

# HYPERCORPS

2019

WWW.HYPERCORPS.COM

Support us on  
**KICKSTARTER**

## A R.I.P.E. Investment

3-4 PCs OF 3RD-4TH LEVEL [HYPERSCORE 3]

**Pathfinder**  
ROLEPLAYING GAME COMPATIBLE

MIKE MYLER

**LEGENDARY GAMES**



# A R.I.P.E. INVESTMENT

A Hypercorps 2099 adventure module designed for use with the *Pathfinder Roleplaying Game*, suitable for 3-4 PCs of 3rd-4th level [hyperscore 3]. Rules elements with the superscript TG refer to the official guide to technology published for the Pathfinder Roleplaying Game, the rules from which can be found online on the Pathfinder Reference Document ([www.paizo.com/prd](http://www.paizo.com/prd)).

## CONTENTS

Cleveland: A R.I.P.E. Investment.....	2	Magic Dan the Hyper Wizard.....	10
The world of Hypercorps 2099.....	3	Kli-Han Hyper Security Guard.....	10
Adventure Summary.....	4	Eli the Cultist .....	11
Chapter 1: Picking R.I.P.E. Fruit.....	4	Child of Xieshen .....	11
Chapter 2-A: Better Pay, Better Job .....	4	PRE-GENERATED CHARACTERS .....	12
Chapter 2-B: Carpe Diem (Protecting the Shipment).....	7	Nikolai Sciuszecki, “Bashatron” .....	12
Armored Truck Statistics .....	8	Cassidy Fairbanks, “Worldbender” .....	13
NPC COMBAT INDEX.....	8	Sunflower Robertson, “Lady Light” .....	14
Murderballaz Hyperganger.....	8	Derrick Wildhand, “Zend” .....	15
Bazzik the Hyper-Otyugh.....	9	City Street Map.....	16
Fazin the Hyper Sorcerer .....	10	Warehouse Map.....	17

## CREDITS

**Project Manager:** Mike Myler

**Author:** Mike Myler

**Editor:** Michael McCarthy

**Cover Artist:** Sara Shijo

**Custom Interior Art:** Naiche Washburn

**Interior Artists:** Storn Cook, Long Robot Designs, Leslie Ng Zhong Han, Sade, Je Shields, Shaman’s Stock Art, David Sharrock, Alexey Vinokurov

**Graphic Artist:** Justin Andrew Mason

**Layout Artist:** Rachel Meyers

**Cartography:** Justin Andrew Mason

**Publisher:** Jason Nelson

**Executive Partner:** Neil Spicer

**Business Director:** Rachel Ventura

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.





# HYPERCORPS

## 2099

Militarized corporations wield the power of nations, manipulating the overpopulated masses of Earth through monopolization, unfair laws, subterfuge, force, and whatever means necessary to attain ever greater profits.

Including operators.

At the dawn of the world's second great war they were known as heroes or terrors, myths and rumors from the front line that became all too real after the last gun sounded. As societal change gripped both East and West the world saw these *alter sapiens* rise to the fore of political events, some as warlords of the Iron Curtain, others as agents of various causes across the planet.

Humanity endures and technology spreads to even the most disparate countries. For a time *alter sapiens* brings an element of balance to Earth's national powers, but with population growth more altered beings appear and as natural resources dwindle, the world becomes an even more violent and unforgiving place. Crime rates rise, national boundaries become war zones, and it seemed as if humanity would consume itself in bloodshed.

Seizing on opportunity are several powerful corporations that emerge from the chaos to save the day, using their leverage to take territories of their own and to establish the existence of the first hypercorporations (High Yield Philanthropic Extraterritorial Resident Corporations) on the floating capitalist "utopia" of Lucrum. A decade later, a temporal traveler-borne cataclysm known as the *tachyon flux* shakes both time and space, ripping across the surface of the Earth to bring forth truly unholy terrors and titans, mythical gods and impossible monsters alike.

*Alter sapiens* of note helped shape this world but their heroic and villainous legacies have virtually all fallen into the shadows of the past—now they are known as operators, freelance agents that use the hypercorporations to their own gain and to advance their own goals.

The horrors and chaos of the past brings a fevered pitch to the entire planet at the dawn of the next century.

Will you champion a cause, fill your bank account, or just throw the Earth a tilt in the world of *Hypercorps 2099*?

Cleveland wishes it was doing this well





## ADVENTURE SUMMARY

Of all the hypercorporations in the world one of the most unique is an organic soap and perfume company known as R.I.P.E.; unbeknownst to most, these mages and priests use the business as a cover for acquiring rare and esoteric (but organic!) reagents for their spells without raising suspicion. One of their means to do so is by shipping across the Great Lakes and into the harbor of the wasteland that's become of Cleveland. The operators are hired either to defend one of R.I.P.E.'s freight trucks and deliver it to a secure location, or take it on behalf of a shadowy organization with insidious intent (but much better pay).

