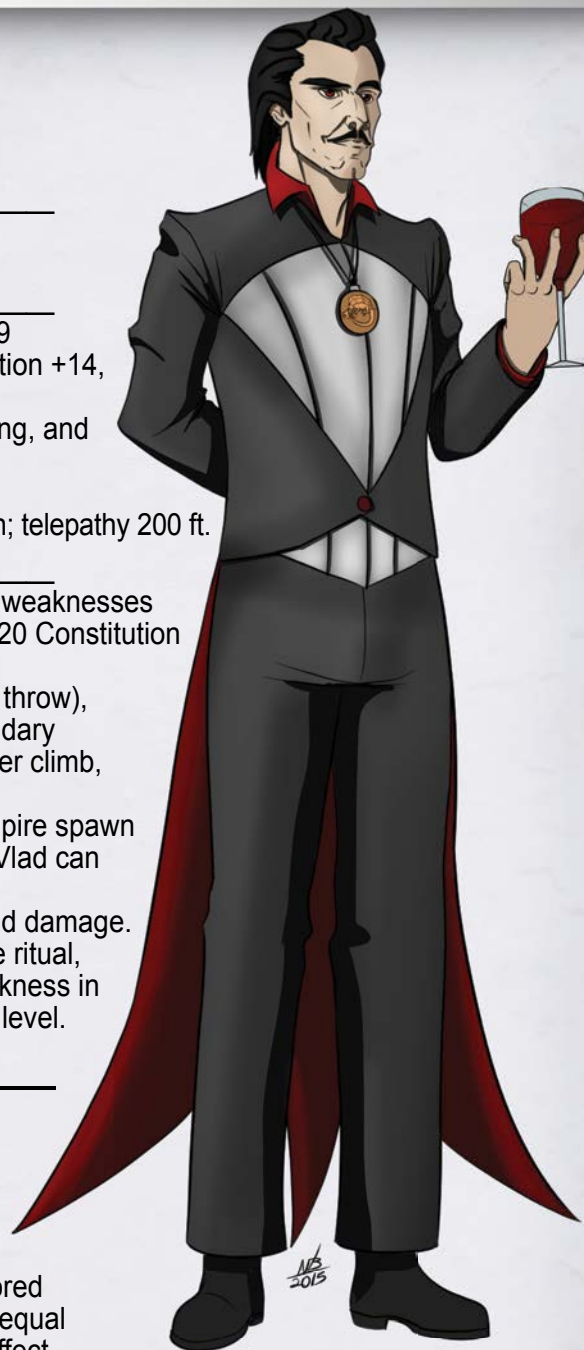
Multiattack. Vlad makes one bite attack, one life stealer attack, and six unarmed strike attacks each turn.

Bite. Melee Weapon Attack: +14 to hit, reach 5 ft., one creature grappled by Vlad, incapacitated, or restrained. **Hit:** 13 (1d6+10) piercing damage plus 26 (6d6+5) necrotic damage. Necrotic damage dealt this way cannot be healed with the use of magic and is only restored when a creature takes a short or long rest, and Vlad regains hit points equal to the total damage dealt. Creatures reduced to 0 hit points from this effect die and rise the next evening as a vampire spawn under Vlad's control.

Unarmed Strike. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. **Hit:** 21 (2d10+10) bludgeoning damage. Vlad can choose to grapple the target (escape DC 23) instead of dealing damage.

Life Stealer. By spending an action and bonus action, Vlad breathes inward, sucking away the life force of creatures within 40 feet of him. Creatures in the area of effect must make a DC 20 Constitution save or take 20 (6d6) necrotic damage; half of this damage is granted to Vlad as temporary hit points. A successful saving throw reduces the necrotic damage by half. Damage dealt this way cannot be healed with the use of magic and is only restored when a creature takes a short or long rest. Vlad can use this ability five times before requiring a long rest to recharge it. Creatures slain by this ability are transformed into a Vampire when the sun next sets.

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. Though Vlad has not yet learned of it, a deal he made long, long ago will soon come back to haunt him.



PRINCE VLAD
OF WALLACHIA

W.A.T.S.O.N.

Medium humanoid, lawful good

Armor Class 18 (magical studded leather)

Hit Points 104 (16d8+32)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	15 (+2)	25 (+7)	14 (+2)	11 (+0)

Saving Throws Con +5, Wis +5, Cha +3

Skills Acrobatics +8, Insight +5, Perception +5, Stealth +8, Technology +10

Senses darkvision 60 ft., passive Perception 15

Languages Chinese, Draconic, Dwarven, Elven, English, French, German, Halfling, Italian, Japanese, Russian, Spanish

Challenge 8 (3,900 XP)

Autoficient. W.A.T.S.O.N. does not need to spend a bonus action aiming to gain her proficiency bonus to attacks made with firearms.

Dwarven Traits. W.A.T.S.O.N. makes saving throws against poison with advantage and has one additional hit point per hit die.

Fast-Fix. W.A.T.S.O.N. can spend an action to heal 23 (3d10+7) hit points to a construct within 30 feet. She can spend a bonus action to heal half that amount instead.

Override Control. W.A.T.S.O.N. asserts her mastery over computers on a construct or vehicle, taking control of it for 3 rounds. W.A.T.S.O.N. spends an action and bonus action to make a Technology check opposed by an Intelligence saving throw; unattended vehicles receive no saving throw.

Targeting Relays. W.A.T.S.O.N. does not suffer disadvantage for making ranged attacks while within reach of an enemy.

Technofanatic. W.A.T.S.O.N. has advantage on Technology checks. While on the Hypernet, she gains advantage on all ability checks and her CR increases by 1.

ACTIONS

Metarifle. Ranged Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 14 (2d8+5) energy damage (acid, cold, fire, lightning, or thunder).

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.

WATSON & SHERLOCK

S.H.E.R.L.O.C.K.

Large construct, lawful good

Armor Class 16 (2 natural, 2 shield)

Hit Points 115 (10d10+60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	22 (+6)	6 (-2)	17 (+3)	11 (+0)

Saving Throws Dex +5, Int +1, Cha +3

Skills Acrobatics +5, Athletics +9, Perception +6, Stealth +9, Survival +6

Damage Vulnerabilities critical hits, lightning

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

Damage Immunities necrotic, poison, psychic

Condition Immunities charmed, exhausted, paralyzed, petrified, poisoned

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 16

Languages English

Challenge 8 (3,900 XP)

Pain Threshold. Any attacks or spells that deal 10 points of damage or less do not deal any damage to S.H.E.R.L.O.C.K.

ACTIONS

Multiattack.

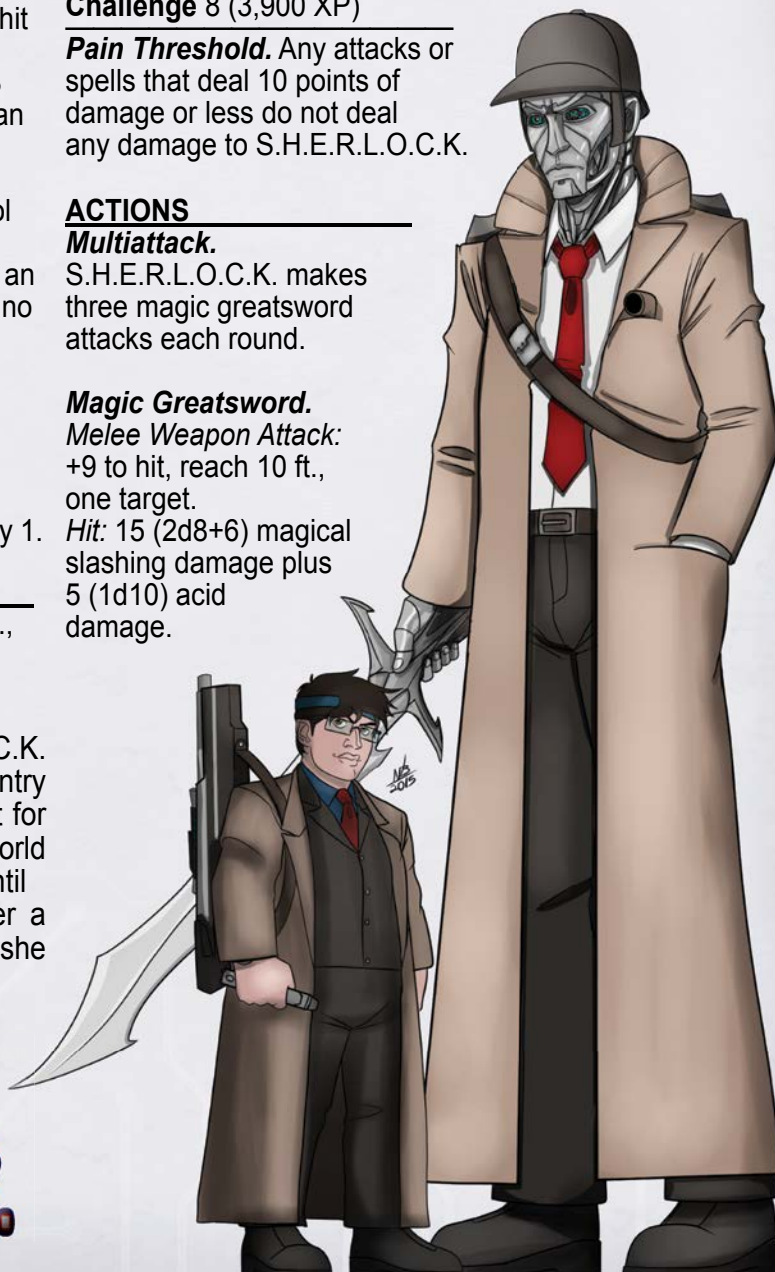
S.H.E.R.L.O.C.K. makes three magic greatsword attacks each round.

Magic Greatsword.

Melee Weapon Attack:

+9 to hit, reach 10 ft., one target.

Hit: 15 (2d8+6) magical slashing damage plus 5 (1d10) acid damage.



Wild One

Small humanoid, neutral

Armor Class 15 (leather)

Hit Points 93 (17d6+34)

Speed 25 ft. (65 ft. motorcycle)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	15 (+2)	18 (+4)	12 (+1)	12 (+1)

Saving Throws Dex +7, Con +5, Int +7, Cha +4

Skills Perception +4, Stealth +7, Technology +7

Senses passive Perception 14

Languages Chinese, English, Gnome, Nepalese, Russian, Sylvan, Thieves' Kant

Challenge 7 (2,900 XP)

Autoficient. Wild One does not need to spend a bonus action aiming to gain his proficiency bonus to attacks made with firearms.

Electronic Telepathy. Wild One can read the surface programming of a device, has advantage on checks to influence computers, and can activate or deactivate unattended devices from a distance of 60 feet.

Equipment Malefactor. Wild One 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 6 rounds. A successful Intelligence saving throw opposed by a Technology check by Wild One negates this effect; unattended objects receive no saving throw.

Hyper Smart. Wild One can automatically succeed on one Intelligence ability check or saving throw. After using this ability, he requires a long rest to recharge it.

Override Control. Wild One asserts his mastery over computers on a construct or vehicle, taking control of it for 6 rounds. Wild One spends an action and bonus action to make a Technology check opposed by an Intelligence saving throw; unattended vehicles receive no saving throw.

Practiced Shot. Wild One gains his proficiency bonus to damage with firearms and does not suffer disadvantage for making ranged attacks while within an enemy's reach or while grappling.

Tech Invisibility. Wild One can become invisible to all technology by spending an action. This invisibility lasts until Wild One makes an attack or ten minutes have passed.

Technofanatic. Wild One has advantage on Technology checks. While on the Hypernet, he gains advantage on all ability checks and his CR increases by 1.

ACTIONS

Multiattack. Wild One makes any combination of four shortsword attacks or beatup revolver attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) piercing damage

Beatup Revolver. *Ranged Weapon Attack:* +7 to hit, range (30/150), one target. *Hit:* 14 (2d6+7) bludgeoning and piercing damage.

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 Enganyar 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.



WILD ONE

HYPER BESTIARY

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, vegpeygms, and everything in between—and using them in new ways. In addition to using these templates, remember that less powerful NPCs are available in the Official Bestiary; for instance, a guard makes a great low-level police officer by giving them a combat pistol and a few bang or flash grenades.

Abbernaut Template

Abbernaut creatures are super-powered mutations as powerful as they are disfigured.

Any living creature can become an abbernaut. Abbernaut creatures retain all of their original statistics, with the following exceptions:

Hit Points. Abbernaut creatures gain +3 hit points per hit dice.

Hyper Bonus. Abbernaut creatures gain a +1 hyper bonus to AC, attacks, damage, and saving throws.

Monster Qualities. Abbernaut creatures have two monster qualities that have no prerequisites (page 178).

Saves. Abbernaut creatures gain advantage on one type of saving throw.

Senses. Abbernaut creatures gain darkvision to a range of 60 feet.

Flaw. The abbernaut creature gains the disturbing hyper flaw.

Challenge Rating. Abbernaut creatures increase their CR by 1.

Bodytech Template

Bodytech creatures have one or more of their limbs replaced by cybernetics. Any creature can become a bodytech creature. Bodytech creatures retain all of their original statistics, with the following exceptions:

Hit Points. Bodytech creatures gain +1 hit points per hit dice.

Hyper Bonus. Bodytech creatures gain a +1 hyper bonus to AC, attacks, damage, and saving throws.

Gear. Bodytech creatures have two pieces of cybernetics (of a value up to a total of 20,000bt; page 168).

Challenge Rating. Bodytech creatures increase their CR by 1.

Meganaut Template

Meganaut creatures are smarter, faster, and stronger. Any living creature can become a meganaut creature.

Meganaut creatures retain all of their original statistics, with the following exceptions:

Hit Points. Meganaut creatures gain +2 hit points per hit dice.

Hyper Bonus. Meganaut creatures gain a +1 hyper bonus to AC, attacks, damage, and saving throws.

Ability Scores. Meganaut creatures increase two attributes by 4 and gain two corresponding hyper ability traits (page 180).

Saves. Meganaut creatures gain advantage on one type of saving throw.

Challenge Rating. Meganaut creatures increase their CR by 1.

Table 5-1: Parallel Template

CR	Spell-Like Abilities
1–5	any two 1st-level, any 2nd-level
6–10	any two 2nd-level, any 3rd-level
11–15	any two 3rd-level, any 4th-level
16–20	any two 4th-level, any 5th-level

Parallel Template

Parallel creatures have access to uncanny abilities. Any living creature can become a parallel creature. Parallel creatures retain all of their original statistics, with the following exceptions:

Hit Points. Parallel creatures gain +2 hit points per hit dice.

Hyper Bonus. Parallel creature gain a +1 hyper bonus to AC, attacks, damage, and saving throws.

Saves. Parallel creatures gain advantage on one type of saving throw.

Spell Abilities. Parallel creatures gain the ability to cast three spells (with only the need for one component per spell) determined by initial challenge rating, each usable spellcasting modifier times per day (use highest attribute as spellcasting attribute).

Challenge Rating. Parallel creatures increase their CR by 1.

Robotic Template

Any non-construct creature can become robotic. Robotic creatures retain all of their original statistics, with the following exceptions:

Armor Class. Robotic creatures gain a natural armor of 2.

Speed. Robotic creatures increase all of their movement speeds by 20 feet.

Resistances. Robotic creatures gain resistance to cold, fire, and bludgeoning, piercing, and slashing from nonmagical weapons.

Damage Immunities. Robotic creatures gain immunity to necrotic, poison, and psychic damage.

Condition Immunities. Robotic creatures gain immunity to the charmed, exhaustion, frightened, and poisoned conditions.

Senses. Robotic creatures gain darkvision 90 ft. and a constant detect spell or other type of special vision.

Vulnerabilities. Robotic creatures are vulnerable to acid and lightning damage.

Attacks. Robotic creatures gain a nonmagical +1 bonus on melee attack rolls and melee damage rolls made with natural weapons and unarmed strikes.

Challenge Rating. Robotic creatures increase their CR by 1.

Savant Template

Savant creatures are exceptionally talented and skilled. Any living creature can become a savant creature. Savant creatures retain all of their original statistics, with the following exceptions:

Hit Points. Savant creatures gain +3 hit points per hit dice.

Hyper Bonus. Savant creatures gain a +2 hyper bonus to AC, attacks, damage, and saving throws.

Ability Scores. Savant creatures increase two attributes by +2.

Saves. Savant creatures gain advantage on one type of saving throw.

Savant Skills. Savant creatures gain a +2 hyper bonus to all skill checks.

Challenge Rating. Savant creatures increase their CR by 1.

A prime human specimen, this gray-uniformed soldier has shocking blonde hair and bright, chilling blue eyes.

Angel Soldaten

Medium humanoid, lawful evil

Armor Class 15 (2 natural)

Hit Points 66 (7d8+35)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	20 (+5)	15 (+2)	15 (+2)	15 (+2)

Saving Throws Dex +6, Wis +5

Skills Perception +6, Stealth +6

Damage Vulnerabilities radiant

Damage Resistances necrotic, poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages English, German, Mapudungun, Portuguese, Spanish

Challenge 5 (1,800 XP)

Autoficient. Angel Soldaten do not need to spend a bonus action aiming to gain their proficiency bonus to attacks made with firearms.

Desperate Dodge. Roll a Constitution saving throw with a DC equal to the damage dealt when an Angel Soldaten is reduced to below 0 hp; on a success, he is at 1 hp instead. Angel Soldaten require a short rest before using this ability again.

ACTIONS

Multiattack. Angel Soldaten make two melee attacks, two automatic rifle attacks, or one bullet spray attack each round.

Combat Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) magical slashing damage.

Automatic Rifle. *Ranged Weapon Attack:* +6 to hit, range (80/240), one target.

Hit: 12 (2d8+3) piercing damage.

Bullet Spray. *Ranged Weapon Attack:* range (80 only), multiple targets (10-foot-square). *Hit:* 24 (4d8+6) bludgeoning and piercing damage; DC 15 Dexterity saving throw negates damage.

These genetically designed Nazi offspring are the footsoldiers of Siegreich, commander of the Fourth Reich. Though all of them originally hail from secret camps in South America, each one is sent abroad to help lay the groundwork for their leader's fascist empire. Sometimes their missions are small and innocuous, seemingly insignificant, but all are rumored to be directives sent to them from the future.



A shining humanoid figure floats in the air, clad in silver blue armor.

Blaster Deputy

Medium humanoid, neutral

Armor Class 19 (5 battlesuit)

Hit Points 42 (5d8+20)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	18 (+4)	13 (+1)	15 (+2)	14 (+2)

Saving Throws Dex +6, Con +6, Wis +4

Skills Investigation +4, Perception +4, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 14

Languages Chinese, English, Spanish

Challenge 4 (1,100 XP)

ACTIONS

Multiattack.

Blaster Deputies make two melee attacks, two blast attacks, or one barrage attack each round.

Punch. *Melee Weapon*

Attack: +3/+3 to hit, reach 5 ft., one target.

Hit: 5 (1d8+1) piercing damage.

Barrage. *Ranged Weapon*

Attack: range (50 only), multiple targets (30-foot-cone), DC 16 Dexterity saving throw to negate. *Hit:* 26 (4d8+8) thunder damage.

Blast. *Ranged Weapon*

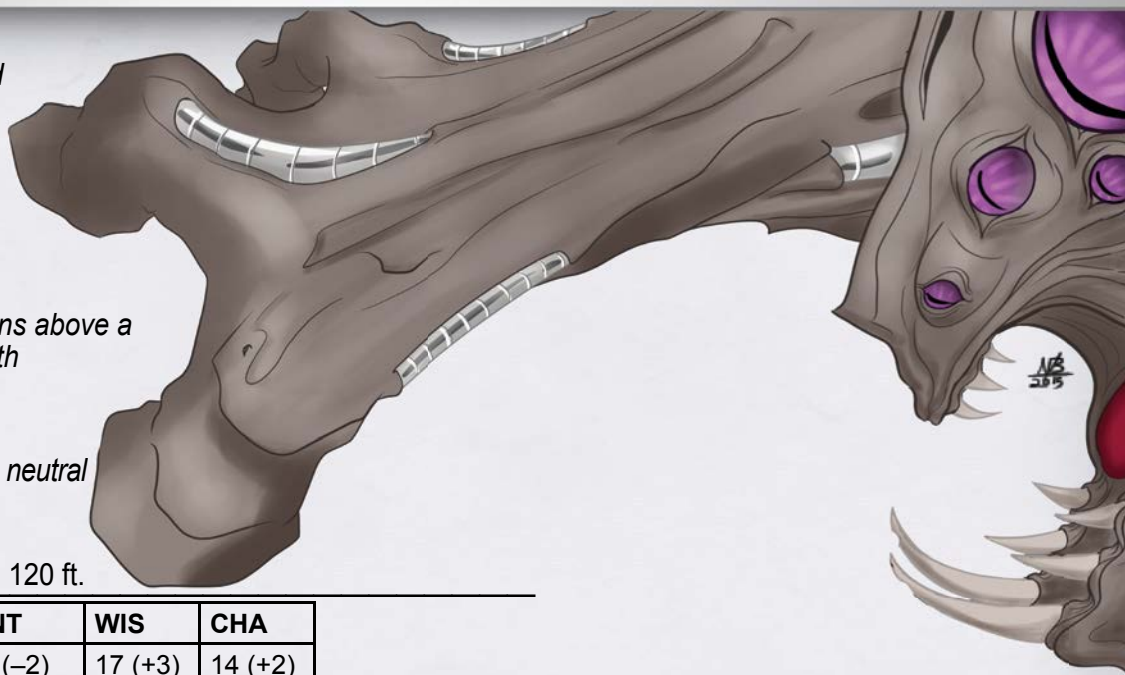
Attack: +6/+6 to hit, range (100/400), one target.

Hit: 13 (2d8+4) thunder damage.



Blaster deputies are a common sight in Neo York and other cities of prodigious size, where they serve as law enforcement. Their superior mobility and ability to deal various types of damage make them ideal candidates for supplementing existing police forces—uniquely talented but not too durable to be taken down. Due to how commonplace these types of *alter sapiens* are many of them are far too eager to distinguish themselves or make a nest egg at the earliest opportunity, selling their services or complicity before making an effort to properly dispense the law. The popularity of deputization programs across the world continues all the same however, and most operators end up tangling with blaster deputies several times before their careers end.

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

Gargantuan monstrosity, chaotic neutral

Armor Class 20 (5 natural)

Hit Points 333 (18d20+144)

Speed 60 ft., climb 40 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	21 (+5)	26 (+8)	7 (–2)	17 (+3)	14 (+2)

Saving Throws Int +5

Skills Intimidate +9, Perception +10

Damage Vulnerabilities critical hits

Damage Resistances bludgeoning, piercing, and slashing damage from magical weapons

Damage Immunities acid, fire, necrotic, poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 20

Languages English (can't speak), telepathy 100 ft.

Challenge 23 (50,000 XP)

Pain Threshold. The nature of Dakai's robotic construction makes it extremely difficult to injure. Any attacks or spells that deal 10 points of damage or less do not deal any damage to Dakai.

Reflective Shell. Whenever a creature hits Dakai with a ranged 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 spends a reaction to make a Dexterity saving throw with a result that exceeds the original attack roll, the effect instead targets a square of Dakai's choosing.

Unkillable. Dakai can recover from any injury, though not quickly. Even when disintegrated or slain, 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.

ACTIONS

Multiattack. Dakai makes any combination of three melee and ranged attacks each round.

Bite. *Melee Weapon Attack:* +15 to hit, reach 30 ft., one target. *Hit:* 44 (8d8+8) bludgeoning and piercing damage plus DC 20 Constitution saving throw or poisoned condition for 1 minute.

Claw. *Melee Weapon Attack:* +15 to hit, reach 30 ft., one target. *Hit:* 44 (8d8+8) bludgeoning and slashing damage plus DC 20 Constitution saving throw or poisoned condition for 1 minute.

Eye Lasers. *Ranged Weapon Attack:* +12 to hit, range (150/600), one target. *Hit:* 50 (10d8+5) fire damage.

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. Only a very few Ms. Greys and Mr. Grays are aware of the two million bytecoin bounty placed on Dakai's head, well aware that only the best operators stand a chance of finding the freak of nature and even then, a scant few stand a good chance of surviving an encounter with it.

These men made of metal stalk forward in unison, rifles ready.

Doña's Sentinels

Medium construct, neutral good

Armor Class 15 (1 natural)

Hit Points 68 (8d8+32)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	19 (+4)	14 (+2)	13 (+1)	11 (+0)

Saving Throws Int +5, Wis +4, Cha +3

Skills Acrobatics +7, Perception +4, Survival +4

Damage Vulnerabilities lightning

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

Damage Immunities necrotic, poison, psychic

Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned

Senses blindsense 40 ft., darkvision 60 ft., passive Perception 14

Languages English, Portuguese, Spanish; telepathy (other robots, Doña Tigresa), translator

Challenge 5 (1,800 XP)

Leaping. A Doña Sentinel doubles the distance of any jumps they make.

Squad Tactics. When in combat with other creatures that have this ability, Doña Sentinels can spend a bonus action to gain a bonus to AC or attack rolls equal to the number of adjacent allies.

Targeting Relays. Doña Sentinels are not at disadvantage when making ranged attacks while within reach of an enemy and do not need to spend a bonus action aiming to gain their proficiency bonus to attacks made with firearms.

ACTIONS

Multiattack. Doña Sentinels make any combination of three unarmed strikes and autorifle attacks each round, or two bullet sprays.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 4 (1d8) bludgeoning damage.

Autorifle. *Ranged Weapon Attack:* +7 to hit, range (200/1,000), one target. *Hit:* 13 (2d8+4) bludgeoning and piercing damage.

Bullet Spray. *Ranged Weapon Attack:* range (120 only), multiple targets (10-foot-square). *Hit:* 26 (4d8+8) bludgeoning and piercing damage; DC 15 Dexterity saving throw negates damage.

The robotic soldiers of Doña Tigresa are hailed as heroes throughout the countries of Latin America, a welcome sight met with admiration and spect (though not for all—to some, coming across the incredibly coordinated squads is a great fear.)

This small device floats in the air, held aloft by four propellers.

Drone

Small construct, neutral

Armor Class 14

Hit Points 11 (2d6+4)

Speed fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	18 (+4)	15 (+2)	9 (–1)	17 (+3)	12 (+1)

Saving Throws Int +1, Wis +5, Cha +3

Skills Acrobatics +6, Investigation +3, Perception +7, Stealth +6

Damage Vulnerabilities lightning

Damage Immunities necrotic, poison, psychic

Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 17

Languages English; translator

Challenge 1 (200 XP)

Efficient Senses. A drone gains double its proficiency bonus to Investigation and Perception checks.

Squad Tactics. When in combat with other creatures that have this ability, a drone can spend a bonus action to gain a bonus to AC or attack rolls equal to the number of adjacent allies.

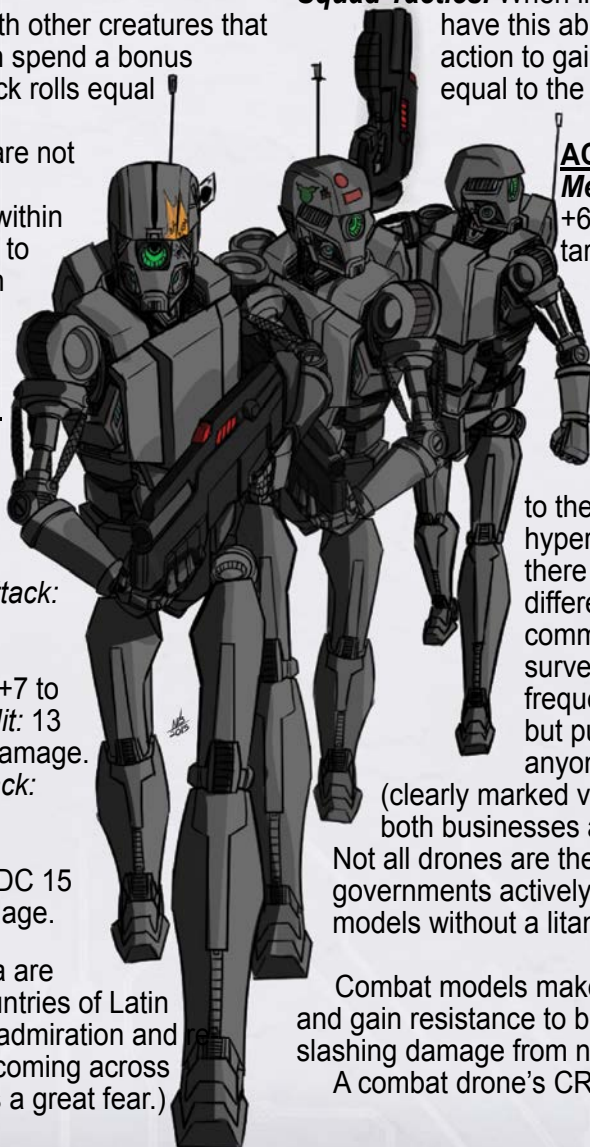
ACTIONS

Metaray. *Ranged Weapon Attack:* +6 to hit, range (100/500), one target. *Hit:* 8 (1d8+4) energy damage. The drone chooses the type of damage it deals at the start of its turn: cold, fire, lightning, or thunder.

Drones are ubiquitous, found from the lowliest ganger squats to the highest echelons of a hypercorporate skyscraper. Though there are hundreds of thousands of different models, these are the most common in use for delivery and surveillance. Privately owned airspace frequently restricts the use of drones, but public airways are easy to find for anyone in control of a flying automaton (clearly marked via the Hypernet) and used by both businesses and private citizens without issue. Not all drones are the same however, and many governments actively restrict the use of combat models without a litany of permits and licenses.

Combat models make twice as many attacks a round and gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

A combat drone's CR increases by 1.



HYPER LYCANTHROPE

Lycanthropes that become *alter sapiens* and likewise are a step above their shapechanger kin, accessing powerful primal abilities that make them scions of the wild.

Any lycanthrope can become a hyper lycanthrope. Hyper lycanthropes retain all of their statistics, with the following exceptions:

Hyper Bonus. The hyper lycanthrope gains a hyper bonus to AC, damage, and saving throws equal to 1/2 its original challenge rating (maximum +5).

Hyper Form. The hyper lycanthrope uses the best available attribute scores and bonuses from all of its forms regardless of what form it is in. Its equipment melds into its form when it changes shape.

Speed. The hyper lycanthrope increases its speed by 10 feet for each 1 point of hyper bonus.

Resistances. The hyper lycanthrope gains resistance to cold, fire, and lightning damage.

Senses. The hyper lycanthrope gains darkvision to a range of 120 feet in all its forms.

Children of the Wild. The hyper lycanthrope gains the ability to summon mundane animals related to its animal form. 1d4 rounds after spending an action summoning, 2d4 mundane animals of the hyper lycanthrope's animal form arrive; after 1 hour, these creatures disappear. The hyper lycanthrope can use this ability a number of times equal to its hyper bonus before requiring a long rest to recharge it.

Dire Shaping. The hyper lycanthrope gains control over its size. By spending a bonus action, the hyper lycanthrope can reduce its size (as reduce) or become larger (as enlarge).

Fast Healer. The hyper lycanthrope can call on its wild essence to heal wounds remarkably quickly. By spending a bonus action at the end of its turn, the hyper lycanthrope gains regeneration 10 until the end of its next turn. The hyper lycanthrope can use this ability a number of times equal to its hyper bonus before requiring a long rest to recharge it.

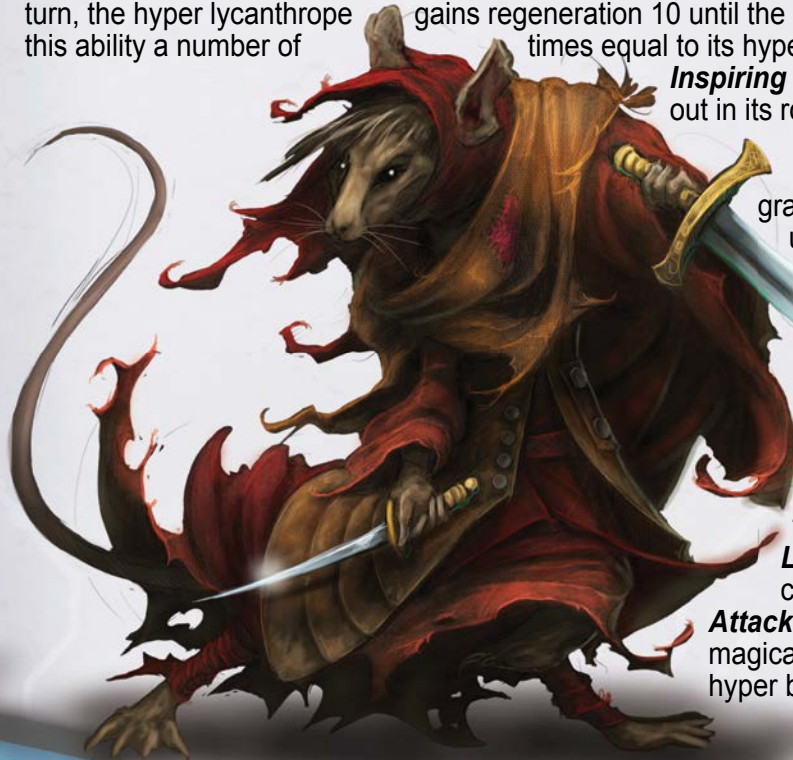
Inspiring Roar. The hyper lycanthrope's primal power rings out in its roar. By spending a bonus action on its turn, the hyper lycanthrope roars to inspire lycanthropes and mundane animals with similar forms, granting advantage to their attack rolls and saving throws until the end of the hyper lycanthrope's next turn. The hyper lycanthrope can use this ability a number of times equal to its hyper bonus before requiring a long rest to recharge it.

Lycanthropic Dominance. The hyper lycanthrope can exert its will over other creatures like it. By spending an action, the hyper lycanthrope takes control of an animal or lycanthrope related to its animal form (as *dominate monster*) and acts as though it shares a language with its target.

Lycanthropic Paragon. The hyper lycanthrope can change forms as a bonus action.

Attacks. The hyper lycanthrope's natural weapons count as magical weapons. The DC to resist its curse increases by its hyper bonus.

Challenge Rating. The hyper lycanthrope's challenge rating increases by an amount equal to its hyper bonus.



Ben Gaspard

HYPER VAMPIRE

Though not all as powerful as the First Vampire (Wallachia's former and current ruler, Vlad III Dracula), these scions of darkness are his favored followers, those he has deemed worthy enough to transform with fell energies not unlike his own.

Any vampire can become a hyper vampire. Hyper vampires retain all of their statistics, with the following exceptions:

Hyper Bonus. The hyper vampire gains a hyper bonus to AC, damage, and saving throws equal to 1/2 its original challenge rating (maximum +5).

Resistances. The hyper vampire gains resistance to cold, fire, and thunder damage.

Ancient Strength. The hyper vampire's evil essence protects it from one vampire weakness per point of hyper bonus. If the weakness deals damage, the hyper vampire gains resistance to this damage; if not, the hyper vampire receives a DC 20 Wisdom saving throw to enter a domicile or DC 20 Constitution saving throw to ignore paralysis from a stake. These are chosen when the vampire becomes a hyper vampire and cannot be changed.

Children of Darkness. The hyper vampire gains the ability to summon lesser thralls to do its bidding. 1d4 rounds after spending an action summoning, 2d4 vampire spawn arrive; after 1 hour, these creatures disappear. The hyper vampire can use this ability a number of times equal to its hyper bonus before requiring a long rest to recharge it.

Dominator. The hyper vampire increases the saving throw DC to resist its charm by its hyper bonus.

Fangs of Darkness. The hyper vampire deals 20 (6d6) necrotic damage when using its bite. The hyper vampire's natural weapons count as magical weapons.

Fell Flight. The hyper vampire gains 60 ft. fly speed. When flying the hyper vampire manifests shadowy wings or floats unnaturally.

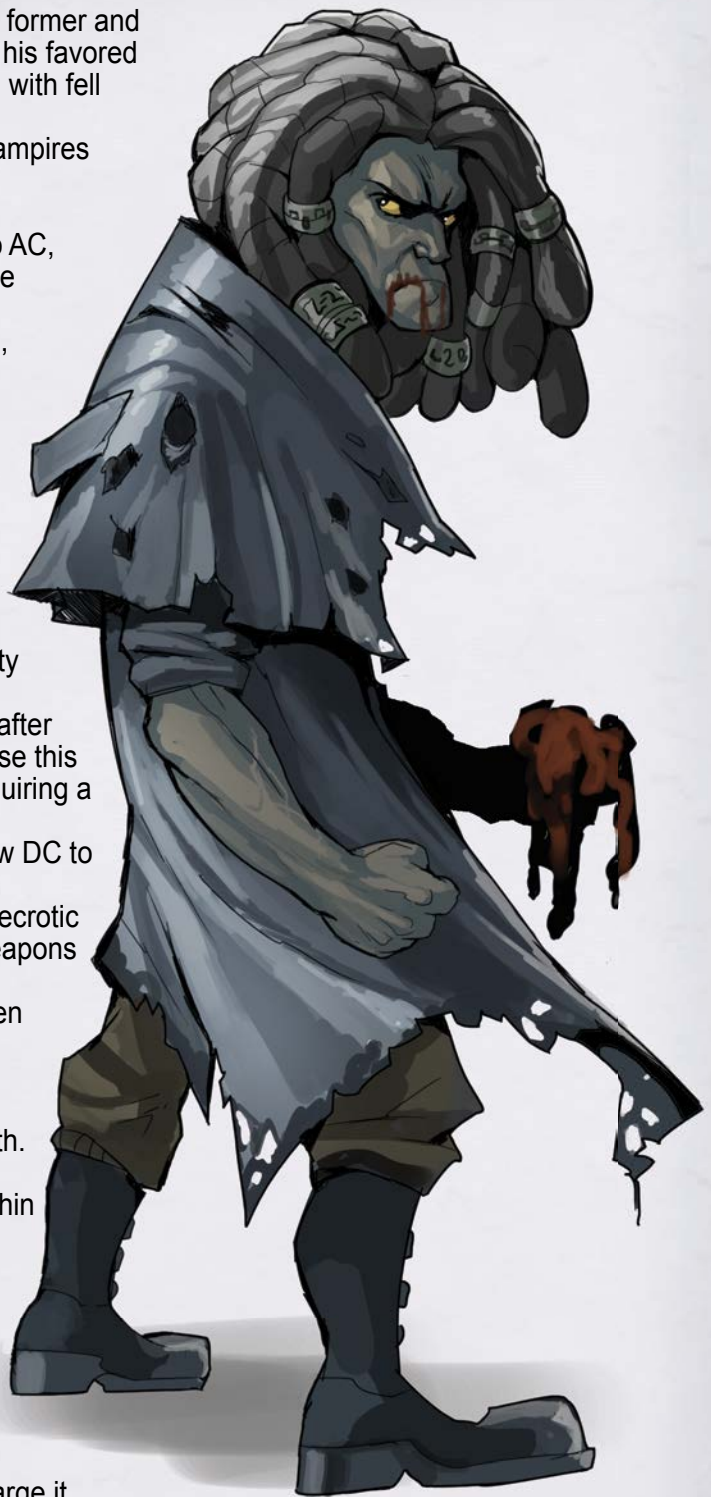
Life Stealer. The hyper vampire is able to siphon the life energies from those around it with the ease of drawing breath. By spending an action and bonus action, the hyper vampire breathes inward, sucking away the life force of creatures within 40 feet of it. Creatures in the area of effect must make a DC 20 Constitution save or take 20 (6d6) necrotic damage; half of this damage is granted to the hyper vampire as temporary hit points. A successful saving throw reduces the necrotic damage by half. Damage dealt this way cannot be healed with the use of magic and is only restored when a creature takes a short or long rest.

The hyper vampire can use this ability a number of times equal to its hyper bonus before requiring a long rest to recharge it. Creatures slain by this ability are transformed into a vampire when the sun next sets.

Overshadow the Sun. The hyper vampire learns how to cast a shroud of darkness that can envelop an entire countryside. By spending 10 minutes performing a secretive ritual, the hyper vampire draws cataclysmic energies from the Shadow Plane to create darkness in a 1-mile radius for up to 5 hours. This effect is treated as a spell of 9th level.

Attacks. The hyper vampire may make two unarmed strike attacks and one bite attack when using multiattack. At each hyper bonus beyond +1, it makes one additional unarmed strike attack and the damage dice of the unarmed strike increases by one step (from 1d6 to 1d8, 1d8 to 2d6, 2d6 to 2d8, and 2d8 to 2d10).

Challenge Rating. The hyper vampire's challenge rating increases by an amount equal to its hyper bonus.



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.

Kawsay Sach'qa

Gargantuan plant, neutral

Armor Class 21 (10 natural)

Hit Points 389 (19d20+190)

Speed 50 ft., burrow 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	13 (+1)	30 (+10)	5 (–3)	12 (+1)	11 (+0)

Saving Throws Int +5, Cha +8

Skills Athletics +16, Perception +9

Damage Vulnerabilities fire

Damage Resistances acid, cold, lightning, necrotic, psychic; bludgeoning; piercing from magical weapons

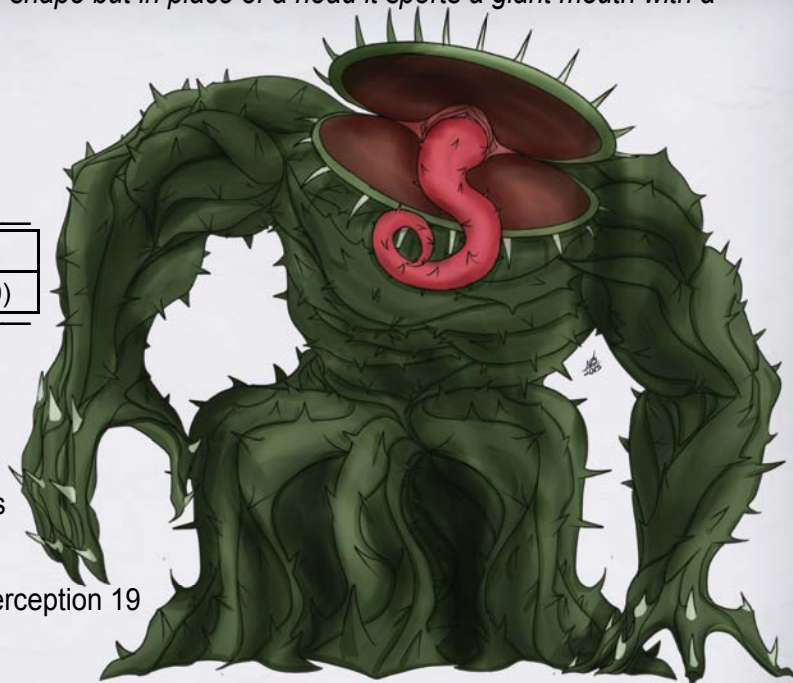
Damage Immunities piercing from nonmagical weapons

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, petrified, prone

Senses blindsight 120 ft., tremorsense 40 ft., passive Perception 19

Languages English, Spanish (cannot speak)

Challenge 27 (105,000 XP)



Magically Resistant. Kawsay Sach'qa has advantage on saving throws against spells.

Murderthrow. Kawsay Sach'qa can throw a restrained creature as though they were an object (dealing equal damage to the thrown creature).

Pain Threshold. The never ending growth that comprises the consciousness that is Kawsay Sach'qa makes it incredibly difficult to wound the creature. Any attacks or spells that deal 10 points of damage or less do not deal any damage to Kawsay Sach'qa.