Whichever they choose, it's probably not good for Cleveland.

## CHAPTER 1: PICKING R.I.P.E. FRUIT

The game begins with the PCs—all professional operators—meeting up in their hideout to pick out a new gig to pay the bills, increase their reputation, or just to line their pockets. Decent paying jobs in Cleveland have been tough to get as of late, and the party's coffers are beginning to thin so the heat is on to find something lucrative. One particularly juicy contract has been eluding the group for a few weeks now, a security detail for a R.I.P.E. shipment from the docks to a secure distribution center outside the city. Read the following:

*As you open up the rusty old fridge, just barely still operational, you're greeted to an empty interior completely bereft of refreshment. It's been so long since the last job that paid more than subsistence, you can't even remember whose turn it is to fill the ice box with beer and as you look over the drab decor of the hideout, it becomes crystal clear to you that sooner or later, something's got to give. Just then you get a digital ping—things may be looking up.*

Generally speaking it's a pretty regular and routine gig, but the compensation for the task has grown to triple what it used to be (now a ripe 5,000by-tecoins for each PC) and it seems like every time they go to respond to the posting, the job has been taken off the Hypernet. One of the operators has set up an alert to notify them if it goes up again—and it does.

As the operator is alerted to the job another PC receives a call from a Mrs. Grey that the party has worked for before. She's got a lucrative offer (8,000bt for each PC) to hijack a R.I.P.E. shipment—the very same one the other job is for—but Mrs. Grey warns that the employer in this instance is extremely aggressive about retaining discretion. Showing any greater interest than a simple delivery is ill-advised (“loose lips sink ships, after all”).

Clearly something is awry as a fair bit of money is being thrown around and what is normally a routine job is suddenly high priority with tripled compensation, leaving the operators with a difficult choice to make. On one hand, they can help R.I.P.E. (any spellcasters in the party know what the company is really up to) which is arguably the right thing to do. On the other hand, stealing from the hypercorporation is almost double the pay—so long as the PCs have no moral qualms.

Depending on which path the party chooses, turn to Chapter 2-A or Chapter 2-B. If the adventure is zipping by and there's time in the game session, you can recycle the unused chapter as an extra encounter before the operators finish the delivery! In this case, give the extra encounter's NPCs an armored van of their own and turn it into a running battle. Note that whenever one of the jobs is taken, the other gig is no longer on the table—there's no way for the operators to play both sides in this short adventure (although the GM may decide otherwise).

## CHAPTER 2-A:

## BETTER PAY, BETTER JOB (HIJACKING THE SHIPMENT)

Once the operators confirm with Mrs. Grey that they'll take the job, a raven ensconced in shadow pecks at the window to the hideout after 1d4 minutes. The bird is clearly not natural and is unwilling to get within reach of one of the operators, instead flapping just above the window when it is opened and dropping a rolled up piece of parchment (**DC 10 Reflex save** to grab; on a failure the scroll falls and a **DC 12 Search check** along the street below is required to find it).

The extremely old piece of paper looks to have been written on with an anachronistic device of some kind—a **DC 15 Knowledge (technology) check** recognizes a typewriter was used, but aside from that no knowledge can be gleaned from the message aside from the information typed upon it.

Just like the contract says, it begins to disintegrate in the hands of the PC holding it as soon as the 9th item is read. A **DC 8 Intelligence check** is required to remember all of the information accurately, but only a **DC 20 Knowledge (arcana) check** reveals that most of the stranger directions are *probably* nothing more than gibberish—probably (a result of 25 confirms that they are indeed superfluous directions).

Dusk is only 1d4+9 minutes away, giving the PCs time to order a skytaxi (or hussle; how far the ambush site is from the party's headquarters is entirely at the GM's discretion), suit up, and get their rears into gear.

The buildings on the side of the alleyway are 30 ft. high and 20 ft. high, respectively, giving the operators ample chance to hide and giving ranged PCs advantageous cover as well as the envied position of enfilade. The wooden lockboxes are covered with runes and clearly magical, but if the directions about them are followed nothing unfortunate occurs (any other interaction with one of the boxes requires a **DC 18 Will save** or the creature becomes shaken for 1d4 hours; this cannot be removed via magic, though hyper abilities are effective at doing so).