Regeneration. At the end of its turn, if Kawsay Sach'qa has not taken any fire or slashing damage since its last turn, it heals 20 hit points.

Swallow Foe. By spending a bonus action, Kawsay Sach'qa swallows a Huge size or smaller creature it has grappled, causing the creature to gain the blinded and restrained conditions. While inside Kawsay Sach'qa a creature has total cover against attacks and any effects occurring outside of the plant, but the massive creature's insides grind and pulp the swallowed creature, dealing 53 (10d8+8) bludgeoning damage at the start of each of Kawsay Sach'qa's turns.

Should Kawsay Sach'qa take 40 or more damage from inside of its body inside of a single turn, it must succeed a DC 24 Constitution saving throw at the end of that turn. On a failed saving throw any creature swallowed by Kawsay Sach'qa is regurgitated, gaining the prone condition and landing in a space within 20 feet of the plant. Should Kawsay Sach'qa die while living creatures are inside of it, swallowed creatures lose the restrained condition and exit prone after spending 20 feet of movement.

ACTIONS

Multiattack. Kawsay Sach'qa makes one bite attack each turn, as well as two claws or slams, or it throws two objects.

Bite. *Melee Weapon Attack:* +16 to hit, reach 30 ft., one target. *Hit:* 53 (10d8+8) bludgeoning damage. In addition to dealing damage, Kawsay Sach'qa grapples the target (escape DC 24).

Claw. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 53 (10d8+8) bludgeoning and piercing damage. Kawsay Sach'qa may choose to grapple the target (escape DC 24) instead of dealing damage.

Slam. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 53 (10d8+8) bludgeoning and piercing damage.

Thrown Object. *Ranged Weapon Attack:* +9 to hit, range (200/1,000), multiple targets (determined by object size; make one attack roll per target). *Hit:* 12 (1d8+8) damage. The damage type depends on the object (bludgeoning, piercing, or slashing) and at 100 pounds and every 100 pounds thereafter, the damage increases by 1d8 (up to 161 [34d8+8] at 3,100 pounds).

Created from excess runoff of FludiPur, the giant plant known as Kawsay Sach'qa stalks the Amazon as the unmatched alpha predator of the jungle. While still largely regarded as a terrifying myth, many hypercorporations have sent operator teams into the wilderness in hopes of catching the creature or acquiring a sample of its DNA. BioSpecs has a particularly strong interest, keeping a team of specialized sec-ops at the ready in their Rio de Janeiro headquarters at the ready to respond at once to any sightings of the sentient phenomenon.

Heavily armed and armored, this soldier's equipment and weapons are clearly stamped with LUCRUM—no effort is made to hide allegiances.

LUCRUM Operative

Medium humanoid, lawful evil

Armor Class 16 (studded leather)

Hit Points 85 (10d8+40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	18 (+4)	13 (+1)	16 (+3)	12 (+1)

Saving Throws Str +5, Dex +7, Con +7, Int +4, Wis +6, Cha +4

Skills Athletics +5, Insight +6, Investigation +4, Perception +6, Stealth +7

Damage Resistances acid, cold, fire, lightning, poison, psychic, thunder; bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages English, one other

Challenge 7 (2,900 XP)

Autoficient. LUCRUM Operatives do not need to spend a bonus action aiming to gain their proficiency bonus to attacks made with firearms.

Leaping. A LUCRUM Operative doubles the distance of any jumps they make.

Tactical Maneuvers. By spending a bonus action, the LUCRUM Operative grants an ally an action they must use immediately (costing the benefiting creature its reaction). This ability may only be used once before the LUCRUM Operative requires a short rest to recharge it.

ACTIONS

Multiattack. LUCRUM Operatives make three melee attacks or three automatic rifle attacks each turn.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8+2) bludgeoning damage.

Automatic Rifle. *Ranged Weapon Attack:* +6 to hit, range (200/800), one target. *Hit:* 17 (2d10+6) magical piercing damage.

REACTIONS

Tactical Dodge. The LUCRUM Operative increases AC by 3 until the end of their next turn. This may be used in response to an attack, causing the attack to miss.

The majority of Lucrum's operatives are heavily armed, heavily armored, and well equipped, either trained as skilled saboteurs or assassins. Higher ranking LUCRUM operatives are one-man armies capable of standing toe-to toe with the strongest *alter sapiens*.



This grizzled half-orc walks with a confident swagger.

Mercenary Freelancer

Medium humanoid, neutral

Armor Class 15

Hit Points 76 (9d8+36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	18 (+4)	15 (+2)	17 (+3)	11 (+0)

Skills Athletics +4, Perception +6, Stealth +8

Senses darkvision 60 ft., passive Perception 16

Languages Chinese, English, Orc; telepathy 40 ft.

Challenge 6 (2,300 XP)

Deadly Aim. The mercenary freelancer receives double their proficiency bonus to attack rolls and their proficiency bonus to damage on any round they only make one attack.

Healing Packs. The mercenary freelancer may spend a bonus action to regain 10 hit points. After being used three times, this ability requires a short rest to recharge. These can be salvaged after the mercenary freelancer dies (one healing pack per use of this ability left).

Sound Compressor. The mercenary freelancer gains advantage on all Stealth checks made to remain quiet. This can be salvaged after the mercenary freelancer dies.

Stealth Field. The mercenary freelancer can become invisible by spending an action. This invisibility lasts until the mercenary freelancer makes an attack or five minutes have passed.

ACTIONS

Multiattack. Mercenary freelancers make four scimitar attacks, two razor shotgun blasts, or one sniper rifle shot each round.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) magical slashing damage.

Razor Shotgun. *Ranged Weapon Attack:* +5 to hit, range (30/120), two targets (cone). *Hit:* 14 (2d8+5) slashing and piercing damage.

Sniper Rifle. *Ranged Weapon Attack:* +11 to hit, range (500/5,000), one target. *Hit:* 21 (2d12+8) bludgeoning and piercing damage.

REACTIONS

Reflexive Dodge. When the mercenary freelancer is aware of their attacker, they may spend their reaction to reduce the damage of an attack or spell by half.

Found on battlefields across the world, mercenary freelancers are master tacticians and strategists—those who aren't rarely last very long.



This hulking bruiser lumbers forward, its huge muscles stretching and cracking with disturbing thuds.

Murderball Bruiser

Large humanoid, neutral evil

Armor Class 15 (3 natural)

Hit Points 51 (6d10+18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	11 (+0)	14 (+2)	16 (+3)

Saving Throws Str +6, Dex +4, Con +5

Skills Acrobatics +4, Athletics +6, Insight +4

Damage Vulnerabilities psychic

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Leaping. A murderball bruiser doubles the distance of any jumps they make.

Murderchain. As a bonus action, a murderball bruiser can cause a creature it has grappled to gain the restrained condition or prone condition. A creature restrained by a murderball bruiser takes 1d10+4 bludgeoning damage at the beginning of the restrained creature's turn.

Murderthrow. Murderball bruisers can throw a restrained creature as though they were an object (dealing equal damage to the thrown creature).

Pain Threshold. Murderball bruisers are notoriously tough. Any weapon attack that deals 5 points of damage or less does not deal any damage to a murderball bruiser.

ACTIONS

Multiattack. Murderball bruisers make two chain attacks each round or throw the heaviest available object.

Chain. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.

Hit: 13 (2d8+4) bludgeoning damage.

A murderball bruiser may choose to grapple a target instead of dealing damage (escape DC 16).

Thrown Object. *Ranged Weapon Attack:* +4 to hit, range (20/40), one target. *Hit:* 8 (1d8+4) damage. The damage type depends on the object (bludgeoning, piercing, or slashing) and at 100 pounds and every 100 pounds thereafter, the damage increases by 1d8 (up to 31 [6d8+4] at 500 pounds).

Murderball bruisers are offensive and brutal, manipulating the battlefield with their incredible strength and acting as the last line of defense before the score field, blocking the net with their durable bulk.

Moving with an unnatural quickness, this runner flits from place to place in the blink of an eye!

Murderball Runner

Medium humanoid, neutral evil

Armor Class 18 (2 studded leather)

Hit Points 39 (6d8+12)

Speed 80 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	22 (+6)	15 (+2)	15 (+2)	14 (+2)	16 (+3)

Saving Throws Dex +8, Int +4, Wis +4, Cha +5

Skills Acrobatics +8, Athletics +8, Perception +4

Damage Resistances psychic

Condition Immunities exhaustion, frightened, paralyzed, prone

Senses darkvision 60 ft., passive Perception 14

Languages Chinese, English

Challenge 3 (700 XP)

Rapid Strike. Murderball runners critically hit on any successful attack against a prone target.

Rapid Trip. As a bonus action, a murderball runner can cause a target that has taken more than 5 damage from their unarmed strike to go prone.

Running Dodge. On any turn where the murderball runner takes the Dash action their AC increases by 2.

ACTIONS

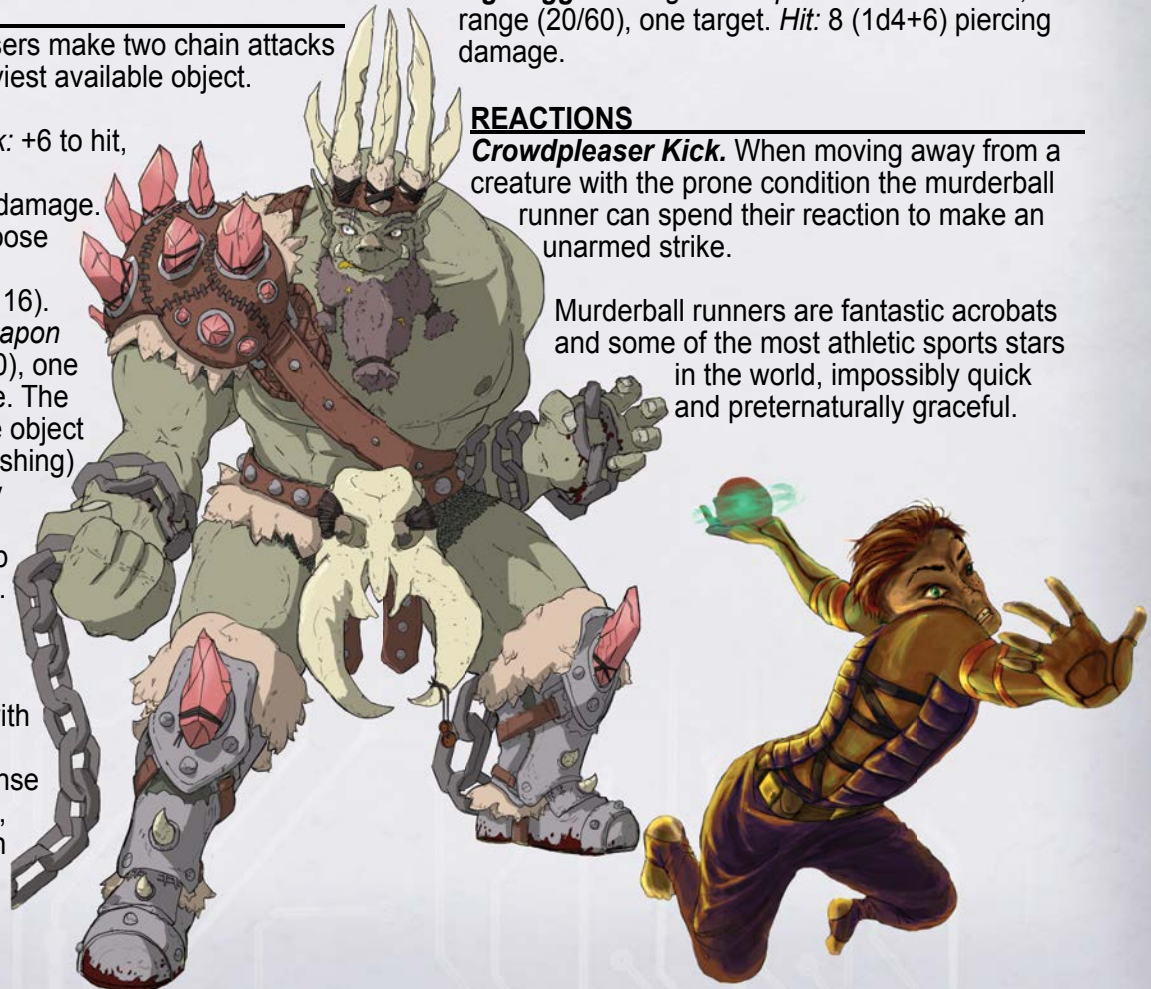
Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (1d12+6) bludgeoning damage.

Throwing Dagger. *Ranged Weapon Attack:* +8 to hit, range (20/60), one target. *Hit:* 8 (1d4+6) piercing damage.

REACTIONS

Crowdpleaser Kick. When moving away from a creature with the prone condition the murderball runner can spend their reaction to make an unarmed strike.

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

Medium humanoid, neutral

Armor Class 16 (breastplate)

Hit Points 97 (15d8+30)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	13 (+1)	16 (+3)	13 (+1)

Saving Throws Str +8, Con +6, Int +5, Cha +5

Skills Acrobatics +6, Insight +7, Investigation +5, Perception +7

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

Condition Immunities exhaustion, frightened, paralyzed, petrified

Senses blindsense 50 ft., darkvision 120 ft., passive Perception 17

Languages English, Spanish; translator

Challenge 9 (5,000 XP)

Pain Threshold. Neo-officers can throw down with the toughest opponents. Any weapon attack that deals 10 points of damage or less does not deal any damage to a neo-officer.

Practiced Shot. Neo-officers gain their proficiency bonus to damage with their sidearm and do not suffer disadvantage for making ranged attacks while within an enemy's reach or while grappling.

ACTIONS

Multiattack. Neo-officers make four attacks each round and may alternate freely between gauntlet and sidearm attacks.

Gauntlet. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 13 (2d8+4) bludgeoning damage.

Sidearm. Ranged Weapon Attack: +6 to hit, range (100/400), one target. **Hit:** 15 (2d8+6) magical bludgeoning and piercing damage.

The typical neo-officer is exceptionally single-minded, dedicated, and physically dominating—few others live long enough to be promoted to the position otherwise. Only truly canny individuals rise to these vaunted positions.



Wearing light power armor and a glowing visor, this woman holds a heavy firearm like it weighs nothing.

Neo-S.W.A.T.

Medium humanoid, lawful neutral

Armor Class 14 (hide)

Hit Points 32 (5d8+10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	11 (+0)	12 (+1)	10 (+0)

Saving Throws Dex +4, Int +2, Wis +3

Skills Athletics +4, Insight +3, Investigation +2, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 2 (450 XP)

Squad Tactics. When in combat with other creatures that have this ability, a neo-S.W.A.T. officer can spend a bonus action to gain a bonus to AC or attack rolls equal to the number of adjacent allies.

ACTIONS

Gloved Fist. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 6 (1d8+2) bludgeoning damage.

S.W.A.T. Rifle. Ranged Weapon Attack: +6 to hit, range (100/400), one target. **Hit:** 15 (2d8+6) bludgeoning and piercing damage. Instead of dealing damage, a police officer can lay down covering fire, causing the target to have disadvantage on attacks until the beginning of the neo-S.W.A.T.'s next turn.

Neo-S.W.A.T. 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*. Many cities keep only very small police forces however, and most are also employed by hypercorporations as well.



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

Gargantuan construct, neutral

Armor Class 17 (4 natural)

Hit Points 145 (10d20+40)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	17 (+3)	18 (+4)	14 (+2)	15 (+2)	9 (–1)

Saving Throws Int +6, Wis +6, Cha +3

Skills Acrobatics +7, Perception +10, Stealth +7, Survival +6

Damage Vulnerabilities lightning

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities necrotic, poison, radiant

Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 20

Languages Binary, Unix; translator

Challenge 10 (5,900 XP)

Hypernet Native. When destroyed, if the robo-rex is tied to a server, the server is notified of its death one round later (an action spent making a DC 20 Intelligence (Technology) check [10 + CR] stops this from happening).

Perfected Hunter. Robo-rexes gain double their proficiency bonus to Perception checks and its natural weapons count as magical weapons.

Regeneration. At the end of its turn, if a robo-rex has not taken any lightning damage since its last turn, it heals 20 hit points.

Spellcasting. A robo-rex is a 10th-level spellcaster that uses Wisdom as its spellcasting ability (spell save DC 14; +6 to hit with spell attacks). A robo-rex can cast the following spells, requiring only a somatic or verbal component:

2nd level (4 slots): *invisibility*, *pass without trace*

3rd level (2 slots): *gaseous form*

Swallow Foe. By spending a bonus action, a robo-rex can swallow a Huge size or smaller creature it has grappled, causing the creature to gain the blinded and restrained conditions. While inside the robo-rex a creature has total cover against attacks and any effects occurring outside of the construct, but the massive creature's insides grind and pulp the swallowed creature, dealing 34 (5d10+7) acid and bludgeoning damage at the start of each of the robo-rex's turns.

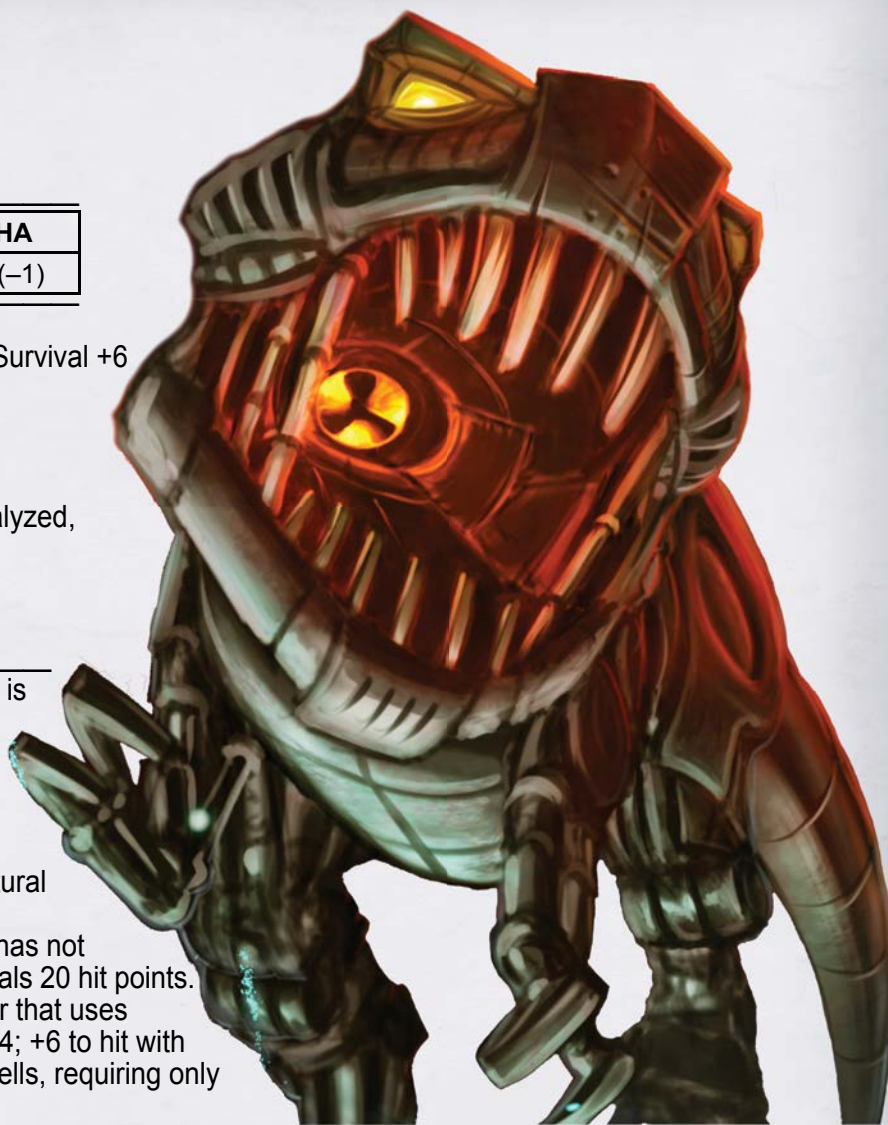
Should robo-rex take 15 or more damage from inside of its body inside of a single turn, it must succeed a DC 22 Constitution saving throw at the end of that turn. On a failed saving throw any creature swallowed by robo-rex is regurgitated, gaining the prone condition and landing in a space within 20 feet of the construct. Should a robo-rex die while living creatures are inside of it, swallowed creatures lose the restrained condition and exit prone after spending 20 feet of movement.

ACTIONS

Bite. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 62 (10d10+7) magical piercing and slashing damage. In addition to dealing damage, a robo-rex grapples the target (escape DC 19).

Digital Spittle. *Ranged Weapon Attack:* +7 to hit, range (50/200), one target. *Hit:* 36 (8d8) acid damage and DC 16 Wisdom save or slowed (as the spell) for 1d4 rounds and unable to disconnect from the Hypernet.

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

Huge construct, chaotic neutral

Armor Class 20 (4 natural)

Hit Points 337 (27d12+162)

Speed 80 ft., fly 200 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	22 (+6)	22 (+6)	22 (+6)	15 (+2)	19 (+4)

Saving Throws Wis +9

Skills Deception +11, Intimidate +11, Investigation +13, Perception +16, Stealth +13, Survival +9, Technology +13

Damage Vulnerabilities critical hits, lightning

Damage Resistances acid, cold, fire, thunder

Damage Immunities necrotic, psychic

Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned

Senses blindsight 200 ft., darkvision 400 ft., truesight 30 ft., passive Perception 26

Languages all (translator)

Challenge 21 (33,000 XP)

Explosive Demise. 1d4 rounds after being reduced to 0 hit points, a robodragon explodes in a ball of plasma that engulfs everything in a 100-foot-radius, dealing 108 (31d6) electricity and fire damage. A successful DC 22 Dexterity saving throw halves this damage.

Laser Eyes. The robodragon may make laser beam attacks while using its Plasma Breath Weapon.