1. AT DUSK PROCEED DIRECTLY TO THE ROOFTOPS OF THE BUILDINGS ON THESE TWO CORNERS IN HOUGH: REYNOLDS STREET & BUHLMAN BOULEVARD, REYNOLDS STREET & NELSON AVENUE.
2. SPEND ONE MINUTE EACH FACING INTO THE CARDINAL DIRECTIONS: NORTH, WEST, SOUTH, AND EAST (IN THAT ORDER).
3. ON EACH ROOFTOP ARE REMOTE DETONATORS IN SMALL WOODEN LOCKBOXES. THE CODE TO OPEN EACH IS 4 2 9; UNDER NO CIRCUMSTANCES SHOULD YOU TAMPER WITH THE BOXES OTHERWISE, AND THEY ARE NOT TO BE MOVED AT ALL (WHEN THE CODE IS ENTERED CORRECTLY, THE BOX WILL OPEN OF ITS OWN ACCORD).
4. UNDER NO CIRCUMSTANCES SHOULD YOU OR ANYONE YOU ENCOUNTER ENTER THE BACK OF THE VEHICLE.
5. FAILURE TO COMPLY WITH ANY OF THE STEPS LISTED ABOVE RESULTS IN A VOIDED CONTRACT.
6. THE DETONATORS ARE TIED TO EXPLOSIVES CAREFULLY SET AND PRIMED TO BLOW OUT DEBRIS ENOUGH TO BLOCK THE ROADWAY ON EITHER SIDE OF THE ALLEYWAY. WE HAVE INSURED THAT THE VEHICLE WILL PASS THROUGH HERE AND WE RECOMMEND USING THE TOOLS PROVIDED TO OVERTAKE IT HERE.
7. UPON DELIVERY YOU WILL BRING THE VEHICLE AND ITS UNTAMPERED CONTENTS TO THE AKIREMON WAREHOUSE DISTRICT, 2016 SALSINVEETS LANE.
8. IMMEDIATELY AFTER DELIVERY YOU WILL EXIT THE WAREHOUSE AND RECEIVE 8,000 BYTECOINS EACH AS COMPENSATION.
9. YOUR COMPLETE AND TOTAL DISCRETION IS REQUIRED, BOTH NOW AND AFTER THE CONTRACT IS COMPLETE.

BE SURE TO MEMORIZE THIS INFORMATION IMMEDIATELY. READING THIS LINE OF THE AGREEMENT TRIGGERS A SECURITY MEASURE TO SELF-DESTRUCT.

WE LOOK FORWARD TO YOUR PROMPT DELIVERY OF THE VEHICLE AND ITS CONTENTS.



Read the following about an hour after the sun goes down as the armored van approaches within 30 ft. of the alleyway where the ambush is planned:

*The sound of a large vehicle approaching grabs your attention and sure enough, the headlights of an armored van comes into view. This isn't some lumbering jalopy—it looks more like the kind of thing you'd do a raid with and the riders on top of it seem ready to do just that. One of them is in full body armor and looks like a regular in security details, while the other shimmers lightly with a blue aura of power. Inside the cab you can see a mage in samurai garb sitting beside another sec-ops guard. All of them look around the environment carefully as the vehicle pulls toward you, wary of an ambush.*

Any PCs with triggered attack actions (feasibly taking cover and just peeking over the lip of the roof) make a **Stealth check with a +6 circumstance check opposed by Awareness checks by the security team**. If two operators or more fail two or more of these Stealth checks, the armored van starts to turn around and the party needs to act fast! The entire armored van is warded against conjuration effects (making it impossible to teleport directly into) but otherwise has the statistics listed on page 8. Within the cab are a hyper security guard (page 10) and hyper wizard (page 10), and another hyper security guard stands gripping the rail atop the vehicle's roof alongside a hyper sorcerer (page 10).

Regardless of when the operators strike and whether or not the explosion is successful, they don't want to damage the vehicle with either blast (which deals 8d6 force damage in a 15 ft. cone aimed toward the sky and building opposite the alleyway; DC 20 Reflex save halves the damage) and the security team engages the party as soon as they are detected.

When the dust settles hopefully nobody destroyed the armored van and the PCs can safely take it to the Akiremon Warehouse District (a 20 minute ride, possibly interrupted by the events in the next chapter if the GM so wishes). Read the following when the party approaches 2016 Salsinveets Lane:

*The further you go towards the Akiremon Warehouse District, the more disparate the landscape gets. Whole blocks of neighborhoods have been laid low by "rogue properties" and pacification/retrieval security teams, leaving much of the outer city a wasteland of blown out and crushed homes and businesses. As you pull up to 2016 Salsinveets Lane the doors of one of the few buildings opens of its own accord, beckoning you into the darkness.*

Even with all of the weirdness of the previous day set aside, the operators all feel a strange sensation in the presence of their host—nothing can account for why exactly, but being around the dark-robed tiefling makes their skin crawl (regardless of alignment). Despite that Eli is actually quite charismatic and amiable as he rapidly gets the party out of the armored van and warehouse, digitally transferring their 8,000bt compensation each to holding accounts only the operators can access.

Before reaching the exit, however, PCs that make a **DC 8 Awareness check** just barely notice a tentacle the size of a man slithering back into the darkened interior of the building. Anyone who presses Eli about it are told it was a trick of the light and that sensitive materials for illusion magic in the back of the truck are to blame, which a **DC 16 Sense Motive check** reveals to be a lie. When pressed a second time, the cultist politely but firmly insists that the operators leave. Upon troubling him a third time, he (and the monster in the back of the warehouse, a child of Xiéshén) engage the party.

*As you turn the corner into the interior of the back of the warehouse, you are greeted to a sight of profanity that your mind wrestles to fully comprehend. A massive tentacled thing—like a slug the size of a house, with two huge appendages and a "mouth" so wide it curls upwards on either end—lifts up the armored van, its back door torn off, shaking it like a box of candy into its gullet. "You've seen too much!," your employer yells at you before spitting out some sort of gibberish...that the monster responds to, turning in your direction and oozing forward!*

*Magic Dan,  
Hyper Wizard*



Even if the PCs make it outside without noticing the creature in the back of the warehouse, no skill check is required to hear the child of Xiéshén pick up the armored van and shake it like a box of candy, or the disgusting slurping noises it makes. Breaking back into the warehouse requires a **DC 15 Strength check** to bust through the doors or a **DC 17 Disable Device check** to pick through one of the locks.



## CHAPTER 2-B:

# CARPE DIEM

### (PROTECTING THE SHIPMENT)

R.I.P.E. responds to the operators' query about the job immediately, giving them directions to arrive to Pier 42 in the Cleveland docks to meet the *Arctic Tiger* around sunset. The PCs have 2d6+8 minutes to prepare before they need leave for the harbor by skytaxi, on the never-ending tram\*, or hussle on foot. Read the following as the party arrives:

*Pulling up to the harbor, it's pretty obvious where the "Arctic Tiger" is moored—there's only one ship afloat on the water, accompanied on either side by a half dozen half-sunk or damaged vessels abandoned years ago. The ocean liner on Pier 42 is festooned with firearms, rockets, and the occasional curious antiquity, and as you approach an old dwarven man, the salt in his beard visible even from afar, floats down from the deck to meet you.*

Demitri Longshanks (N Male dwarven evoker 9 (see "[Cave Wizard](#)" in Pathfinder Roleplaying Game: NPC Codex) is the captain of the *Arctic Tiger* and has an extremely positive attitude, seemingly downright amiable if not outright fond of the party. However, operators that succeed a **DC 20 Awareness check** notice that many of the ship's firearms move along with him, constantly targeting the areas directly around the dwarf. The old seamage recognizes the PCs as they approach his ship, quickly doing away with pleasantries and getting directly to the job at hand.

- There has been serious trouble acquiring a security detail for this shipment, hence the increased pay.
- The R.I.P.E. distribution center is five miles out.
- After leaving the safety of the *Arctic Tiger's* guns, it's recommended that the vehicle doesn't come to a full stop before reaching the target destination.
- Nobody is allowed into the interior of the armored van; R.I.P.E. will know and opening the back exposes all the cargo to contamination.
- The mapped route normally taken by the vehicle is coded into its navigation system, but there are tweaks with every shipment as attempts are made to steal its cargo. If the path changes a bit he wouldn't worry, but the operators should be wary all the same.
- It isn't immediately obvious, but PCs that make a **DC 25 Awareness check** or **DC 20 Awareness check** and **DC 20 Use Technology check** figure out that Demitri is the only living sailor on his enormous ship (the rest of the ocean liner must be controlled via magic and/or technology).

After answering any relevant questions the PCs asks, the dwarf makes a quick call to the distribution center and promptly disembarks on the *Arctic Tiger*. The operators are left to get the armored truck through the streets of the city, although this won't be any pleasant Sunday drive! Only two Medium-sized PCs can comfortably fit into the cab, but the roof of the vehicle has railings (and while it leaves them exposed, this gives the operators a good 360° field of view from the top of the armored van).