Mechanical Mind. A robodragon can take three full turns of actions in the Hypernet as a bonus action while at the same time moving its speed and taking an action in the real world (acting in both dimensions simultaneously).

Pain Threshold. A robodragon's construction is incredibly efficient. Any weapon attacks or spells that deals 10 points of damage or less does not deal any damage to a Neo-Officer.

Perfected Hunter. A robodragons gains double its proficiency bonus to Perception checks and its natural weapons count as magical weapons.

Spellcasting. A robodragon is a 20th-level spellcaster that uses Intelligence as its spellcasting ability (spell save DC 21; +13 to hit with spell attacks). A robodragon can cast the following spells, requiring only a somatic or verbal component:

1st (6 slots/day): *detect magic*

2nd (6 slots/day): *locate object, mirror image*

3rd (6 slots/day): *haste, major image*

4th (6 slots/day): *locate creature, major image*

Stealth Scales. A robodragon can become invisible by spending an action (or a bonus action after dealing damage). This invisibility lasts until the robodragon makes an attack or twenty minutes have passed.

ACTIONS

Multiattack. Robodragons make nine attacks each round: a bite, two claws, two energy wings, a tail slap, and three laser beams.

Bite. *Melee Weapon Attack:* +13 to hit, reach 25 ft., one target. *Hit:* 18 (2d10+7) magical bludgeoning and piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 25 ft., one target. *Hit:* 14 (2d6+7) magical bludgeoning and slashing damage.

Energy Wing. *Melee Weapon Attack:* +13 to hit, reach 25 ft., one target. *Hit:* 16 (2d8+7) lightning damage.

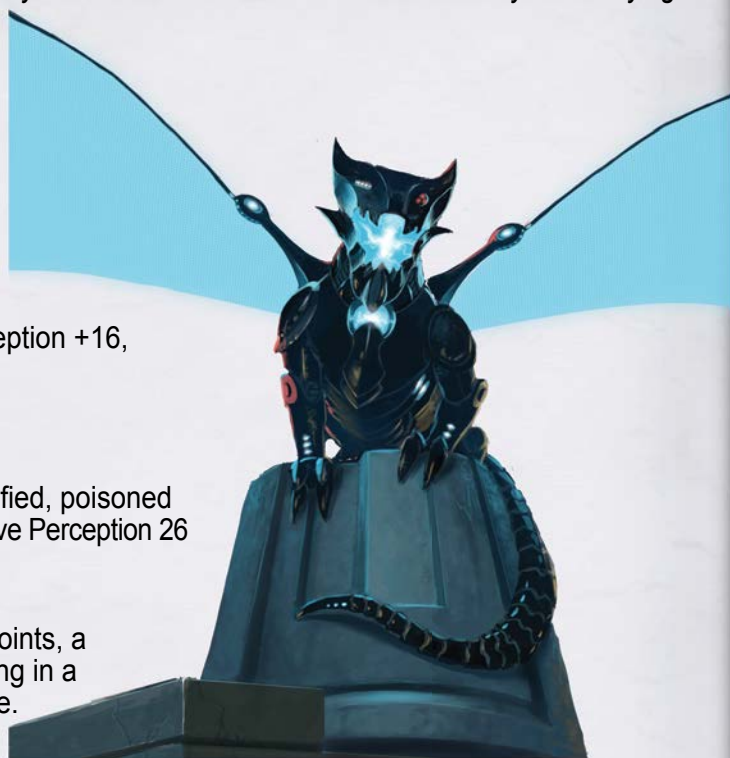
Tail Slap. *Melee Weapon Attack:* +13 to hit, reach 25 ft., one target. *Hit:* 16 (2d8+7) magical bludgeoning damage.

Laser Beams. *Ranged Weapon Attack:* +13 to hit, range (200/1,000), one target. *Hit:* 17 (5d6) fire damage.

Frightful Presence. Any creatures the robodragon chooses within 120 feet that are aware of it make a DC 21 Wisdom saving throw or are frightened for 1 minute. At the end of its turn, a frightened creature may attempt the saving throw again to end the effect. After successfully resisting the robodragon's Frightful Presence, a creature is immune to its effects for 24 hours.

Plasma Breath Weapon (5-6). The robodragon unleashes gouts of plasma in either a 50-foot cone or a 90-foot line that is 10 feet wide. Creatures within the area of effect must make a DC 21 Dexterity saving throw or take 72 (16d8) fire and lightning damage. A successful saving throw reduces this damage by half.

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

Medium humanoid, neutral

Armor Class 13 (padded)

Hit Points 32 (5d8+10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	15 (+2)	14 (+2)	18 (+4)	15 (+2)	14 (+2)

Saving Throws Int +6, Wis +4, Cha +4

Skills Insight +4, Investigation +6, Perception +4, Stealth +4, Technology +6

Senses darkvision 60 ft., passive Perception 14

Languages Chinese, English, Japanese, Russian

Challenge 2 (450 XP)

Robot Artist. Sec-jackers have control over two drones or a proxy. These drones must be of CR 1/2 or less and the proxy cannot exceed CR 1. Otherwise this operates as the robot artist rogue ability on page 163.

Technofanatic. Sec-jackers have advantage on Technology checks. While on the Hypernet, the sec-jacker gains advantage on all ability checks and their CR increases by 1.

ACTIONS

Multiattack. Sec-jackers make two cyberfist attacks or two sec-pistol attacks each round.

Cyberfist. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 9 (4d4–1) bludgeoning damage.

Sec-Pistol. *Ranged Weapon Attack:* +4 to hit, range (100/400), one target. *Hit:* 13 (2d6+2) bludgeoning and piercing damage.

Sec-jackers (or “corp hats”) are Hypernet security experts skilled at disabling robotic and cybernetic opponents. Hypercorporations have

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-jackers can prove to be extremely challenging, tactical enemies.

Sec-jackers cannot be made into proxies.



Dressed in dark-blue security gear, this man completes the authoritative look with a scowl and five o'clock shadow.

Sec-Ops

Medium humanoid, neutral evil

Armor Class 15 (studded leather)

Hit Points 75 (10d8+30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	16 (+3)	11 (+0)	16 (+3)	9 (–1)

Saving Throws Str +5, Int +3, Wis +2

Skills Athletics +5, Perception +6

Damage Resistances lightning

Senses darkvision 60 ft., passive Perception 16

Languages English

Challenge 6 (2,300 XP)

Autoficient. Sec-ops do not need to spend a bonus action aiming to gain their proficiency bonus to attacks made with firearms.

Pain Threshold. Sec-ops are nothing if not durable. Any weapon attack that deals 5 points of damage or less does not deal any damage to a sec-ops.

Squad Tactics. When in combat with other creatures that have this ability, a sec-ops can spend a bonus action to gain a bonus to AC or attack rolls equal to the number of adjacent allies.

ACTIONS

Multiattack. Sec-ops make two shock glove attacks, two autopistol shots, or one bullet spray each round.

Shock Glove. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 24 (2d10+2) lightning damage.

Autopistol. *Ranged Weapon Attack:* +6 to hit, range (120/480), single target. *Hit:* 12 (2d8+3) bludgeoning and piercing damage.

Bullet Spray. *Ranged Weapon Attack:* range (100 only), multiple targets (10-foot-square). *Hit:* 24 (4d8+6) bludgeoning and piercing damage; DC 15 Dexterity saving throw negates damage.

Shock Glove. *Ranged Weapon Attack:* +6 to hit, range (50/200), one target. *Hit:* 22 (2d10) lightning damage.

Sec-ops are used by virtually every hypercorporation across the world. Mostly ex-soldiers or retired mercenaries, security forces tend to value their own 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

Medium humanoid, lawful evil

Armor Class 15 (disguised scale mail)

Hit Points 84 (13d8+26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	15 (+2)	19 (+4)	17 (+3)	14 (+2)

Saving Throws Con +5, Int +7, Wis +6, Cha +5

Skills Deception +8, Insight +9, Investigation +10, Perception +9, Technology +6

Damage Resistances psychic

Condition Immunities charmed, paralyzed

Senses darkvision 60 ft., passive Perception 19

Languages Chinese, English, Japanese, Russian, Spanish; telepathy 50 ft.

Challenge 7 (2,900 XP)

Lucrum Datalink. Thought police are festooned with cerebral cyberware and always benefiting from a biometric tag, hyperjack, and connection to the Server.

Sociopathic Socialite. Thought police have advantage on Deception, Insight, Investigation, and Perception checks. Thought police receive double their proficiency bonus to Insight, Investigation, and Perception.

Spellcasting. Thought police are 4th-level spellcasters that use Intelligence as their spellcasting ability (spell save DC 15; +7 to hit with spell attacks). Thought police have the following spells prepared and are able to cast them without the use of any components:

- 1st (6 slots): *alarm*, *charm person*, *command*, *disguise self*, *enthrall*
- 2nd (4 slots): *blindness/deafness*, *detect thoughts*, *hold person*
- 3rd (3 slots): *counterspell*, *dispel magic*, *tongues*

ACTIONS

Autopistol. Ranged Weapon Attack: +6 to hit, range (120/480), single target. *Hit:* 12 (2d8+3) bludgeoning and piercing damage.

REACTIONS

Shield of Willpower. When attacked by a creature, a thought police may spend their reaction to force disadvantage on that creature's attacks against the thought police until the start of the thought police's next turn. Creatures immune to psychic damage cannot be effected by this ability.

Thought Police search Lucrum for troublesome individuals.



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.

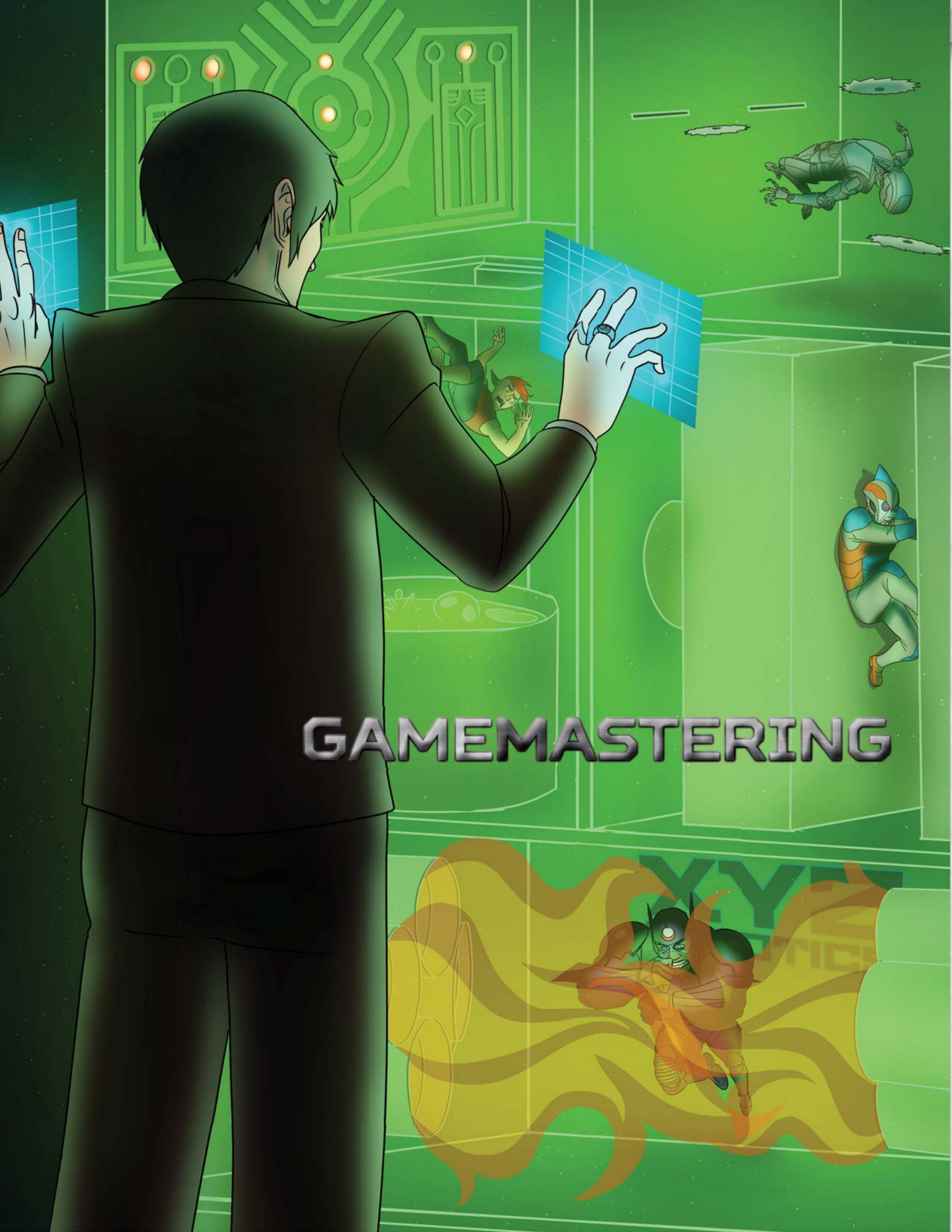
Laser Arm. Ranged Weapon Attack:

+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.





GAMEMASTERING

HYPER SKILLS AND TOOL KITS

Hyper Skills and Tool Kits

In the future Arcana provides understanding of astronomy, Nature covers the broader field of biology, and other skills may change to suit the advanced world at the GM's discretion. Medicine, for instance, could be an Intelligence skill for a PC with a background as a doctor.

At the GM's discretion, racial abilities (such as a gnome's talent for clockworks) may also apply to hyper tool kits.

LAW (INTELLIGENCE)

You are familiar with the legal process either because of your job, an interest in governance, or due to personal experience in the courts. The majority of checks using this skill are either against a DC determined by the GM (such as determining how long it will take for police to respond in a certain area or file a damning report), or as an opposed check against an opponent (for example, arguing the legality of your presence after being caught trespassing).

Bards, fighters, monks, paladins, rogues, and warlocks add Law to the list of skills they may pick from during character creation.

Technology and Magic

Any spell with "magic" in the name (such as *detect magic*, *antimagic field*, or *magical weapon*) can be changed to a spell that produces or reacts to technology instead by increasing the initial spell level by 1. These are new spells that must be learned in the typical fashion for the spellcaster learning them.

TECHNOLOGY (INTELLIGENCE)

You know how to browse the Hypernet, hack into another computer, protect your own files, and anything else that falls under "hit the keys to make things happen" that doesn't qualify as music. The majority of checks using this skill are either against a DC determined by the GM (such as hacking a lock or hot wiring a skycar), or as an opposed check against an opponent who also has the Technology skill (such as hacking a program with a firewall put up by your opponent).

Bards, fighters, rogues, sorcerers, and wizards add Technology to the list of skills they may pick from during character creation. The following Backgrounds may exchange one of their offered skills for Technology: Charlatan, Criminal, Entertainer, Guild Artisan, Noble, Sage, Sailor, and Soldier.

Flanking

With hyperjacks, rocket launchers, and ubiquitous firearms, melee combatants need all the help they can get! *Hypercorps 2099* utilizes the flanking rule.



CHEMISTRY KIT

Price 100bt

A chemistry kit is often used for forensic science and includes beakers, flasks, burners, safety equipment, and everything one would find within alchemist's supplies. Proficiency with a chemistry kit grants your proficiency bonus to checks made using its equipment.

DIGIBOARD

Price 500bt

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 through 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.

INFILTRATOR KIT

Price 500bt

An infiltrator kit includes everything found in a set of thieves' tools, as well as an aerodynamic grappling hook, miniature launcher (range of 500 feet), 500 feet of polycarbonate rope, and suckered gloves and pads that stick to sheer surfaces. Proficiency with an infiltrator kit grants your proficiency bonus to checks made using its equipment.

MECHANIC'S KIT

Price 100bt

A mechanic's kit is filled with screwdrivers, wrenches, clamps, powered tools, spare nuts and bolts, and everything you would find within smith's tools. Proficiency with a mechanic's kit grants your proficiency bonus to checks made using its equipment (usually to craft or repair constructs).

MEDICAL KIT

Price 250bt

A medical kit includes sanitizer, bandages, ointment, and everything found within both an herbalism kit and poisoner kit. In addition to granting proficiency with those two tools, proficiency with a medical kit grants your proficiency bonus to checks made using its equipment to disinfect wounds, stop bleeding, and keep a heavily wounded creature alive until it receives magical or technological healing.

SURVEILLANCE KIT

Price 500bt

A surveillance kit includes fiber optic cameras, frequency jammers, microphones (both miniature and for distance), trackers, and scanners to detect the presence of these items. Proficiency with a surveillance kit grants your proficiency bonus to checks made to spy on a creature or locale.



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 *5th Edition* experience, the fundamental distribution of resources is being 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.

LUCK & REPUTATION CHECKS

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.

It's important that players feel they have tactile control over these high-powered stories, so remember that even 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.

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 (+2) rolling a collective Luck check would roll a single 20-sided die and add 8.

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 robdragon, 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 offended.



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 impossible 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).

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 remedied 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 mobility and power in the future.

OPERATIONS & OBJECTIVES

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.

Payment: How much the an operation compensates the party varies, but in general the total payment for a job should be 1,000bt x (average party level + average party hyper score).

***Hypercorps 2099* Story Arcs**

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 skycar. As the operators complete more missions and their hyper score increases, more and more of the game should include *alter sapiens* (see the Operating 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.



USING EXISTING MATERIAL

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 *Fifth Edition* content, yet can easily be changed to the virtual campaign setting 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. The GM should also consider taking a trip to another, less digitized dimension—something easily done in or near Kathmandu or via a spiteful hypercorporate mage. Other phenomena can be the source of non-cyberpunk or non-superhero adventures, including other fluctuations from the *tachyon flux* causing warps back in time, one of the many global plots underway resulting in dimensional rifts, and more. There's always *something* happening in *Hypercorps 2099*.

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.

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 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).



HIRING A NETJACKER

Not every group of operators has a tech savvy character, but they'll need help from time to time—fortunately netjackers are in abundance and the PCs can hire one! The party can pay 200bt for a novice (with a +4 to Intelligence [Technology] checks) but for every additional +1 bonus desired, the price doubles. Alternatively they may pay a percentage, costing 4% of the job's pay and the goods found therein (+1% per additional +1 bonus to Intelligence [Technology] checks the netjacker has). At the GM's discretion, a Luck roll might lower (or increase) the price the operators have to pay for the outside help, and on missions in truly remote areas, special measures are required for a remote netjacker to be effective (and sometimes even then an on-site presence can be necessary).

SECURITY SYSTEM TRAPS

When tripped, these system traps trigger silent, audible, or visual alarms, typically with the intent of bringing down other forms of security rather than causing direct harm themselves. System traps have multiple points of activation where they may be triggered, and failure on an ability check to disable one of these traps triggers its alarm.

Biometric Identification System

System trap

When this system trap scans a user's body (DNA, eyes, fingerprints, or other biological data) and does not register them within its databanks, it sets off the trap. Spotting a biometric identification system does not require a check. Activation of the system scanner does not trigger the alarm, and a DC 25 Intelligence (Deception) check can trick it into believing a user is someone else already in its databanks. A DC 20 Intelligence (Technology) check can hack into and disable a biometric identification system, and a DC 20 Dexterity check made using thieves' tools can disable it as well.

Computational Identification System

System trap

This system trap is a panel of letters, numbers, or symbols set into keys programmed to deactivate when pressed in a certain sequence. Incorrect sequences pressed into the computational identification system set off the trap. Spotting a computational identification system is sometimes extremely easy, requiring only a DC 7 Wisdom (Perception) check, but sometimes they are hidden behind wall panels or otherwise camouflaged into the surroundings. Activation of the computational identification system does not trigger the alarm and usually there is a delay when an incorrect but unfinished sequence is pressed into it. A DC 22 Intelligence (Technology) check can hack into and disable a computational identification system, and a DC 18 Dexterity check made using thieves' tools can disable it as well.

Mechanical Identification System

System trap

Card readers and barcode scanners that scan data through a physical tag are used by hypercorporations and other institutions as a cheap means of maintaining personnel security. When a mechanical identification system reads a false positive from a fraudulent physical tag, it sets off the trap. Spotting a mechanical identification system does not require a check, and it is usually accompanied by or very near a security guard of some kind. A DC 18 Intelligence (Technology) check can subvert one of these traps, a DC 20 Intelligence check using a forgery kit can create a physical tag the mechanical identification system reads as authentic, and a DC 16 Dexterity check made using thieves' tools can also disable it.

Hyper Traps

As technology has advanced, physical security measures have become more devious, deadlier, and less expensive. To turn any existing trap into a hyper trap, GMs should apply one of the following templates to their traps.

- Increase the trap's Wisdom (Perception) check DC by +3.
- Increase the trap's attack bonus by +3 and damage by +2d6.
- Increase the ability save DC required to avoid the trap's effects by +3.
- A trap that wouldn't otherwise reset does so automatically after 1d4 rounds.

Laser Grid

System trap

When one of these beams of infrared light is interrupted or broken, it sets off the trap. Spotting a laser grid requires a DC 24 Wisdom (Perception) check for creatures without darkvision (who require no check). A creature that makes a DC 25 Dexterity (Acrobatics) check can bypass a laser grid, and a DC 22 Intelligence (Technology) check or DC 25 Dexterity check made using thieves' tools can also disable it.

Pressure Sensitive Air System

System trap

When the amount of air pressure in a room prepared with a pressure sensitive air system changes sufficiently, it sets off the trap. Spotting one of these high-tech systems requires a DC 24 Wisdom (Perception) check and it cannot be disabled without entering into the trapped room. Traveling unnoticed in the room requires a DC 20 Dexterity check each round and disabling the trap requires a DC 26 Intelligence (Technology) check or DC 18 Dexterity check made using thieves' tools.

Temperature Sensitive System

System trap

When the temperature in a room prepared with a temperature sensitive system fluctuates sufficiently (usually from the presence of body heat), it sets off the trap. Spotting one of these high-tech systems requires a DC 20 Wisdom (Perception) check and it cannot be disabled without entering into the trapped room. Traveling unnoticed in the room requires a DC 20 Constitution check each round and disabling the trap requires a DC 24 Intelligence (Technology) check or DC 16 Dexterity check made using thieves' tools.