When the PCs have driven the armored van three miles from the docks, they encounter the first reroute on the path plotted into the vehicle's navigation system (the street they are meant to go down is half-destroyed, the sewer under the road exposed). There are a total of three other similar instances, and each time the party is rerouted they receive a **Survival check (DC 30 - 5 per previous check)** to realize that someone or something is herding them

generally north-northeast (as opposed to directly east). After the second time their way is barred, however, the operators are firmly within the clutches of the Murderballaz, a gang of tweaked out thugs.

Shortly after the PCs reach the fourth reroute or as they realize they are being herded and go to turn around or otherwise change the vehicle's general bearing, the hypergangers strike! Read the following:

*As you turn onto a sidestreet and accelerate towards the main road, a guttural roar rises up from all around and two water towers on the roofs of the buildings on either side of and in front of you come crashing down! Before you can slam the vehicle into reverse, several cars and trucks are flipped into view behind you, making an ad hoc barrier too big for the armored van to drive over. Whooping and hollering, rough looking gangers start to pour into the alleyway and the rage in their eyes tells you they are quite certainly not going to make this a social gathering.*

While the operators are able to remove the obstructions after the fight is over, there's no way to get the armored van out of the alleyway without engaging the Murderballaz. A total of 1d4+5 hypergangers flood into the alleyway during the surprise round (PCs that succeed a **DC 20 Awareness check** get to act in the surprise round as well).

The urban savages fight to the death but smart PCs may manage to pull their punches and keep one of their attackers alive for questioning.

Interrogating a hyperganger isn't that hard (in fact, it's quite simple). The hyperviolent life of a Murderballa makes them extremely difficult to frighten (**DC 30 Intimidate check**), but very cheap to bribe for information. For a mere 200bt the hyperganger tells the operators

who hired the Murderballaz to steal the shipment: a monstrous dealer named Bazzik. The Murderballa isn't sure exactly what kind of creature he is, only that tentacles are involved, that Bazzik knows the right people, that there's some sort of high-tech cyber eye in the thing's head, and that it lives in the old Rad-Macfar manufacturing plant, specifically in the shipping area.

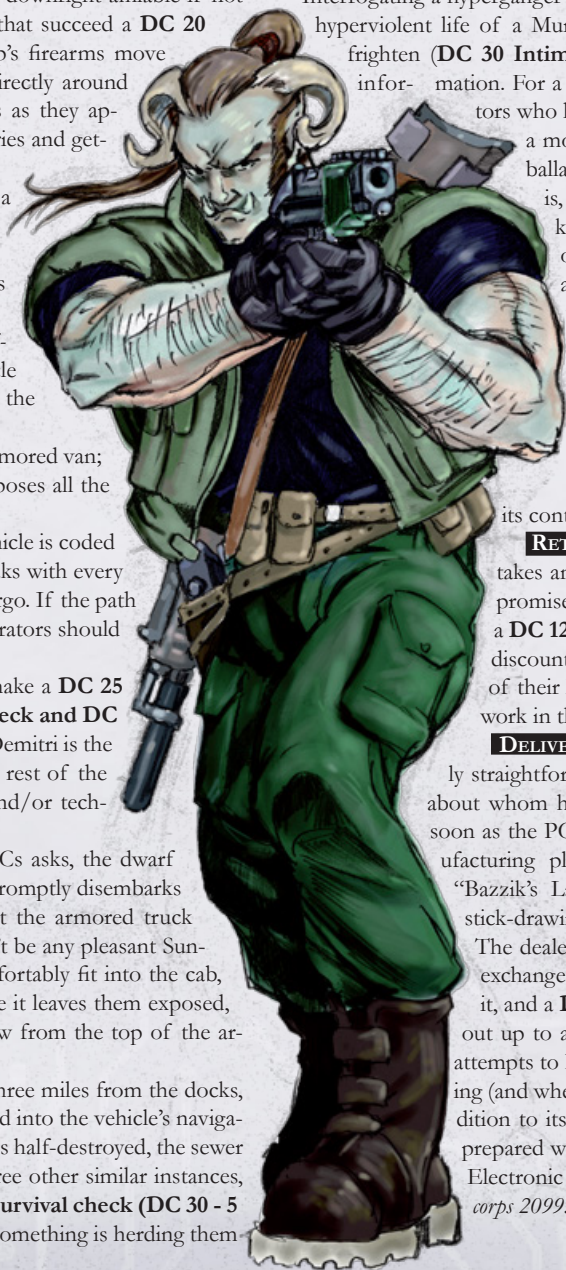
With this information in hand the PCs can either deliver the shipment as they were hired to (gaining an extra +1 bonus to their Reputation attribute), or decide to flip R.I.P.E. the bird and sell the vehicle and its contents to Bazzik for a bigger payoff instead.