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).

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 Operating 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 re-used with a fresh coat of paint to fit into an earlier era *Hypercorps 2099* game, trading cybernetics for steampunk or magic.

DEMIGRISIS (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 Wówičakhe Oyánke 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.

STEAMBOT TEMPLATE

Created by mad scientists and pneumatic geniuses, these automatons are as varied in design and function as nature, powered by a wide variety of different combustible resources. Any living creature can become a steambot creature. A steambot creature retains all of its statistics, with the following exceptions:

Type. The steambot creature's type changes to construct.

Armor Class. The steambot creature's natural armor increases by 4.

Ability Scores. The steambot creature gains a +4 bonus to its Strength, Dexterity, Constitution, and Wisdom scores.

Senses. The steambot creature gains darkvision 60 feet.

Damage Immunities. The steambot creature gains immunity to necrotic, poison, and psychic damage.

Damage Resistances. The steambot creature gains resistance to acid, cold, fire, lightning, and thunder, as well as bludgeoning, piercing, and slashing from nonmagical weapons.

Condition Immunities. The steambot creature gains immunity to the charmed, exhaustion, frightened, paralyzed, petrified, and poisoned conditions.

Melee Attacks. The steambot creature deals +1d6 damage with all of its melee attacks.

Combustion Fueled. 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.

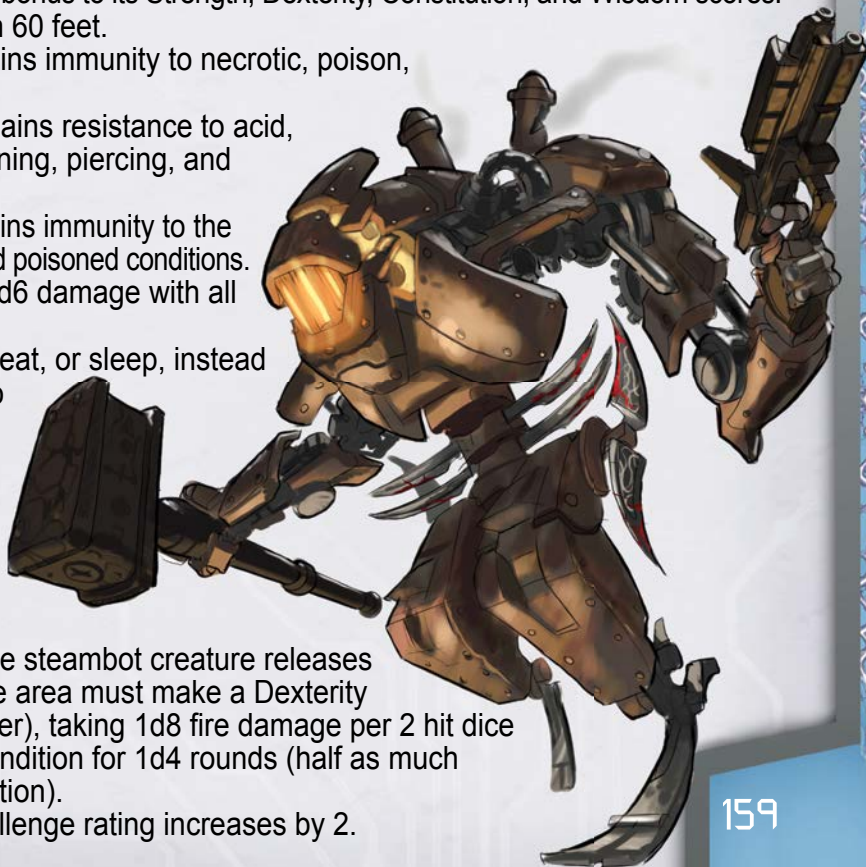
Spring Step. The steambot creature can jump horizontal distances equal to its speed and vertical distances equal to half its speed.

New Action: Steam Breath (Recharge 1-4). The steambot creature releases a 30-ft.-cone of steam as an action. Creatures in the area must make a Dexterity saving throw (DC 10 + 1/2 hit dice + Wisdom modifier), taking 1d8 fire damage per 2 hit dice of the steambot creature and gaining the blinded condition for 1d4 rounds (half as much damage on a successful save with no blinded condition).

Challenge Rating. The steambot creature's challenge rating increases by 2.

DEMIGRISIS 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 automated steambots 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.



COLD AND WORLD WARS (1939-1959)

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.

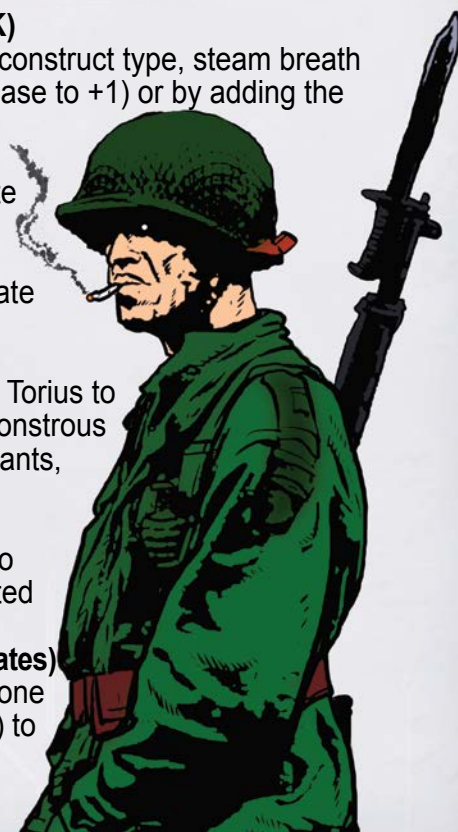
COLD WORLD WARS ADVENTURES

- 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 savant template (page 134).
- **British Pneumatic Soldiers (DM-1, Deathwing, WATSON & SHERLOCK)**
GMs may choose to grant a stock NPC the steambot template without the construct type, steam breath action, damage immunities, or condition immunities (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 martial NPC.
- **German Kriegers (Murderball Bruiser, Sec-Ops Guard, Siegrich)**
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 Cyclops, Fire Giants, Hill Giants, and Medusa.
- **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 with Hyper Templates)**
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 tinkers, 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.

AGENT TEMPLATE

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. Any humanoid or bipedal monstrosity with an Intelligence of 3 or higher can become an agent. An agent retains all of its statistics, with the following exceptions:

Saves. Agents have advantage on Dexterity, Intelligence, Wisdom, and Charisma saving throws.

Enhanced Initiative. Agents have advantage on initiative checks.

Uncanny Dodge. Agents are able to spend a reaction to halve the damage from an attack made by a source they can see.

Attacks. Agents gain a +2 to bonus to hit and +2 bonus to damage for all melee and ranged weapon attacks.

Skills. Agents gain a +4 bonus to Acrobatics, Athletics, Deception, Insight, Investigate, and Stealth checks.

Gear. Agents gain a combat pistol and receive their proficiency bonus when wielding this weapon.

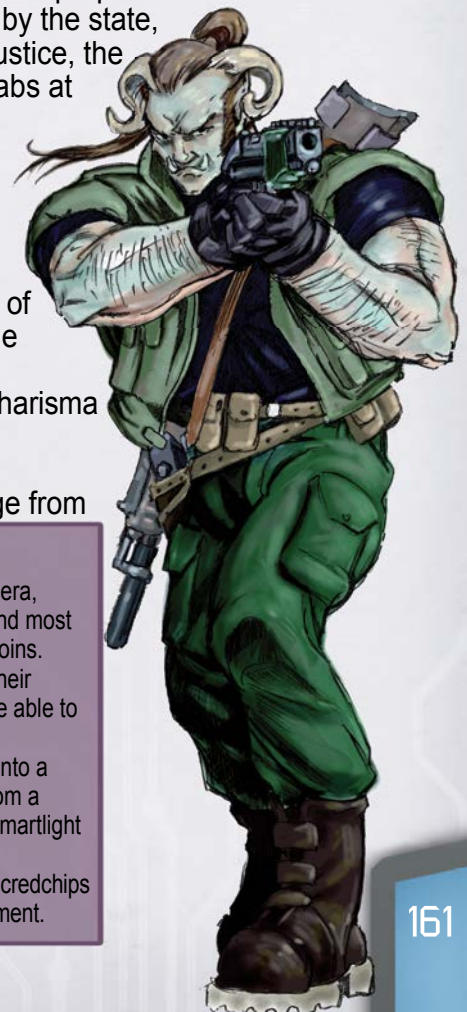
Challenge Rating. Agents increase their challenge rating by 1.

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.

CREDCHIPS

By the end of the Moderncorps era, paper currency is rarely used and most transactions are done via bitcoins. 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 Tradition

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.

Exploding Ki Technique

Starting when you choose this tradition at 3rd level, you gain your proficiency bonus to attack rolls with firearms without requiring a bonus action aiming, and you do not suffer disadvantage while making attack rolls with firearms while within an enemy's reach. If you could otherwise not require a bonus action aiming, you gain a bonus to damage equal to your proficiency bonus when you spend a bonus action aiming.

When wielding two firearms, you may spend a bonus action to gain an additional attack.

Ki-Empowered Bullets

At 6th level, any attacks you make with a firearm count as magical.

Ballistic Savant

At 11th level, you can grant one of the following weapon qualities to any firearm you wield so long as it meets the numerical ammunition requirements of an ability (such as those for cone or line): autofire, bleeder, bullet spray, cone, line, or shock (page 172).

Cyber Ninja Rogue 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.

Drones

At 3rd level, you gain the robot artist ability of a netjacker rogue but are only able to use drones.

Cybertech

At 3rd level, you gain cyber ears or cyber eyes. This includes the installation of the cybertech.

- If your cybertech is an eye, you gain advantage on Perception checks using sight and darkvision to a range of 60 feet. If you already have darkvision, its range increases by 30 feet.
- If your cybertech is an ear, you gain advantage on Perception checks using hearing and gain blindsight (echolocation) to a range of 20 feet.

Ghost Drive

At 9th level, you may spend a bonus action to become incorporeal until the start of your next turn. In this state you gain resistance to all damage except force damage



and may pass through objects and creatures as if they were difficult terrain. Attacks you make while incorporeal deal your sneak attack damage unless you have disadvantage on the attack roll. You may use this ability a number of times equal to your proficiency bonus before taking a long rest.

Cybertech

At 13th level, you gain a cybernetic leg, robotic arm, or another piece of equipment (from the Hyper Equipment chapter, at the GM's discretion). This includes the installation of the cybertech.

- If your cybertech is a leg your speed increases by 10 feet, you double your jumping distance, and double your carrying capacity.
- If your cybertech is an arm you gain advantage on Strength checks using that arm, increase your unarmed damage by 1 die type, you may integrate a weapon into the arm (one handed melee, one handed ranged, or smaller), and you may draw that weapon without using an action.

Ghost Strike

At 17th level, you regain uses of ghost drive when you take a short rest.

Cyber Samurai Martial Archetype

To survive in a cutthroat world ruled over by hypercorporations and influenced by individuals able to throw cars with ease, a normal warriors needs an edge—cybertech.

Cybertech

When you choose this archetype at 3rd level, you gain cyber ears or cyber eyes. This includes the installation of the cybertech.

- If your cybertech is an eye, you gain advantage on Perception checks using sight and darkvision to a range of 60 feet.
- If your cybertech is an ear, you gain advantage on Perception checks using hearing and gain blindsight (echolocation) to a range of 30 feet.

Dueling Challenge

At 7th level, you can spend a bonus action to challenge a target to a duel. You gain advantage on attack rolls against the target and advantage on saving throws against spells cast by the target. Should you choose to attack any creature other than the target, you do so at disadvantage. This effect lasts until the target is reduced to 0 hit points or either you or the target concedes. Once you use this ability, you may not do so again until you take a short rest.

Cybertech

At 10th level, you gain a cybernetic leg, robotic arm, or another piece of equipment (from the Hyper Equipment chapter, at the GM's discretion). This includes the installation of the cybertech.

- If your cybertech is a leg your speed increases by 10 feet, you double your jumping distance, and double your carrying capacity.
- If your cybertech is an arm you gain advantage on Strength checks using that arm, increase your unarmed damage by 1 die type, you may integrate a weapon into the arm (one handed melee, one handed ranged, or smaller), and you may draw that weapon without using an action.

Steel Cyclone

At 15th level, you may designate one melee attack each round that targets all adjacent enemies, making one attack roll for each enemy you target. These attacks cannot critically hit. The rest of your attacks that round resolve normally. After using this ability a number of times equal to half your proficiency bonus, you require a long rest before you can use it again.

Cyborg Warrior

At 18th level you gain vulnerability to lightning damage but gain advantage on saving throws against the following conditions: charmed, exhaustion, paralyzed, petrified, and poisoned.

Mechwarrior Sorcerous Origin

Not every hacker/operator is the master of drone networks or the complex control of a proxy from afar, instead using a robotic companion as a suit of enhanced armor to wade into battle as a metallic juggernaut!

Scientific Spellcasting

At 1st level you gain the spellcasting abilities of a sorcerer but instead of gaining your sorcerous origin at 2nd level, you engineer, build, and magically empower a suit of armor (a mechsuit). You gain 1 fewer spell slot per spell level (minimum 1). When you cast spells, you do so by magically igniting small devices implemented into or through your mechsuit. For each spell you know you are able to create a new device in your mechsuit, an item that no other creatures are able to power or utilize.

Your mechsuit can be equipped or removed by spending an action and while worn makes your armor class equal to 10 + Dexterity modifier + proficiency bonus. Choose one physical ability (Strength, Dexterity, or Constitution). You gain advantage on ability checks using the chosen ability while wearing your mechsuit. You do not gain the benefits of any physical ability score improvements while outside of your mechsuit.

At 10th level, choose a second physical ability score. You gain advantage on ability checks using both chosen ability scores instead of learning a new meta-magic.

At 14th level, you gain advantage on all physical ability checks and physical saving throws.



Targeting Relays

At 6th level you gain proficiency with one weapon of your choice instead of learning a new metamagic. This weapon is always considered wielded when you are wearing your mechsuit but it does not require the use of your hands; if it has the ammunition quality it no longer has that quality. You gain your proficiency bonus to damage with this weapon and may make an additional attack with this weapon whenever you take the attack action.

Propulsion

At 18th level you gain a fly speed of 80 feet. You may fly indefinitely without being exhausted.

Netjacker Rogue Archetype

Digital savants and practically magicians on the Hypernet, these rogues of the future are experts at battlefield reconnaissance and infiltrating hypercorporations.

Robot Artist

When you take this archetype at 3rd level, you have created a number of robots to assist you in your work. At the beginning of each day, you may choose either a proxy or drones, changing your operating software and firmware to match. Any time that you take a short or long rest and would be able to spend hit dice to heal yourself, you may instead heal a drone or proxy (medispray and potions do not work on drones or proxies and they do not heal without spending hit dice; they may also restore 1d4 hit points from a casting of mending).

Drones. You cast the *find familiar* spell as a ritual, summoning (i.e.: activating) a number of drones equal to your proficiency modifier once per day. The drone familiars you create are constructs with the appearance and abilities of any of the animals listed under the spell, or drones with an appearance chosen by you. Drones that are not duplicating the appearance and abilities of an animal use the homunculus stat block; by summoning half as many drones as normal, you may use the drones entry on page 137 instead. As a construct, the drones do not need to eat, sleep, or breathe, and are immune to both poison damage and the poisoned condition.

Your drones may not be dismissed as the spell. You may share senses with the drones or communicate with them at any distance as long as you are able to access the Hypernet; on other planes of existence your range is equal to 1 mile per character level.

When a drone is damaged or killed, a long rest is required to replenish each destroyed drone.

Proxy. You upload your consciousness into a robot proxy. The proxy takes the form of any beast, construct, or humanoid with a Challenge Rating equal to or less than your level divided by 3 (rounded down); you might hijack an existing proxy or build your own by expending hit dice (3 hit dice per 1 CR). As a construct, the proxy does not need to eat, sleep, or

breathe, and is immune to exhaustion, the poisoned condition, and poison damage. You may equip your proxy with armor and weapons but it cannot benefit from any magic item that requires attunement.

As long as you are less than 1 mile from the proxy, you may upload your consciousness as an Action. The upload time increases to 1 minute (1-100 miles), 10 minutes (101-1,000 miles), and 30 minutes (1,001 miles or more); this must be uninterrupted and cannot be done in a staggered upload. Once you are uploaded, you may remain in control of the proxy for a number of hours equal to half your rogue level (rounded down) before fatigue sets in. If you choose to remain in the proxy after this duration expires, you gain 1 level of exhaustion per hour (or part thereof) that you exceeded the safety limit the moment your download back to your body is complete.

Until you upload your consciousness, the proxy may take minimal actions on its own. It acts on your initiative, may move up to its speed at your command (no action required), and may take the Dash or Dodge actions; by spending your action, you may make the proxy take an attack action with disadvantage (there is no way to mitigate this disadvantage).

While you are uploaded, you retain your alignment, Intelligence, Wisdom, and Charisma scores, as well as any skills, saving throw proficiencies, and languages you know. Your other statistics are replaced by those of the proxy, including enhanced senses and any skill proficiencies you may not normally possess. You may also speak normally while uploaded. You have access to your class features and feats and can use them if the new form is capable of doing so. Your body is paralyzed while uploaded but at the GM's discretion, may make some checks (such as Perception) with disadvantage.

You may start the process of downloading back into your body as a bonus action, regaining consciousness at the end of your next turn. As part of the download action you may order the proxy to move as safely as possible at its quickest speed to a designated point, such as your base of operations or a safe zone. If you are 1 mile or more from the proxy, you do not regain consciousness until 1d4 rounds after the download time is complete.

If the proxy is reduced to 0 hit points, the download process starts automatically and you take an amount of damage equal to 1/2 the proxy's total hit points.

Proxy Mastery

At 9th level, your choice of proxy designs expands to include dragons, giants, and monstrosities.

Quick Upload

At 13th level, you regain the use of your Robot Artist feature after a short rest instead of a full rest. The time required to upload or download your

your consciousness is reduced by 1 step (bonus action, 1 action, 1 minute, 10 minutes).

Master Hacker

At 17th level, you may attempt to hack into all digital devices within 100 ft., including hostile robots.

Robots. As an action, all hostile robots within range must attempt an Intelligence saving throw (DC 8 + your Intelligence modifier + your Proficiency modifier). On a failed save, the robots take no actions for 1 minute. They may repeat the save at the end of each of their rounds as defensive subroutines attempt to counter-hack. As an action, you may order any robot that failed its save to move up to its full speed and take an action of your choosing.

Digital Devices. As an action, you may shut down or activate any digital device within range that is connected to the Hypernet. If the device is a weapon held by an opponent, computer held by an enemy hacker, or other device the DM determines, the owner may attempt an Intelligence saving throw to resist the hack (DC 8 + your Intelligence modifier + your Proficiency modifier).

Drone Tinkerer

Prerequisites: The ability to summon drones.

When you gain this feat, choose two of the following upgrades: powered frame, sensor arrays, stealth field generator, or turbojets.

You may grant both bonuses from this feat to one drone or divide them between two drones. A drone can benefit from any type of upgrade only once.

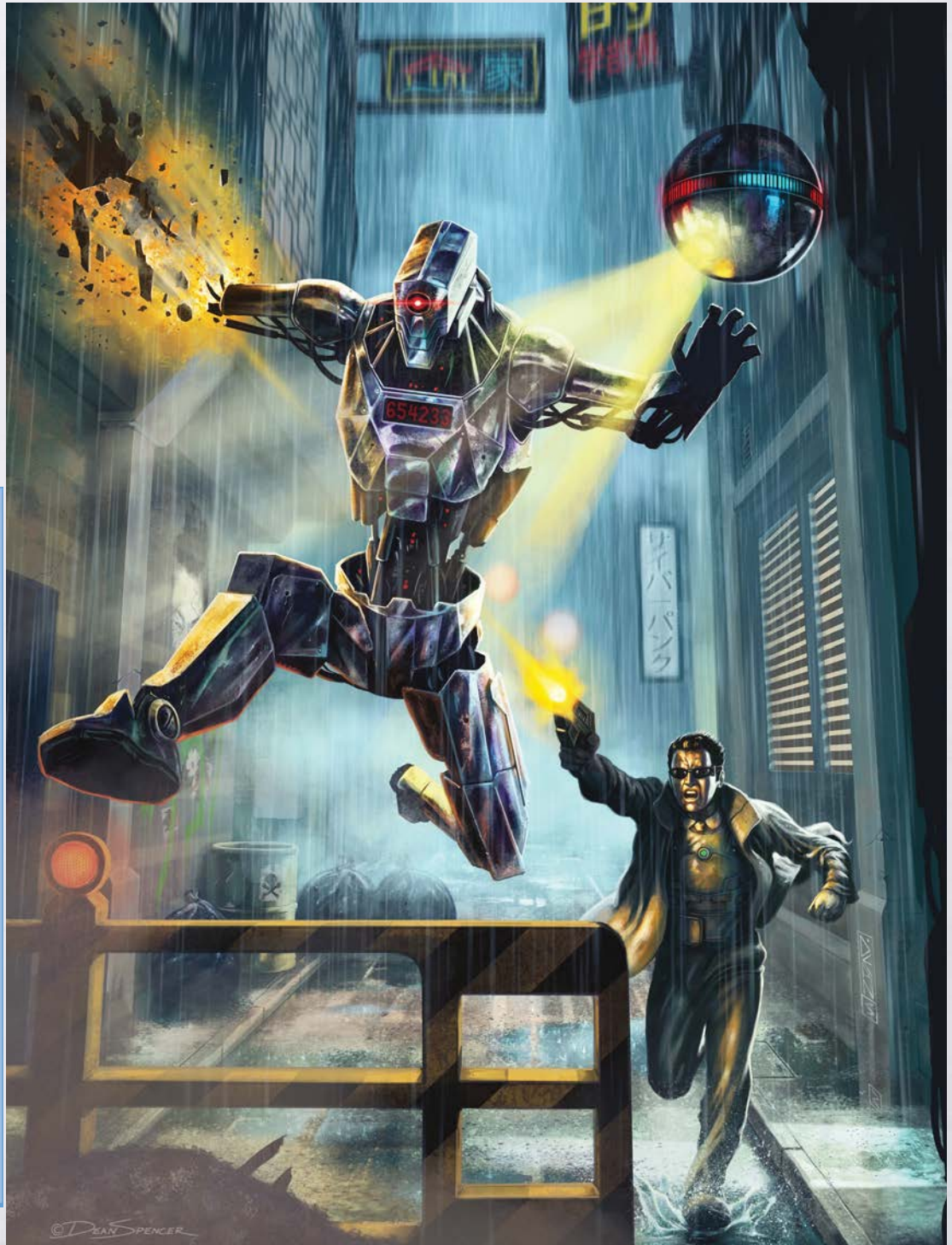
Powered Frame. Your drone doubles its carrying capacity.