#### RETURNING THE SHIPMENT TO R.I.P.E.

takes another two hours of driving but garners the promised 5,000bt each and spellcasters that succeed a **DC 12 Charisma check** can get themselves a 10% discount on reagents costing 500bt or less for the rest of their lives. Either way the operators are tagged for work in the future and thanked by their employers.

#### DELIVERING THE SHIPMENT TO BAZZIK

is also fairly straightforward. The hyper-otyugh is fairly nonchalant about whom he is, what he does, and where he lives—as soon as the PCs near the vicinity of the Rad-Macfar Manufacturing plant, they'll see several signs pointing to "Bazzik's Lair" alongside small, unremarkable graffiti stick-drawings of a tentacled monster of some kind. The dealer offers 6,500bt to each of the operators in exchange for the armored van and everything within it, and a **DC 22 Diplomacy check** can bring the payout up to as much as 7,000bt; however, any threats or attempts to Intimidate Bazzik only earn one single warning (and when repeated, the hyper-otyugh attacks). In addition to its own abilities, Bazzik's warehouse is prepared with traps that he can activate with his Electronic Telepath hyper feat (see the *Hypercorps 2099: Pathfinder Primer PDF*).







## ARMORED VAN

Enormous Land vehicle

**Squares** 8 (10 ft. by 25 ft.; 15 feet high)

### DEFENSE

**AC** 5 + Vehicular Control skill bonus; **Hardness** 10

**hp** 400 (200)

**Base Save** +3

**Special** Inside the armored van, the crew has cover, granting a +4 bonus to AC and a +2 bonus on Reflex saves.

### OFFENSE

**Maximum Speed** 150 ft.; **Acceleration** 30 ft.

**Weapons** none

**Attack** ram 6d8

**CMB** +8; **CMD** 18

### STATISTICS

**Propulsion** alchemical (2 squares of diesel engines under the van's hood; hardness 8; hp 60)

**Driving Check** Vehicular Control DC 5

**Forward Facing** from the driver's seat (bulletproof glass, hardness 8, hp 20)

**Driving Device** steering wheel and hyperjack (+5 competence bonus to driving checks)

**Driving Space** a single 5-foot-by-5-foot square on the left side of the vehicle behind its hood

**Crew** 1

**Decks** 1

**Passengers** 7

*It's obvious from a glance that this half-orc has had too much of whatever it has been taking. Its arms and shoulders bulge out of a black leather vest that's far too small, and various bits of its anatomy are clearly shaped unnaturally, the muscles exaggerated beyond anything normal weightlifting could accomplish.*

## MURDERBALLAZ HYPERGANGER CR 4—XP 1,200

Half-orc fighter 3 [hs 2, meganaut 1]

NE Medium humanoid (human, orc)

**Init** +5; **Senses** darkvision 60 ft.; **Awareness** +4

### DEFENSE

**AC** 19, touch 13, flat-footed 17 (+6 armor, +1 Dex, +1 Dodge, +1 hyper)

**hp** 41 (3d10+15+6 hyper); **Hyper Bonus** +1

**Fort** +8, **Ref** +3, **Will** +1; +1 vs. fear

**Defensive Abilities** bravery +1, hyper fortification (20%), hyper mortality, orc ferocity; **DR** 2/—

### OFFENSE

**Speed** 30 ft.

**Melee** mwk spiked chain +10/+5 (2d4+8) or greataxe +9/+4 (1d12+8, Crit ×3) or sap +10/+5 (1d6+6 nonlethal)

**Ranged** javelin +5 (1d6+6) or revolver +5 (1d8+1, Crit x4, Range 20 ft.)

**Special Attacks** hyper bonus +1, strong hurl (range 30 ft, 1d8 per 100 pounds + 7)

### TACTICS

**During Combat** A Murderballaz hyperganger hurls objects from afar if anything is at hand before getting in close with a spiked chain.

**Morale** Murdballaz hypergangers are brutal and hyperviolent, fighting to the death.

### STATISTICS

**Str** 20, **Dex** 12, **Con** 18, **Int** 10, **Wis** 8, **Cha** 13

**Hyper Strength** 1 (Strong Hurl), **Hyper Constitution** 1 (Hyper Tough)

**Base Atk** +3; **CMB** +9; **CMD** 19

**Feats** Alertness<sup>B</sup>, Cleave, Dodge<sup>B</sup>, Exotic Weapon Proficiency (spiked chain), Improved Initiative, Improved Unarmed Strike<sup>B</sup>, Power Attack; **Hyper Feat** Hyper Trait (hyper fortification 20%)



**Skills** Athletics +7, Awareness +4, Intimidate +9, Search +2, Sense Motive +1, Survival +3

**Languages** Common, Orc

**SQ** armor training 1, orc blood, weapon familiarity

**Combat Gear** *potion of bull's strength*, *potion of cure moderate wounds*, *potion of enlarge person* (CL 3rd); **Other Gear** mwk breastplate, mwk spiked chain, great-axe, javelins (4), sap, sack, gold necklace (100bt), 124bt

*This monstrous creature is truly bizarre. It's not the three legs, or the three tentacles, or the omnipresent smell of feces and sewage—it's the glowing cybernetic eye jutting from its skull that really makes you wonder if you're hallucinating.*

### **BAZZIK THE HYPER-OTYUGH CR 7—HP 3,200**

N Large aberration [hs 3, abbernaut 1]

**Init** +5; **Senses** darkvision 60 ft., low-light vision, scent; Awareness +13

#### **DEFENSE**

**AC** 21, touch 13, flat-footed 18 (+2 Dex, +1 dodge, +1 hyper, +8 natural, -1 size)

**hp** 50 (6d8+18+5 hyper); **Hyper Bonus** +1

**Fort** +6, **Ref** +5, **Will** +7; +4 vs. blindness and visual effects

**Immune** disease

**Weaknesses** hyper flaw (unnatural)

#### **OFFENSE**

**Speed** 35 ft.

**Melee** bite +8/+3 (1d8+5 plus disease), 2 tentacles +4 (1d8+3 plus grab)

**Ranged** cybernetic eye laser +5/+0 touch (2d6 fire, Range 50 ft.)

**Space** 10 ft.; **Reach** 10 ft. (15 ft. with tentacle)

**Special Attacks** constrict (tentacle, 1d8+3), hyper bonus +1, laser eye blast 2/day (30-ft.-line, 4d6 fire, Reflex DC 15 halves)

#### **TACTICS**

**Before Combat** Bazzik takes a shot or two with his eye laser to take the measure of his enemies.

**During Combat** Bazzik makes use of his lair to force opponents into cover, then flees down into a hallway where he can unleash his eye laser on as many targets as possible, fleeing within while unleashing his deathtraps.

**Morale** Bazzik flees the area entirely when reduced to 12 hp or less.

#### **STATISTICS**

**Str** 18, **Dex** 14, **Con** 14, **Int** 5, **Wis** 13, **Cha** 6

**Hyper Dexterity** 1 (Dextrous Footwork)

**Base Atk** +4; **CMB** +10 (+14 grapple); **CMD** 21 (23 vs. trip)

**Feats** Alertness<sup>B</sup>, Dodge<sup>B</sup>, Improved Natural Weapon (tentacles)<sup>B</sup>, Toughness, Weapon Focus (tentacle); **Hyper Feats** Electronic Telepath (30 ft.), Telepath

**Skills** Awareness+13, Sense Motive +3, Stealth +4 (+14 in lair); **Racial**

**Modifiers** +8 Stealth in lair

**Languages** Common; telepathy 60 ft.

**Combat Gear** cybernetic eye<sup>TC</sup> with integrated laser pistol (DC 20 Heal check to remove and DC 20 Use Technology to refit for humanoid<sup>TC</sup>); **Other Gear** 12,000bt, shipment of fastjack worth 18,000bt

#### **SPECIAL ABILITIES**

**Disease (Ex)** Filth fever: *Bite*—injury; *save*—Fortitude DC 15; *onset*—1d3 days; *frequency*—1/day; *effect*—1d3 Dex damage and 1d3 Con damage; *cure*—2 consecutive saves. The save DC is Constitution-based.

**Trapped Lair (Ex)** While inside of or within 30 ft. of his lair (the warehouse), Bazzik uses his Electronic Telepath hyper feat to activate a variety of self defense mechanisms. Each round Bazzik can activate one of these devices as a swift action:

- blast doors (close at the beginning of Bazzik's next turn, DC 22 Strength check to hold open, DC 25 Strength check to pry open, Break DC 32, hardness 11, hp 50)
- grenades (15-ft.-radius, 4d6 fire and piercing, DC 14 Reflex halves)
- lasers turrets (three +7 ranged touch, 3d6 fire)
- dual shotgun blasts (+10 ranged touch, 20-ft.-cone, 2d6).