Sensor Arrays. Your drone has advantage on Perception checks.

Stealth Field Generator. Your drone gains advantage on Stealth checks.

Turbojets. Your drone increases its speeds by +20 feet.

Note: The veloces archetype redefines many of the monk class features to fit their theme. Blinding speed (unarmored movement), enhanced metabolism (diamond soul), and metabolic control (purity of body) are common explanations for their abilities. These warriors are able to take in details at high speed (unarmored defense), kick and punch at hyper velocity, tap into elemental forces of speed (ki), spin a limb swiftly to slow their descent (slow fall), and even channel bioelectric shocks or vibrate their molecules out of phase with their opponent's defenses to circumvent a target's resistances.



Veloces Monk Tradition

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.

Speed Demon

Starting when you choose this tradition at 3rd level, your body and mind move at speeds beyond normal comprehension. Whenever you take the Dash action, you may move up to twice your speed. This does not grant you additional uses of the Dash action or a free Dash action. A veloces that moves normally, takes the Dash action, and spends 1 Ki point to trigger Step of the Wind would move at 5 times their speed in the round.

Move-By

At 6th level you have learned to use your considerable speed to your advantage in combat. When you take the Dash action, you may use a bonus action to make a single unarmed or melee attack. On a successful hit, double the number of dice you would normally roll for damage and you may attempt to Shove the target. In addition, you may spend 1 Ki point to perform either the Help action or Use an Object action as a bonus action on your turn.

When you reach 7th level, replace Stillness of Mind with the following feature:

High Metabolism

During any round in which you have the Stunned condition, you may take a bonus action. If you are Prone at the beginning of your turn, you may stand as a free action.

Speed Phantom

At 11th level you move so quickly that opponents have a difficult time targeting you. You may spend 2 Ki points to cast *mirror image* without the need for components.

When you reach 13th level, replace Tongue of the Sun and Moon with the following feature:

Enhanced Recovery

You may remove one level of exhaustion at the end of a short rest as if you had taken a long rest. You may not use this ability again until you've taken a long rest.

Embodiment of Speed

At 17th level you move so quickly you have broken the barrier between dimensions, and may impart some of your speed to your allies. As an action, you may spend 2 Ki points to cast *longstrider* and 4 Ki points to cast *blink*.

When you reach 18th level, you gain the ability to spend 8 Ki points to cast *plane shift*. This replaces the ability to cast *astral projection*, though you may take the full allotment of allies with you.

HYPER BACKGROUNDS

Many of the existing backgrounds in *5th Edition* can easily be modified or even used as they are when playing *Hypercorps 2099*. However to reflect the new rules and talents an adventurer in the future will need to be a proper operator, players may swap one skill and one tool kit proficiency from an existing background for any other skill or tool kit proficiency justified by their character's history. Otherwise, they are encouraged to choose one of the following options.

Hypercorporate Employee

You are a slave to the masters of the planet, one of billions of drones that daily work through the bureaucratic rigors of the business world—you work for a hypercorporation. Your position within the company is a secure one, but it offers little room for advancement and promotion so in search of a better life, you've started to bleed the monolithic institutions you've acquiesced to as an operator.

Skill Proficiencies: Deception, Persuasion

Tool Proficiencies: Business attire, one type of gaming set,

Equipment: Suit, smartlight, credchip with 120bt on it

Hypercorporate Specialty

The business world is a complex web of bureaucratic jobs, many of which are only justified within themselves. Every member of a hypercorporation fills a special role within it, one focused entirely on their specific task.

Roll 1d10: 1—accounting, 2—administration, 3—advertising, 4—communications, 5—management, 6—marketing, 7—public relations, 8—worker resources.

Feature: Day Job

Having a salaried position with a guaranteed paycheck gives you more economic mobility and freedom than other operators. You do not need to spend bytecoins on everyday items like food or clothing and you have a tolerable apartment listed under your legal name. When calculating any taxes for a successful operation, you automatically pay out 10% without losing any bytecoins.

Hypernet Junkie

You are a digital diehard of the most radical order, surfing the data flow like a shark in a reef, living and dying by your code (literally). Whether dejected with hypercorporate slavery and the life of a white hat or trained from a young age to be a master hacker to preserve the freedom of information, you have developed a mastery for computers and tech of all kinds.

Skill Proficiencies: Technology

Tool Proficiencies: Digiboard

Equipment: Digiboard, hyperjack, and credchip with 5bt

Hacking Experience

No matter what server you visit on the Hypernet there's always a host of different hackers within, each with their own skill level and stories along with a moniker and classification that determines how their peers perceive them.

Roll 1d8: 1—white hat, 2—black hat, 3—gray hat, 4—l33t, 5—script kiddie, 6—neophyte, 7—blue hat, 8—hacktivist.

Feature: Automated Program

No plan, regardless of how well conceived it may be, survives execution on the Hypernet—so a good hacker comes prepared for all eventualities. You may keep a number of automated programs on your digiboard equal to your proficiency bonus. These automated programs are treated as if you were there and had a readied action, using your bonuses and statistics. Once executed, an automated program needs to be reset by you before it can be activated again.

Lab Experiment

You were once held in a hypercorporate testing facility, inhumanly experimented on by researchers and scientists until you could make your escape. The despicable treatment you received transformed you (likely the reason you are an *alter sapiens*) and is more than enough reason to exact revenge on the uncaring business that used you as a test subject, as well as any institution like it.

Skill Proficiencies: Acrobatics, Survival

Tool Proficiencies: Disguise kit, herbalism kit

Equipment: A crowbar, disguise kit, and stolen credchip with 20bt

Experiment Specialty

In a world of magic and science there are countless avenues of research being pressed by hypercorporations everywhere. Though the goals of these projects are difficult to discern, their methods are not and you know what they were doing to you for whatever disturbing justifications their ruthless executives excused themselves with.

Roll 1d6: 1—arcane magic, 2—divine magic, 3—psychic magic, 4—cybernetics, 5—genetic mutation, 6—hybridization.

Feature: Apathetic World

Your grisly appearance causes much of society to look down on you, but it also grants you a certain anonymity that can be advantageous at times. When creatures attempt to locate your position in a settlement they do so with disadvantage and while hiding in common thoroughfares and other similarly populated public places, you have advantage on Stealth checks.

Murderball Rookie

You live for bloodsport and have fought your way into a murderball league. Though as a minor player you don't have much fame, the skills you've developed on the field definitely come in handy for operations and traveling to another city for a match is great cover when pulling a job.

Skill Proficiencies: Athletics, Perception

Tool Proficiencies: Hoverboard, murderball

Equipment: A suit of light or medium armor, one melee weapon that costs less than 10bt, a murderball, and a credchip with 42bt

Murderball Specialty

Every murderball team is different, made from a careful balance of a multitude of powers, speeds, and strengths. The position you play is often reflective your abilities and can inform potential clients of what you can bring to one of your gigs on the side.

Roll 1d4: 1—Bruiser, 2—Defender, 3—Manipulator, 4—Runner.

Feature: Murderfame

As a signed athlete you do not need to spend bytecoins on everyday items like food or clothing and you have a decent apartment listed under your legal name. When answering questions about why you are in a specific city, you gain advantage on Charisma (Deception) checks to conceal your true motives and purpose. In addition, you may make a DC 20 Charisma check while in your public persona to be recognized by a fan, gaining a discount on goods, friendly place to hide in, or other benefit (at the GM's discretion).

Operator Apprentice

You have been taught and trained by an operator, instilled with the skills and talents required to succeed against hypercorporate defense measures, sec-ops, and whitehats. Years of practice at remaining hidden, noticing the subtle queues, and on faux corp raids have turned you into a stealthy agent well prepared to strike against institutions across the world.

Skill Proficiencies: Perception, Stealth

Tool Proficiencies: Infiltrator kit, surveillance kit

Equipment: A suit of light armor, either an infiltrator kit or surveillance kit, credchip with 66bt

Feature: Operator Net

Operators often act alone but they stand together, and without each other's support, are quickly ferreted out by vengeful hypercorporations keen to reprise an affront. Through these clandestine relationships you're able to acquire expensive or illegal goods normally unavailable in the marketplace (explosives, poisons, lethal CM programs; where the buck stops is at the GM's discretion). When on the run from the law, you are able to use your operator net to acquire goods while remaining under the notice of authorities.

HYPER EQUIPMENT

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. A magic item can be reproduced scientifically as an advanced item for twice the normal price, eliminating any attunement and magical aura (advanced weapons also count as magical weapons). Advanced items are delineated by 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 and most advanced items that cost more than 5,000bt are the same way.

ADVANCED ARMOR UPGRADES

Advanced suits of armor can be further enhanced with metamaterials layers to better protect their wearer through the use of armor upgrades. A light suit of armor may have one armor upgrade, a medium suit of armor may have two armor upgrades, and a heavy suit of armor may have three armor upgrades.

Only advanced suits of armor can benefit from armor upgrades. One upgrade costs 2,000bt, two upgrades cost 5,000bt, and three upgrades cost 10,000bt.

Cosmiscal. Grants resistance to bludgeoning damage and piercing damage from nonmagical firearms.

Kevlar. Grants resistance to bludgeoning damage from nonmagical weapons.

Spidersteel. Grants resistance to piercing damage from nonmagical weapons.

Synthsilk. Grants resistance to slashing damage from nonmagical weapons.

ADVANCED WEAPON UPGRADES

Advanced weapons are scientifically perfected for aerodynamics, balance, and durability, making them capable of incredible feats through the use of weapon upgrades. Most weapons are only capable of possessing one weapon upgrade, but a two-handed weapon or heavy weapon may have two, and a heavy, two-handed weapon may have three.

Only advanced weapons can benefit from weapon upgrades. One upgrade costs 1,000bt, two upgrades cost 3,500bt, and three upgrades cost 7,000bt.

Bleeder. The weapon gains the bleeder quality (see Hyper Firearms on page 172).

Collapsible. Gain advantage on checks made to hide the weapon while it is collapsed.

Collapsing or deploying it is a free action.

Sheer. When you roll an attack roll with advantage and hit your target with a natural 19 on the d20, you deal critical hit damage.

Telescoping. As a bonus action you can increase the reach of a simple melee weapon by 5 feet.

Attacks against the weapon are at advantage and its hit points are halved. A bonus action retracts it.



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's magical bonus to AC or attack and damage (respectively) double until the end of the character's next turn. Arcanosteel armors cost +2,000bt and arcanosteel weapons cost +3,000bt.

CYBERNETICS

Operators and soldiers all over the world have steadily funded the rise of the cybernetics industry, yielding increasingly complex mechanisms that blend biology and robotics. Installing devices that integrate with the body directly requires a skilled medical professional or properly equipped and programmed apparatus.

BIOMETRIC TAG **Price 1,500bt**

A biometric tag is a miniscule diagnostic and radio transmitter. When implanted into a living creature it transmits their vital statistics (current hit points, total hit points, and any conditions it is suffering from) to anyone who knows the frequency of the chip (which is typically a hypercorporation). Finding a biometric tag's frequency requires something capable of picking up a radio frequency (like a smartlight) and an Intelligence (Technology) check (DC 15 + target's hit dice). Modifying a biometric tag requires an unconscious or willing subject user and a DC 20 Intelligence (Technology) check. Failure destroys the tag.

BODYTECH LIMBS **Price varies**

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.

CYBER EARS **Price 500bt**

A cyber ear grants its user a cumulative +1 bonus on sound-based Wisdom (Perception) checks. Creatures that have replaced all of their ears with cyber ears also gain advantage on sound-based Wisdom (Perception) checks.

CYBER EYES **Price 500bt**

A cyber eye grants its user a cumulative +1 bonus on sight-based Wisdom (Perception) checks. Creatures that have replaced all of their eyes with cyber eyes also gain advantage on sight-based Wisdom (Perception) checks.

CYBER-SNIFFER **Price 1,000bt**

A cyber-sniffer takes the place of nose's septum and grants its user the scent ability.

ECHOLOCATOR **Price 25,000bt**

Miniature speakers positioned around your body emit high-frequency sound waves that map your environment, granting blindsense to a range of 30 feet.

Table 8-1: Bodytech Limbs

Mark	Bodytech Points	Cost	Arm Weight (% of body)	Leg Weight (% of body)
I	2	4,000bt	10%	20%
II	4	8,000bt	8%	15%
III	8	12,000bt	6%	10%
IV	12	16,000bt	4%	5%

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.

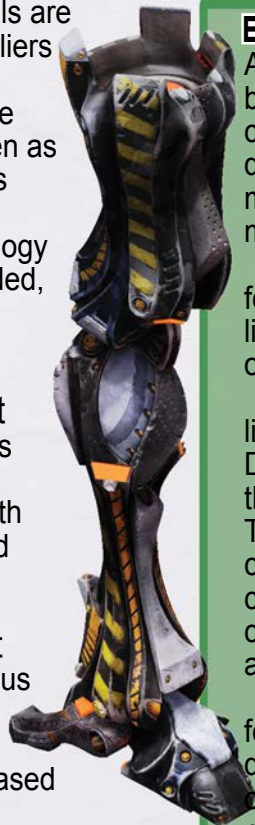
Cosmetic. A bodytech limb with this feature is indistinguishable from a regular limb without the use of scanning technology or detection magic.

Concealed Compartments. A bodytech limb with this feature is able to store one Diminutive object (such as a weapon with the light property) per bodytech point spent. Two points can instead be spent to conceal a Tiny object (such as a weapon that can be wielded in one hand). Accessing a concealed compartment does not require an action.

Explosive. A bodytech limb with this feature is rigged to explode when the user directs it to as a swift action (or on the owner's death), dealing 2d12 force and piercing damage per mark in a 10-ft. radius. A Dexterity saving throw (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).

Hyper Materials.^R A bodytech limb with this feature grants a hyper bonus to AC equal to the number of bodytech points spent on this feature.



HYDRAULIC SPRINGHEELS **Price** varies
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 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.
A pair of hydraulic springheels costs 5,000 bt per mark.

HYPERJACK **Price** 800bt
Operators truly adept with computers have these cybernetic implants located somewhere along their spine, generally on the back of the neck but always somewhere relatively near the brain or main conduits of the central nervous system. Using a hyperjack grants a +2 bonus to Technology checks and any check where the creature is using their hyperjack (this does not include attack or damage rolls unless the weapon has a hyperlink and the wielder also has a targeting matrix).

METABOLIC NANITES **Price** varies
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 regeneration 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 nanites (6 times as much as normal for mark 2, 9 times for mark 3, etc.) or gain one level of exhaustion every hour. A starving character's metabolic nanites immediately deactivate and they must be recovered for 24 hours before the nanites can reactivate. An *ioun stone (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 an *ioun stone (sustenance)* still needs to eat 12 times as much as normal). Metabolic nanites cost 12,000bt per mark.

OPTICAL LASER **Price** 10,000bt
This cyber eye contains a miniaturized reactor that allows it to fire blasts of superheated light as an attack action (2d6 fire damage, range 40/200) a number of times per day equal to its user's hit dice. By expending two charges as an action, its user can instead blast the laser in a 30-ft.-line (4d6 fire damage, Dexterity saving throw halves; DC 10 + 1/2 user's hit dice + user's proficiency bonus). Variations of optical lasers shoot cold or lightning for 1,000bt more (15,000bt versions shoot either necrotic or radiant energy).

TARGETING MATRIX **Price** 2,000bt
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. Creature that have a hyperjack and a targeting matrix that are wielding a weapon with the hyperlink quality gain a +2 hyper bonus to attack rolls instead, and inflict +2 damage.

GEAR
C-4 EXPLOSIVE **Price** 500bt/ounce
This malleable substance explodes with great force when exposed to extreme heat and a shockwave (usually through a detonator) dealing 5d6 bludgeoning damage to everything within 5 feet. For every additional ounce of C4 applied, the blast deals an additional +1d6 damage and the area it affects increases by +5 feet.
Detonators may be activated via remote (as a bonus action) or at a specified time.

CREDCHIP **Price** —
These small circuit boards are ubiquitous, seen everywhere as a clandestine way to keep one's money. A credchip can carry the data for anything between one tenth of one bytecoin or hundreds of thousands of bytecoins. Virtually all merchants accept credchips.

ANCHO **Price** 100bt–500bt
When inhaled as an action, Ancho ("thick" or "Courage Powder" as it's known in English-speaking countries) provides an overwhelming sense of euphoria and recklessness for 1d4 hours - 1 hour per dose taken in the previous day (minimum 10 minutes). Afterward the user is exhausted and upon taking a long rest, the user takes 1d4 Wisdom damage (no save; healed by a remove curse) and makes a Constitution saving throw (DC 18 + 1 per use of ancho in the past day) or is compelled to take more.
The highest quality ancho runs for 500bt a dose may trigger an extreme adrenaline rush, granting the user advantage on all checks for the duration of the effects and immunity to the fear condition; roll 1d20 when taken and on a 20, this effect occurs.

FASTJAK **Price** 700bt–1,000bt
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 (an action) grants a +2 hyper bonus to AC and Dexterity saving throws, a +20 ft. bonus to all movement speeds, and starting at the beginning of the user's next turn, an additional action each round. After 1d4+3 rounds the user becomes slowed (as the slow spell; no save) for 2d4+2 minutes. Upon taking a short or long rest, the user makes a Constitution saving throw (DC 20 + 1 per use of fastjak) or is compelled to take more.

COMMLINK

Price 50bt

While it isn't uncommon to converse between smart-light, operators prefer to have a more secure means of communication and typically resort to cheap, disposable commlinks to stay in contact on the job. Locating a commlink frequency is an Intelligence (Technology) check (10 + 1 per 50 ft. from the nearest commlink). Commlinks with better encryption can increase the difficulty by +1 per 50bt of additional cost.

GRAY GOO

Price 500bt

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 2d6 damage to the surface or object it is applied to (ignoring hardness) for 2d4 rounds before the gray goo destroys itself. A canister of gray goo is enough to affect a single 5 ft. cube of inorganic material.

GRENADES

Price varies

This small, cylindrical explosive can be thrown at a target within 60 feet as an action (or further with the use of a weapon with the launcher quality). Any creature within the grenade's area of effect (20 feet) makes a DC 15 Dexterity saving throw or takes the grenades damage (a successful save halves this damage).

Bang (100bt). Creatures that fail a DC 15 Constitution saving throw gain the stunned condition until the start of the wielder's next turn and gain the deafened condition for 1d4 rounds.

Bio (250bt). Creatures that fail a DC 15 Constitution saving throw gain the poisoned condition until they take a short rest or receive healing in excess of 5 hit points.

Concussion (300bt). Deals 4d6 bludgeoning damage.

Cryo (400bt). Deals 4d6 cold damage.

Flash (200bt). Creatures that fail a DC 15 Constitution saving throw gain the blinded condition for 1d4 rounds.

Frag (300bt). Deals 4d6 piercing damage.

Gas Grenade (150bt). A nonmagical effect identical to fog cloud, except that the fog dissipates after 2d4+4 rounds.

Lethal Gas Grenade (1,500bt). A nonmagical effect identical to cloud kill, except that the fog dissipates after 1d4+2 rounds.

Lightning (400bt). Deals 4d6 lightning damage.

Magnetic Pulse (400bt). This small electronic device emits a short, high intensity magnetic pulse. This pulse does 3d8 lightning damage to

any creature with internal electronics, to objects with electronic components, or to creatures with embedded hyperjacks.

Plasma (800bt). Deals 6d6 fire and lightning damage.

Posicharge (200bt). Explodes with 3d4 force and 3d4 radiant energy in a 10-ft.-radius; only creatures are affected by this blast (not objects or terrain). Creatures damaged by the radiant energy take 10 radiant energy damage at the start of their next turn, and 5 radiant energy damage the following turn.

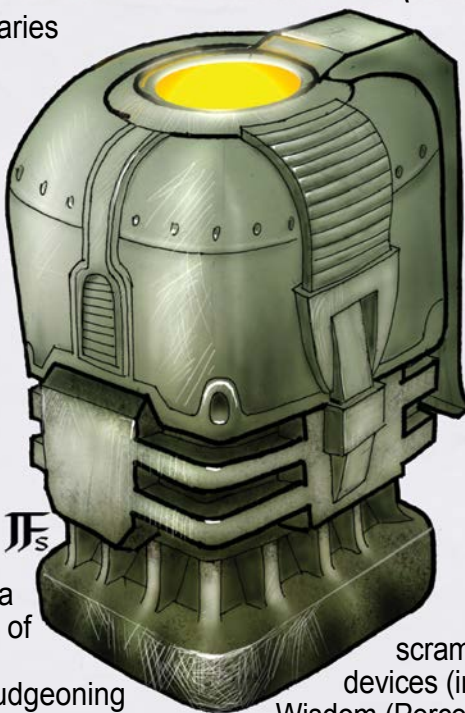
Unlike other grenades, a posicharge grenade explodes immediately before the wielder's next turn.

Scorcher (400bt). Deals 4d6 fire damage.

Slasher (350bt). Deals 4d6 slashing damage.

Tear Gas Grenade (500bt). A nonmagical effect identical to stinking cloud, except that the gas dissipates after 2d4+2 rounds.

Thunder (500bt). Deals 4d6 thunder damage.



FILTRATION MASK

Price 300bt

Wearing one of these skin-tight masks grants immunity to damage and conditions from gasses and vapors that require inhalation. At the GM's discretion, the user may still suffer effects from a gas due to contact.

LED SCRAMBLER

Price 150bt

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 bonus action) any electronic devices (including cyber eyes) used to make a Wisdom (Perception) check to perceive or recognize the user's face (or a single object of Tiny size or smaller) take a -20 penalty to the check. LED scramblers are only effective when 10 feet or further away from an electronic device but models that cost twice as much to buy or construct reduce the range increment to 5 feet or further away.

LONG-RANGE TRANSMITTER **Price** 500bt

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. Premium long range transmitters cost twice as much and weigh double, but reduce the chances of being unable to get a signal to 5% per 50 miles.

MEDISPRAY

Price 500bt

Produced en-masse for military companies and hospitals, this aerosol healing foam can be rapidly applied in the middle of combat with a simple spray as a bonus action with a DC 5 Wisdom (Medicine) check. Living creatures are healed 5 hp by one application of medispray.

NIGHTVISION GOGGLES

Price 400bt

Complex electronic circuits and high-capacity batteries 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 grenade, or similar effect), it gains the blinded condition for 1d4 rounds. Activating or deactivating nightvision goggles is a bonus action and for double the cost, this item can be made into nightvision lenses that look very similar to typical eyewear.

REBREATHER

Price 800bt

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 200bt).

SHEN-CHI MANA+

Potion, common

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 instead gain a +5 ft. bonus to movement speeds for 1 hour and advantage on their next saving throw.

SILENCED BARREL

Price varies

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 half a minute.

Adaptive silenced barrels cost 100 bt per bullet. 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 three minutes).

SMARTLIGHT

Price 250bt

The go-to personal computing and communication device in *Hypercorps 2099* is the smartlight, a circlet typically worn over a user's wrist and used to project a field of light they interact with like a desktop or phone. A smartlight can be used to browse the Hypernet (though not enter into it), call another smartlight, play games, or do anything else a computer desktop computer in the

modern era is capable of doing. A smartlight may be used as a VR rig (allowing limited immersion into the Hypernet) by a creature with a hyperjack.

TRANSLATOR

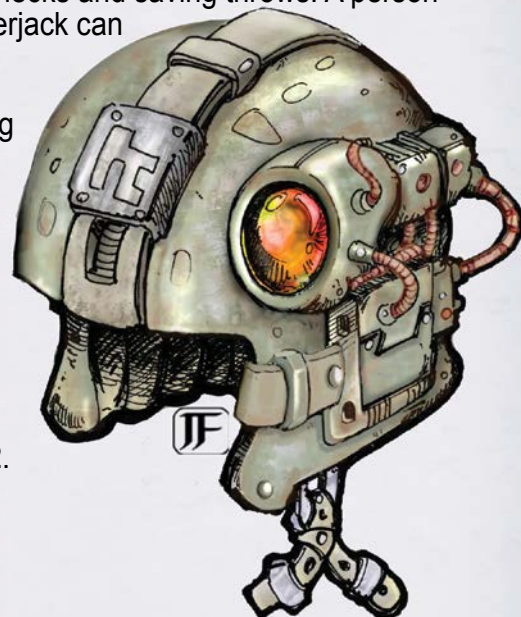
Price 750bt

This miraculous device automatically translates up to 7 different languages spoken or displayed within 20 feet of it, sending 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 100bt a piece.

VR RIG

Price 150bt

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), taking disadvantage on all ability checks and saving throws. A person without a hyperjack can benefit from hyperlinked weapons using a VR rig that also has a targeting matrix, but only gains a +1 hyper bonus to attack and damage rather than +2.



HOVERBOARD

Price 500bt

A hoverboard increases your base speed by 30 feet. Only creatures with a Vehicle (land)



tool proficiency are able to use hoverboards. Moving in anything but a straight line requires you to stop after traveling 30 feet to take an action before changing direction or a Dexterity (Acrobatics) check (DC 10 + number of squares moved left or right) at the end of your turn to avoid losing balance and gaining the prone condition.

HYPER FIREARMS

Modern and futuristic firearms are everywhere in *Hypercorps 2099*! Characters must spend a bonus action to aim a firearm in order to utilize their proficiency bonus if they are not wielding a hyperlinked weapon plugged into a hyperjack. For the purposes of feats, firearms qualify as crossbows.

Martial Ranged Weapons

Table 8-2: Hyper Firearms

Firearm	Cost	Damage	Weight	Properties
Beatup Revolver	400bt	2d6 bludgeoning & piercing	6 lbs.	Ammunition (range 30/150), reload (8 shots)
Beatup Rifle	500bt	2d8 bludgeoning & piercing	11 lbs.	Ammunition (range 50/200), reload (5 shots), two-handed
Beatup Shotgun	750bt	2d6 bludgeoning & piercing	8 lbs.	Ammunition (range 40/120), cone, reload (4 shots), two-handed
Combat Pistol	1,000bt	2d6 bludgeoning & piercing	4 lbs.	Ammunition (range 100/400), autofire, hyperlink, reload (20 shots)
Elite Rifle	5,000bt	2d10 bludgeoning & piercing	11 lbs.	Ammunition (range 200/800), autofire, bullet spray, hyperlink, reload (100 shots), two-handed
Flamethrower	4,000bt	3d6 fire	40 lbs. (10 lb. tanks)	Ammunition (range 30/60), hyperlink, line, reload (4 shots), two-handed
Metapistol	10,000bt	1d6 energy	5 lbs.	Ammunition (range 75/150), autofire, hyperlink, metaweapon, reload (10 shots)
Metarifle	15,000bt	2d8 energy	10 lbs.	Ammunition (range 150/300), autofire, hyperlink, metaweapon, reload (20 shots), two-handed
Needler	3,000bt	3d4 piercing	3 lbs.	Ammunition (range 60/300), autofire, bleeder, hyperlink, reload (30 shots)
Pacifier	5,000bt	4d8 acid & fire	20 lbs.	Ammunition (range 200/400), launcher, reload (1 shot), slow-firing, splash effect 5 ft., two-handed
Razor Pistol	3,000bt	2d6 piercing & slashing	5 lbs.	Ammunition (range 30/120), autofire, bleeder, bullet spray, hyperlink, reload (10 shots)
Razor Shotgun	5,000bt	2d8 piercing & slashing	10 lbs.	Ammunition (range 30/120), bleeder, cone, hyperlink, reload (20 shots), two-handed
Rocket Launcher	5,000bt	6d6 bludgeoning & fire	25 lbs.	Ammunition (range 60/500), hyperlink, reload (1 shot), slow-firing, splash effect 10 ft., two-handed
SMG	3,000bt	2d8 bludgeoning & piercing	10 lbs.	Ammunition (range 80/360), autofire, bullet spray, hyperlink, reload (80 shots), two-handed
Sniper Rifle	8,000bt	2d12 bludgeoning & piercing	15 lbs.	Ammunition (range 500/5,000), hyperlink, reload (10 shots), slow-firing, two-handed
Taser	500bt	1d6 lightning	3 lbs.	Ammunition (range 20/80), reload (2 shots), shock
Taser Rifle	1,500bt	2d6 lightning	9 lb.s	Ammunition (range 50/200), hyperlink, reload (10 shots), shock, two-handed



Ammunition

Type	Cost	Weight
Bullets	1bt	1/2 lb.
Igniter Fluid	5bt/shot	1/2 lb.
Pacifier Packet	800bt	3 lbs.
Razor Disc	2bt	1 lb.
Rocket	800bt	4 lbs.

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.

Bleeder. A bleeder weapon deals an additional point of bleed damage on a critical hit. Creatures that have taken bleed damage continue to take that damage at the start of their turn until it is healed by magic or a DC 15 Wisdom (Medicine) check. Creatures that do not have a natural armor bonus or protective gloves take 1 point of slashing damage when handling this weapon's ammunition.

Bullet Spray. Bullet spraying weapons can expend five times as much ammunition as normal to spray a 5-foot-cube area within its first range increment as an action. Creatures in the area of effect that fail a Dexterity saving throw (DC equal to the wielder's attack roll) take the weapon's normal damage. By expending 10 times as much ammunition as normal, the wielder can increase the area to a 10-foot-cube.

Cone. A cone weapon can fire at single targets as normal, or expend twice as much ammunition to spend an action firing in a 15-ft.-cone instead. Creatures in the area of effect receive a Dexterity saving throw to negate this damage; the DC is equal to a single ranged attack roll made by the wielder of the weapon.

Hyperlink. A hyperlink weapon may be plugged into a hyperjack and targeting matrix, granting a +2 bonus to attack and damage. A hyperlinked weapon grants the wielder's proficiency bonus to attack rolls with the firearm.

Launcher. A launcher weapon can be used to lob grenades and similarly sized objects using its superior range.

Line. A line weapon can fire at single targets as normal, or expend three times as much ammunition to spend an action firing in a 30-ft.-line instead. Creatures in the area of effect receive a Dexterity saving throw to negate this damage; the DC is equal to a single ranged attack roll made by the wielder of the weapon.

Metaweapon. The wielder of a metaweapon may switch the weapon's damage type as a bonus action: cold, fire, electricity, lightning, or thunder.

Shock. Shock weapons can be switched between lethal (lightning damage) and nonlethal modes as a bonus action. In nonlethal mode, a shock weapon forces a target to succeed a DC 15 Constitution saving throw or gain the stunned condition for 1 round; on a critical hit, a target is stunned 2 rounds (no save).

Slow-Firing. Slow-firing weapons may only fire once a round, regardless of what abilities its wielder possesses.

Splash Effect. Weapons with the splash effect quality affect the target of their attack as well as all squares within reach (listed with the quality). When the wielder of a splash effect weapon misses their target by 5 or less, their shot lands in an adjacent square (roll 1d8 to determine which). Creatures in the area of the splash effect receive a Dexterity saving throw to negate this damage; the DC is equal to a single ranged attack roll made by the wielder of the weapon; on a successful hit, the target of a splash effect weapon receives no save.



SPECIAL WEAPONS

Pacifier. You may use less-lethal pacifier packets (available for 50bt) that only deal 3d8 bludgeoning damage. Specialized igniter fluid tanks can be fitted to a pacifier (at triple the normal cost of igniter fluid) that allow it to function as a flamethrower.



MELEE WEAPONS

MOLECULAR WHIP Price 1,000bt

A molecular whip acts as a normal whip but with the following changes:

- You deal 1d8 slashing damage.
- You gain a nonmagical +2 bonus to hit and damage
- When attacking an inanimate object, you deal maximum damage and may deal critical damage.
- On a critical hit, you deal an additional 10 damage to the target (plus the normal bonuses for a critical hit), then roll a second d20. If a 19 or 20 is the result, you destroy a weapon, shield, or piece of armor the target is wearing, or sever one of the target's limbs (the effects of limb loss is determined by your GM); on a roll of 1, you are targeted instead. If the creature has no limb to sever a small part of its main body is removed, a piece of equipment is damaged or destroyed, or some other effect occurs.

SWORDCHUKS Price 50bt

Though simple to construct (two sharpened sword-like blades connected by a short-length of chain and short handles), few warriors are crazy, deft, or skilled enough to use these uncanny weapons.

- You deal 1d6 slashing damage.
- Swordchuks have the two-handed property and counts as two weapons when wielded.
- When making an attack action, you may make an additional attack; any attacks that round on which you roll a natural 1 or 2 you chance hitting yourself, making an attack roll that targets your AC.

TASER Price 100bt

This small handheld box holds a battery that can discharge electricity in powerful jolts of 60,000 volts at 30 watts, sometimes incapacitating a target.

- You deal 2d6 lightning damage.
- Instead you may force a creature to make a DC 15 Constitution saving throw or become stunned for 1 round; on a critical hit your target is stunned for 2 rounds (no save).



HYPER VEHICLES

Table 8-3: Hyper Vehicles

Vehicle	Cost	Speed	Passengers	Cargo (tons)	AC	HP	Damage Threshold
Armored Automobile	8,000bt	250 mph	3	1	16	250	20
Armored Van	13,000bt	160 mph	7	6	15	300	20
Armored Plasmavan	26,000bt	100 mph (fly)	7	4	17	200	15
Armored Skycar	20,000bt	200 mph (fly)	3	1	18	150	15
Automobile	5,000bt	300 mph	4	2	15	100	10
Hoverbike	10,000bt	300 mph (fly)	1	—	22	40	5
Hovercopter	40,000bt	400 mph (fly)	6	12 ^T	20	300	25
Motorcycle	2,000bt	400 mph	1	—	20	50	5
Plasmavan	18,000bt	150 mph (fly)	9	5	15	150	10
Skycar	15,000bt	250 mph (fly)	4	2	17	100	10
Semi-Truck	16,000bt	150 mph	1*	100 ^T	12	400	25
Van	7,500bt	200 mph	9	10	14	150	15

* In the cab of the vehicle. Many more (up to 75 but at the GM's discretion) can fit in a trailer.

^T This is a towing weight. Neither of these vehicles is equipped to carry tonnage on deck.

When used in regular combat (as opposed to a chase sequence or other scenario), a vehicle increases its user's base speed by 1/10th its speed value.

HYPER SCORE



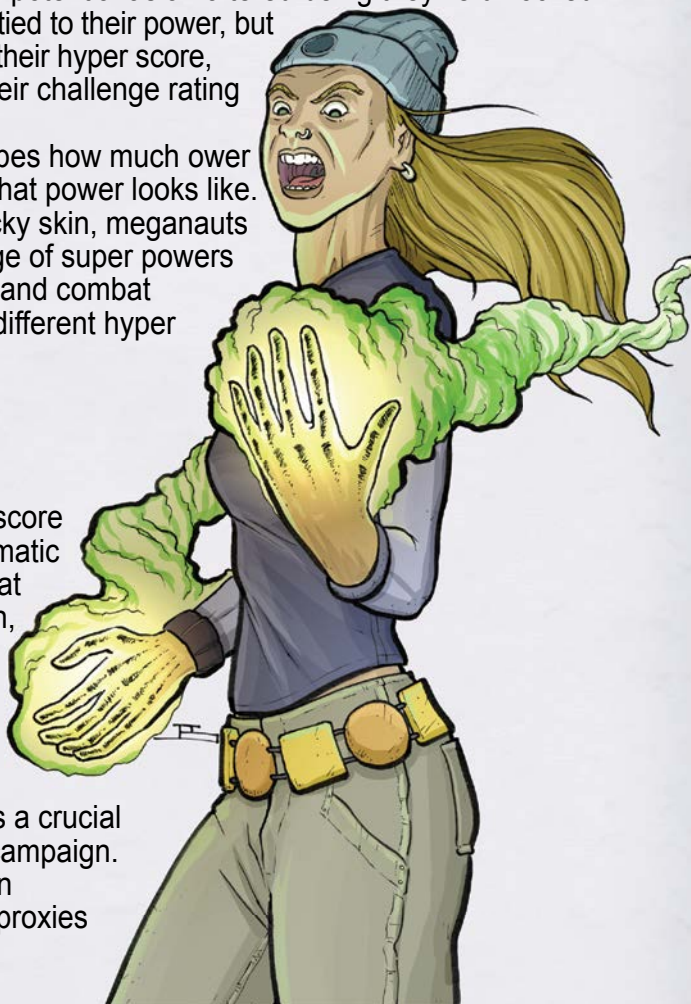
Hypercorps 2099 is fundamentally a cyberpunk superhero modification that creates characters that operate at a scope beyond the regular *Fifth Edition* rules using the Hyper Score system. The key here is that it is a modification—something to complement existing mechanics and roles. A mage operator is an enhanced sorcerer or wizard, his ally the superhero vigilante operator is an enhanced monk (maybe with rogue levels as well), and their hypercharismatic rockstar companion is a bard operator (enhanced by her hyper score).

Operator: Adventurers in *Hypercorps 2099* are more interested in lining their cred accounts with bytecoins than earning prestige or glory—they are known as “operators”, taking on secret identities to avoid corporate backlash and cutthroat competition.

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 level (tied to their power, but not strictly to a class). Whenever a character increases their hyper score, they gain new abilities (see Table: Hyper Score) and their challenge rating increases.

Hyper Route: Where a character’s hyper score describes how much over the character has unlocked, hyper routes define what that power looks like. Abbernauts manifest monstrous characteristics like rocky skin, meganauts have enhanced ability scores, parallels manifest a range of super powers that mirror spells, and savants master a range of skills and combat abilities. Characters and creatures can take grades in different hyper routes at no penalty.

Grade: The level of a character’s hyper route.



GOING HYPER

Tragic Event The moment a character first gains a hyper score is the moment 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). 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 the moment one’s DNA finally unlocked their true potential, it is a crucial moment of definition that should resonate throughout the campaign.

The instant a character or creature goes hyper they gain a number of benefits. Companions, drones, familiars, and proxies do not gain any benefits from a character’s hyper score.

Table 9-1: Hyper Score

Hyper Score	Hyper Proficiency	Hero Points	Bonus Feat	Hyper Abilities
1	+0	2	Hyper Feat	Hyper Mortality, Hyper Route 1, Increased Ability Score
2	+1	2	—	Hit Points increase by 5, Hyper Attack 1, Hyper Proficiency
3	+1	2	1st	Hyper Initiative, +1d10 hit dice
4	+2	3	—	Hyper Ability Trait, Hyper Route 2
5	+2	3	—	Hit Point maximum increase by 5
6	+3	3	2nd	+1d10 hit dice, Hyper Attack 2
7	+3	4	—	Hyper Route 3
8	+4	4	—	Hit Point maximum increase by 5, Hyper Ability Trait
9	+4	4	3rd	+1d10 hit dice, Hyper Life
10	+5	5	—	Hyper Attack 3, Hyper Route 4

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.

Bonus Feat

Starting at Hyper Score 1, you gain a hyper feat of your choice.

Increased Ability Score

Starting at Hyper Score 1, you may increase one ability score by 2 points, or two ability scores by 1 point each.

- This increase may not be traded for a feat.
- An ability score may not be increased above 20 + your Hyper Score using this feature, or any similar features.

Hyper Mortality

Starting at Hyper Score 1, you gain advantage on saving throws against death and death effects.

Hyper Attack

Starting at Hyper Score 2, you may make an additional weapon attack when you use your action to attack.

- You are able to make more additional weapon attacks at Hyper Scores 6 and 10.

Hyper Proficiency

Starting at Hyper Score 2, your bonus to weapons and other features (that are not skills or equipment) you are proficient with increases by 1.

- This bonus increases by 1 again at Hyper Scores 4, 6, 8, and 10.

Hyper Hit Dice

Starting at Hyper Score 3 you gain +1d10 hit dice. You gain an additional +1d10 hit dice at Hyper Score 6 and Hyper Score 9.

Hyper Initiative

Starting at Hyper Score 3, you gain advantage on Initiative checks.

Hyper Ability Trait

Starting at Hyper Score 4, you receive one Hyper Ability Trait.

- At Hyper Score 8, you receive a second Hyper Ability Trait.

Hyper Life

Starting at Hyper Score 10, when reduced to 0 hit points you immediately heal a number of hit points equal to your level plus Hyper Score. After using Hyper Life, you require a long rest before it can be used again.

HYPER FLAWS

Addiction. You require exposure to a type of energy or specific substance to power your hyper abilities. For every 24 hours you go without exposure to the source of your addiction, you take a cumulative –1 penalty to your hyper proficiency. When you no longer have a hyper proficiency bonus you lose access to all the benefits of your hyper score and suffer one level of exhaustion for each day you go without exposure to the source of your addiction. These levels of exhaustion may not be removed by normal means, such as resting, but once you have fed your addiction any exhaustion caused by this hyper flaw is removed after a short rest.

Criminal Record. You have disadvantage on all social interactions with law enforcement—they have detailed records of you, they suspect your motives at all times, and they just don't like you. If your record is bad enough, you get regularly shaken-down when a crime with your trademark occurs (even when it wasn't you).

Hypersensitivity. Your faculties unravel when you are exposed to a specific type of energy (force, necrotic, poison, or radiant) or a unique substance (such as gold or wood). When you are in line of sight and within 5 feet per hyper score of the unique substance of your hypersensitivity, you gain disadvantage on all checks; in the case of hypersensitivity to energy, you gain disadvantage on all checks while you have lost hit points to one of these types of damage. You suffer one level of exhaustion per minute when in direct and uninterrupted contact with the source of your hypersensitivity. After exposure has ended, you no longer suffer disadvantage and recover from one level of exhaustion at the end of your turn each round.

Irrational Hatred. A character with this hyper flaw is overwhelmingly suspicious of a group (hypercorporate employees, humans, elves, mages, netjackers, etc.) and the dislike they have for them is so intense that they have to actively work to hide it. Once this discriminatory behavior is noticed by a hated individual, the bearer of this hyper flaw gains disadvantage on Charisma-based ability checks made against them. Working with creatures the character hates is not intolerable, but they are reluctant to do so and rarely treat their compatriots fairly. When in combat with the source of their hatred a character with this hyper flaw must fight to kill, and in the case of allies, cannot grant or benefit from flanking or cast beneficial spells. By permanently reducing their hero point total by 1, a character with this hyper flaw may remove it.

Powered. Your hyper feats and spells granted through a hyper route require an electrical, magical, mundane, or other non-hyper source of energy in order to function. The specifics of this power source are at the discretion of the GM, but it generally has enough energy to provide each hyper feat or hyper spell one use per long rest for each hyper score the character or creature possesses, up to its normal uses per day.

Unhinged. Each time you succeed on an Intelligence or Wisdom saving throw, you have a 50% chance to become confused (as the spell *confusion*) for a number of rounds equal to your hyper proficiency bonus.

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 the creature to have disadvantage on all non-Intimidate Charisma checks.

Vulnerable. You gain vulnerability to acid, cold, fire, lightning, psychic, or thunder damage. You cannot gain resistance to this type of energy.

Weakness. You gain vulnerability to bludgeoning, piercing, or slashing damage. You cannot gain resistance to this type of damage.

HYPER FEATS

At Hyper Score 1 a hyper creature or character gains one hyper feat. At every odd Hyper Score increase thereafter, they gain a regular feat or hyper feat.

Adrenal Hyper

Prerequisites: *Abbernaut* or *Meganaut*

Gain one extra trait in a Hyper Ability.

Special This can be taken multiple times, but only once per Hyper Ability.

Cybertech

You gain a piece (or pieces) of cybertech that integrate into your physical form; this may be a robotic arm, leg, eye, ear or another piece of equipment (at the GM's discretion). This Hyper Feat includes the installation of the cybertech. This Hyper Feat may be taken multiple times. It does not grant a cybertech limb with a mark value.

- If your cybertech is a leg your speed increases by 10 feet, you double your jumping distance, and double your carrying capacity.
- If your cybertech is an arm you gain advantage on Strength checks using that arm, increase your unarmed damage by 1 die type, you may integrate a weapon into the arm (one handed melee, one handed ranged, or smaller), and you may draw that weapon without using an action.
- If your cybertech is an eye, you gain advantage on Perception checks using sight and darkvision to a range of 60 feet.
- If your cybertech is an ear, you gain advantage on Perception checks using hearing and gain blindsight (echolocation) to range of 30 feet.

Electronic Telepath

Your spells can influence electronic devices instead, allowing you to read the surface programming of a device, gain advantages on checks to influence computers, activate or deactivate devices, and otherwise manipulate technology in an extraordinary fashion.

Hyper Item

You gain a magical tool, weapon, shield, suit of armor, clothing, or other piece of equipment of a value equal to or less than your hyper score squared x 250bt. You may choose two of the following properties to apply to the item and the item requires attunement. You may choose the same option more than once. At the GM's discretion, you may lose your Hyper Item and gain a new, different Hyper Item when you increase in Hyper Score.

You may take this hyper feat a second time to gain a second Hyper Item or to increase the potency of an existing Hyper Item.

- +1 bonus to attack and damage rolls.
- +1 bonus to AC.
- Choose an ability score. You gain advantage on saves using that ability.
- Choose a damage type. You gain resistance to that damage type.
- Choose a tool kit you are proficient with. You may double your proficiency bonus on rolls using that kit.
- Choose one 3rd-level spell. You may cast that spell once per long rest without the need for components. If you choose this option a second time, you may either select an additional 3rd level spell or recover the use of your spell after a short rest. Choosing this property prohibits choosing any others.
- Choose two 2nd-level spells. You may cast each spell once per long rest without the need for components. If you choose this option a second time, you may either select two additional 2nd level spells or recover the use of your spells after a short rest. Choosing this property prohibits choosing any others.
- Choose three 1st-level spells. You may cast each spell once per long rest without the need for components. If you choose this option a second time, you may either select three additional 1st level spells or recover the use of your spells after a short rest. Choosing this property prohibits choosing any others.
- Choose two cantrips. You may cast these cantrips at will without the need for components. Choosing this property prohibits choosing any others.

Hyper Luck & Reputation

Increase your Luck and Reputation attributes by +4.

Monster Quality

Prerequisites: *Varies (by total hit dice)*

You gain one of the following abilities:

- amphibious
- swim speed equal to your walking speed
- burrow speed equal to half your walking speed (3 HD)
- earth glide (5 HD)
- spider climb
- tree stride
- blindsight (echolocation) 30 feet (5 HD)
- darkvision 60 feet
- tremorsense 30 feet (5 HD)
- truesight 10 feet (7 HD)
- breath weapon (30 foot cone, bonus action, damage type of choice, 1d8 damage at Hyper Score 1, and +1d8 at 4, 7, 10; recharges after short rest)
- corrupting touch (melee attack, 5 foot reach, 1 target, 1d6 necrotic damage at Hyper Score 1, and +1d6 at 4, 7, 10; Dex save; DC = 8 + Dexterity modifier + any proficiency)
- resistance to nonmagical weapon damage or one damage type of your choice
- pounce (attack after 15 feet or greater move allows shove attempt on target after a successful attack)
- shadow stealth (spend a bonus action to Hide while

in dim light or darkness)

- stench (Constitution save; DC = 8 + Con modifier + any proficiency; range 10 feet; failed save poisons target until the end of their next turn, success equals immunity to stench for 24 hours)
- weakening breath (as breath weapon, failed save = disadvantage on Strength checks for 1 minute, can save at the end of each round to negate, successful save = immunity for 24 hours)

You may select this feat more than once. Each time you may choose a different ability. If you already possess a sense listed here, such as darkvision, you may increase the range of your sense by the listed range. For example, a grade 1 abbernaut that takes the Monster Quality hyper feat may increase her darkvision to 120 feet.

Parallel Access

Prerequisites: Parallel

Choose one spell you possess. You may cast that spell one level higher than normal (max: 9). This feat may be taken more than once. Each time you choose this feat, you may increase the spell level of a different spell ability, or one previously chosen.

HYPER ROUTES

There are many ways to implement the “super” part of Hyper Scores; the simplest are the meganaut, parallel, and savant, growing more complicated with the abbernaut (because of monster abilities).

Special Strike

Choose one weapon, spell that requires an attack roll (including class abilities such as divine smite), or unarmed strikes. You gain a bonus to damage with that weapon, spell, or unarmed strike equal to your Hyper Proficiency.

Telepath

You may trigger telepathic contact with any creature that possesses a language up to a range of 120 feet. You do not need to speak the same language as the creature contacted to understand each other nor do you need to be able to see the creature contacted. Contact is broken if the target moves out of range of your telepathy or if you trigger contact with another creature. You may choose to contact a number of creatures equal to your Intelligence modifier, but maintaining contact with more than one creature requires concentration.



Table 9-2: Hyper Routes

Hyper Route	Hyper Grade Bonuses	Hyper Flaws
Abbernaut	<ul style="list-style-type: none"> • one monster special quality or ability (see Monster Quality feat) • one trait of Hyper Ability • Unarmed strike damage increases by 1 die type and becomes bludgeoning, piercing, or slashing (your choice). • darkvision 60 ft. 	one per grade; 1st flaw must be the unnatural hyper flaw
Meganaut	<ul style="list-style-type: none"> • two Hyper Ability Traits 	none
Parallel	<ul style="list-style-type: none"> • Choose two cantrips from any spell list and one ability score. You may cast these cantrips at-will. Your caster level is equal to your character level plus your Hyper Score to a maximum of 20. Saving throw DCs for these cantrips are based on your chosen ability score. • Choose two 1st-level spells from any spell list. You may use each of these spells twice before taking a short rest. Saving throw DCs for these spells are based on your chosen ability score. • Choose one 2nd-level spell from any spell list. You may use this spell twice before taking a short rest. Saving throw DCs for these spells are based on your chosen ability score. • At Hyper Score 4, 7, and 10, a grade in this hyper route grants spells one level higher (for example, a character at Hyper Score 7 gains two cantrips, two 3rd-level spells, and one 4th-level spell). 	one per two grades
Savant	<ul style="list-style-type: none"> • One bonus feat or hyper feat • Choose two skills or pieces of equipment. The bonus you gain from being proficient with the chosen skills or equipment is doubled. • Increased Ability Score (this cannot be swapped for a feat) 	none

Abbernaut & Meganaut

Many enhanced characters have flaws, but the most monstrous and obvious of these operators are abbernauts.

- 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 Unnatural hyper flaw).
- Gigaflax (monk 3 [abbernaut 1]) is a slime-covered blob that ignores the most devastating blows (with resistance to nonmagical weapons), but his globular appearance is extremely unsettling to most people (the Unnatural hyper flaw).

Parallel & Savant

The easiest hyper route to implement is the parallel or savant—they provide access to specific tools already present in 5th Edition by granting spells and simple ability score increases. The spells gained by a parallel do not require any material, somatic, or verbal components to cast.

- Teradrial (paladin 4 [parallel 2]) is a fallen angel working toward redemption able to soar through the air, heal injuries, and call on holy blessings with fly, guidance, cure wounds, and divine favor.
- Phase (rogue 3 [parallel 1]) is a mysterious operator able to poison enemies (poison cantrip), disappear (invisibility), and leap great distances (jump).
- Krimson Mask (monk 4 [savant 1]) is a feared vigilante that has uncovered countless hypercorp conspiracies with extraordinary insight and unflinching gumption.



HYPER ABILITIES

A character may only have a number of hyper ability traits equal to or less than the ability's bonus. For example, a character with an 18 Strength may not have more than 4 Hyper Strength traits.

HYPER STRENGTH TRAITS

- **Hyper Muscles.** If you fail a Strength ability check may roll again with advantage. You may use this ability once for each trait in Hyper Strength you possess before taking a short rest.
- **Primal Warrior.** You gain proficiency with improvised weapons and increase the damage inflicted with improvised weapons by the number of traits you possess in Hyper Strength.
- **Strong as Strong.** If you fail a Strength save may roll again with advantage. You may use this ability once for each trait in Hyper Strength you possess before taking a long rest.
- **Strong Back.** You have advantage when making Strength saving throws. You may use this ability once for each trait in Hyper Strength you possess before taking a short rest. In addition, double your carrying capacity for each trait you possess in Hyper Strength.
- **Strong Hurl.** Double the range ratings of any thrown weapon you use. Increase the damage die type of any improvised thrown weapon you use by a number of steps equal to the traits you possess in Hyper Strength (as a rule of thumb, a weapon's damage dice increases by one step for every 100 lbs.; after reaching 1d10 it adds +1d8 per additional 100 lbs., up to carrying capacity). This damage bonus stacks with Primal Warrior if the thrown weapon is improvised.
- **Strong Strikes.** You can spend a bonus action to add a bonus to melee attack rolls that lasts until the beginning of your next turn. This bonus is equal to the number of traits you possess in Hyper Strength.
- **Strong Warrior.** You deal an additional amount of damage with melee weapon attacks equal to the number of traits you possess in Hyper Strength.

HYPER DEXTERITY TRAITS

- **Adroite Dexterity.** You have advantage when making Dexterity saving throws. You may use this ability once for each trait in Hyper Dexterity you possess before taking a short rest.
- **Dexterous Footwork.** +5 feet walking speed for each trait you possess of Hyper Dexterity.
- **Dexterous Strikes.** You can spend a bonus action to add a bonus to

ranged attack rolls that lasts until the beginning of your next turn. This bonus is equal to the number of traits you possess in Hyper Dexterity.

- **Dexterous Warrior.** Increase your ranged weapon damage by the number of traits you possess in Hyper Dexterity. You must be proficient with the weapon you use to gain this benefit.
- **Hand-Eye.** Double the short range rating of any ranged weapon you use, including thrown weapons. Increase the damage roll of any ranged weapon you use by the number of traits you possess in Hyper Dexterity.
- **Hyper Agility.** If you fail a Dexterity ability check may roll again with advantage. You may use this ability once for each trait in Hyper Dexterity you possess before taking a short rest.
- **Hyper Dexterous.** If you fail a Dexterity save may roll again with advantage. You may use this ability once for each trait in Hyper Dexterity you possess before taking a long rest.

HYPER CONSTITUTION TRAITS

- **Hyper Blooded.** You gain resistance to poison, and immunity to the poisoned condition and to diseases.
- **Hyper Body.** If you fail a Constitution ability check may roll again with advantage. You may use this ability once for each trait in Hyper Constitution you possess before taking a short rest.
- **Hyper Endurant.** You gain immunity to one of the following conditions: blinded, deafened, paralyzed, petrified, or stunned. You gain immunity to one additional condition for each trait in Hyper Constitution you gain.
- **Hyper Fortitude.** If you fail a Constitution save may roll again with advantage. You may use this ability once for each trait in Hyper Constitution you possess before taking a long rest.
- **Hyper Tough.** You gain resistance to nonmagical damage. As a reaction, you gain immunity to nonmagical damage for a number of rounds equal to your hyper score. You may use this ability once per trait in Hyper Constitution before taking a long rest.
- **Hyper Vitality.** When you are reduced to 0 HP, you regain a number of hit points equal to 5 times your traits in Hyper Constitution as a reaction. Once you use this ability, you may not use it again until you take a short rest.

HYPER INTELLIGENCE TRAITS

- **Effective Combatant.** Choose one weapon. You gain proficiency with this weapon (if you did not already have it) and you may substitute your Intelligence modifier for Strength or Dexterity when calculating your attack and damage bonus when using that weapon. You may choose an additional weapon you are proficient with for each trait in Hyper Intelligence you possess.

- **Hyper Analysis.** As an action, you may grant yourself or one ally that can see and hear you advantage on attack rolls against one target you can see. This lasts until the end of your next turn.
- **Hyper Ingenuity.** You may make one skill check using your Intelligence modifier instead of the ability score normally associated with that skill. You may use this ability once per trait you possess in Hyper Intelligence before taking a short rest.
- **Hyper Intellect.** If you fail an Intelligence ability check may roll again with advantage. You may use this ability once for each trait in Hyper Intelligence you possess before taking a short rest.
- **Smart Advice.** As a reaction, you may allow one ally that can see and hear you to reroll an ability check. You may use this ability once for each trait in Hyper Intelligence you possess before taking a short rest.

HYPER WISDOM TRAITS

- **Hyper Insight.** You are constantly aware of your surroundings. You may add your Wisdom bonus to your Initiative checks. In addition, as a reaction, you may increase your AC by 1 per trait in Hyper Wisdom. Once you use this ability, you may not use it again until you have taken a short rest.
- **Hyper Resolve.** If you fail a Wisdom ability check may roll again with advantage. You may use this ability once for each trait in Hyper Wisdom you possess before taking a short rest.
- **Hyper Willpower.** If you fail a Wisdom save may roll again with advantage. You may use this ability once for each trait in Hyper Wisdom you possess before taking a long rest.
- **Tactical Genius.** You gain 4 Superiority dice (d6) and 3 maneuvers. You gain an additional maneuver and your Superiority die type increases by one for each trait in Hyper Wisdom (max 7 and d12). Your Superiority dice recharge after a short rest.
- **Wise Advice.** As a reaction, you may allow one ally who can see and hear you to reroll an ability check. You may use this ability once for each trait in Hyper Wisdom you possess before taking a short rest.
- **Wise Combatant.** Choose one weapon. You gain proficiency with this weapon (if you did not already have it) and you may substitute your Wisdom modifier for Strength or Dexterity when calculating your attack and damage bonus when using that weapon. You may choose an additional weapon you are proficient with for each trait in Hyper Wisdom you possess.

HYPER CHARISMA TRAITS

- **Hyper Confident.** Choose one Intelligence, Wisdom, or Charisma-based skill. You may double any proficiency bonus you receive when rolling skill checks for that skill. You may choose an additional Intelligence, Wisdom, or Charisma-based skill for each trait in Hyper Charisma you possess.

- **Hyper Following.** If you don't know someone, then you know someone who knows someone. Choose one Intelligence-based skill check per trait in Hyper Charisma. You gain advantage on checks using that skill. You must be able to contact an individual that can help you with the skill check, such as a local researcher, hacker, military intelligence specialist, etc. You may use this ability once for each trait in Hyper Charisma you possess before taking a long rest.
- **Hyper Likable.** If you fail a Charisma ability check may roll again with advantage. You may use this ability once for each trait in Hyper Charisma you possess before taking a short rest.
- **Hyper Presence.** If you fail a Charisma save you may roll again with advantage. You may use this ability once for each trait in Hyper Charisma you possess before taking a long rest.
- **Likable Advice.** Choose one Charisma-based skill you are proficient with. You may grant an ally that can see or hear you advantage on skill checks using that skill for the duration of the next social encounter they enter. You must spend at least 1 minute giving your ally advice on how to handle the social situation they are entering. You may use this ability once per trait in Hyper Charisma you possess before taking a long rest.

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.

PCs receive a number of contacts equal to their Reputation attribute modifier. These NPCs are a means to acquire illicit goods, sell stolen property, and make connections elsewhere (though these characters will not endanger themselves to aid the PCs).

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.

Each time either attribute is used this way it is temporarily reduced by 1 and does not recover until the next week.

In games not using the Hyper Score system, replace hyper score with level to determine Luck and Reputation attributes.

WEALTH

Fifth Edition has an abstract system for magic items and isn't built for PCs to accumulate massive amounts of wealth. A big bank account is part of most *Hypercorps 2099* games however, and the varied abilities and defenses of hyper enemies expect a party of operators to come prepared with an array of equipment to even the odds. Fortunately the world of the future is a fluid one and presents numerous opportunities for a group to acquire the gear to pull off any given gig.

A party of operators has a Wealth attribute to simulate how the wheelings and dealings of the world turn out for them when the time comes to equip themselves for a job. The party's Wealth attribute is equal to all of their Luck and Reputation scores added together then divided by the total number of party members. After accepting an operation, the GM makes a Wealth check on behalf of the party (1d20 + Wealth ability modifier). The PCs receive temporary equipment and gear of a value equal to 100bt x the result of the Wealth check. Any item purchased by the operators with the bytecoins acquired from a Wealth check must be used during the operation or directly before its undertaking. After an operation is over temporary equipment and gear that remains mysteriously disappears, gets broken, fell out of a character's pack during combat, or otherwise becomes unavailable to the party.

Any item that requires attunement cannot be acquired with these funds, but by paying double the normal price a piece of temporary equipment or gear can be bought as a regular item. Items that grant permanent bonuses are ineligible as well, and when calculating item value, use the maximum amount (100bt for common, 500bt for uncommon, etc.).

For example, a party of four operators with the following attributes (Luck: 14, 18, 14, 14; Reputation: 17, 20, 15, 16) has a Wealth attribute of 32. The GM rolls 1d20+11 and gets a 15 for a total of 26, so the party gets 2,600bt of temporary equipment and gear.

The PCs should play a large role in how temporary equipment and gear is acquired because it certainly isn't bought.

Lucky Bastard

Prerequisites: Luck and Reputation attributes

It's almost as if life itself were designed to meet your needs. When your party makes a Wealth check to acquire temporary equipment and gear, choose one of the following:

- Increase the amount of funding received by +50%. It is impossible for any of the items acquired to become regular items.
- After a mission is over you can spend your own bytecoins to make pieces of temporary equipment or gear into regular items at half the normal price.

**Luck or
Reputation DC**

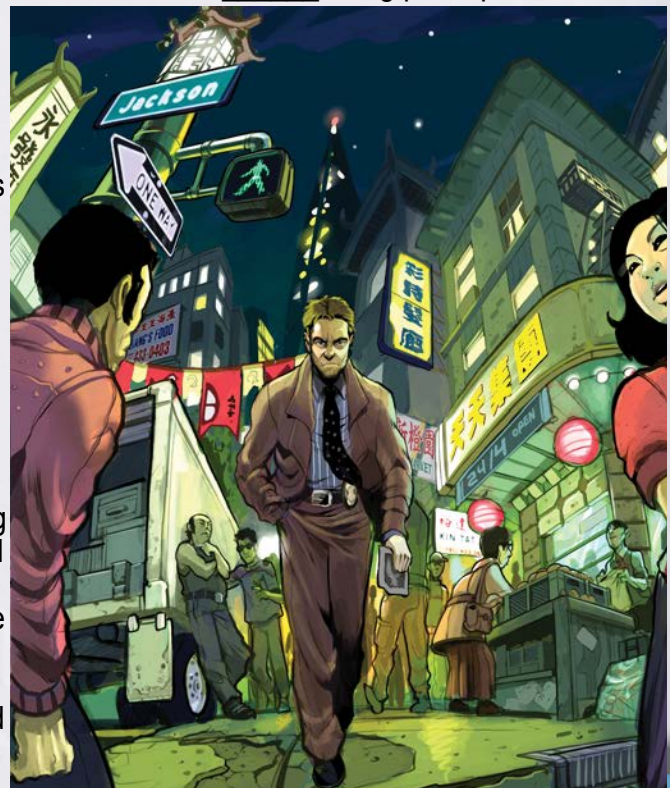
Luck Example

**Table 9-3: Luck and Reputation Checks
Reputation Example**

Likely	10	<i>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.</i>	<i>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.</i>
Unlikely	14	<i>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.</i>	<i>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.</i>
Rare	18	<i>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.</i>	<i>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.</i>
Unbelievable	22	<i>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!</i>	<i>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%.</i>
Ridiculous	26	<i>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!</i>	<i>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.</i>
Impossible	30	<i>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!</i>	<i>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.</i>

1d10 Source of Temporary Gear

- 1 One of the operators' contacts owes them a favor and has some _____ about to expire.
- 2 After a night of excessive drinking one of the operators wakes up with a box of _____ with no idea how they acquired it.
- 3 An operator has a cousin who is an aspiring engineer and made a few _____ using plans pulled off the Hypernet.
- 4 A local fence has been convinced by a friend of the operators' that a recent purchase of _____ may be defective and she needs a few people to give them a field test.
- 5 Someone who desperately hates one of the operators left a C-4 surprise for them but the detonator didn't work.
- 6 While digging through a couch the operators pulled off the street they find a stash of drugs.
- 7 Seeing something of themselves in the group of operators, a more seasoned team of veterans pays the party a visit and gives them some extra gear they don't need along with well wishes.
- 8 On the way home the other day, somebody unluckier than one of the operators fell off a high-rise while trying to break in—their _____ looks banged up but should work for while, hopefully with better results.
- 9 Underneath a floorboard in a squat frequented by one of the operators they find a few _____; the _____ are old but will work a few more times.
- 10 Frustrated with a complete inability to move them and keen to acquire some dependable clientele, a merchant known to the operators offers them a small cache of _____ as a gesture of goodwill.



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