*This slender half-elf woman looks about in a jittery fashion, her eyes jumping from here to there and back again. Despite the haggard appearance, the resurging light blue field of force around her makes it clear she is not to be trifled with.*

### **FAZIN THE HYPER SORCERER CR 6-HP 2,400**

Female half-elf sorcerer 5 [hs 2, meganaut 1]

LE Medium humanoid (elf, human)

Init +3; Senses low-light vision; Awareness +9

#### **DEFENSE**

AC 20, touch 15, flat-footed 16 (+4 armor, +3 Dex, +1 dodge, +1 hyper, +1 natural)

hp 40 (5d6+20); Hyper Bonus +1

Fort +4, Ref +8, Will +5; +2 vs. enchantments

Resist acid 5, fire 10

#### **OFFENSE**

Speed 45 ft.

Melee mwk light mace +4/-1 (1d6+1) or 2 claws +3/-2 (1d4+1) or unarmed +3/-2 (1d4+1)

Ranged combat pistol +5/+0 (2d6, Crit x4, Range 100 ft., misfire 1-2)

Special Attacks claws (2, 1d4, treated as magic, 9 rounds/day), hyper bonus +1

Sorcerer Spells Known (CL 7th; concentration +11)

2nd (5/day)—*acid arrow* (2), *mirror image*

1st (7/day)—*cause fear* (DC 17), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 17)

0th—*acid splash*, *detect magic*, *ghost sound* (DC 16), *mage hand*, *message*, *read magic*

Bloodline draconic (green)

#### **TACTICS**

**Before Combat** The sorcerer casts *mage armor* and *resist energy* (fire).

**During Combat** The sorcerer casts *mirror image*, then entangles opponents with her *wand of entangle* (using the Use Magic Device skill). She uses one of her *scrolls of levitate* to avoid melee combat, and casts *cause fear* to remove opponents threatening her.

#### **STATISTICS**

Str 10, Dex 17, Con 12, Int 13, Wis 8, Cha 22

Hyper Dexterity 1 (Dextrous Footwork), Hyper Charisma 1 (Hyper Merit - once/day auto succeed Bluff)

Luck 17, Rep 21

Base Atk +2; CMB +3; CMD 17

Feats Awareness<sup>B</sup>, Combat Casting, Dodge<sup>B</sup>, Eschew Materials, Improved Unarmed Strike<sup>B</sup>, Lightning Reflexes, Skill Focus (Use Magic Device)<sup>B</sup>, Toughness; Hyper Feats Hyper Lucky

Skills Awareness +9, Intimidate +12, Knowledge (arcana) +7, Spellcraft +7, Use Magic Device +15

Languages Common, Draconic, Elven

SQ bloodline arcana (acid spells deal +1 damage per die), elf blood

Combat Gear *potion of cure moderate wounds*, *potion of invisibility*, *scrolls of levitate* (2), *scroll of ray of exhaustion*, *scroll of silent image*, *wand of entangle* (20 charges), *smokestick*; Other Gear combat pistol (36 bullets), masterwork light mace, *cloak of resistance* +1, 190bt

*This mystic clearly adheres to the earthly traditions of magic, his body covered in clothing styled to mimic ancient warriors from the Far East.*

### **MAGIC DAN THE HYPER WIZARD CR 6-HP 2,400**

Male human commoner 2/wizard 3 [hs 2, savant 1]

N Medium humanoid

Init +1; Senses Awareness +8

#### **DEFENSE**

AC 17, touch 13, flat-footed 15 (+1 Dex, +1 dodge, +1 hyper, +4 *mage armor*)

hp 32 (5d6+15); Hyper Bonus +1

Fort +4, Ref +4, Will +7

#### **OFFENSE**

Speed 30 ft.

Melee spear +3/-2 (1d6+1) or unarmed +3/-2 (1d4+1)

Ranged combat pistol +5/+0 (2d6+2, Crit x4, Range 100 ft.)

Special Attacks hand of the apprentice (8/day), hyper bonus +1

Wizard Spells Prepared (CL 3rd; concentration +8)

2nd—*blindness/deafness* (DC 17), *glitterdust* (DC 19)

1st—*color spray* (DC 18) (2), *mage armor*, *magic missile*

0th—*arcane mark*, *mage hand*, *mending*, *prestidigitation*

#### **TACTICS**

**Before Combat** Magic Dan casts *mage armor*.

**During Combat** Magic Dan uses *color spray* at enemies in range first, targeting particularly troublesome opponents with *blindness/deafness* after that, finally resorting to his combat pistol.

**Morale** Magic Dan isn't an idiot and flees when reduced to 6 hp or less.

#### **STATISTICS**

Str 10, Dex 13, Con 12, Int 20, Wis 14, Cha 8

Base Atk +2; CMB +3; CMD 18

Feats Awareness<sup>B</sup>, Brew Potion<sup>B</sup>, Combat Casting, Defensive Combat Training<sup>B</sup>, Dodge<sup>B</sup>, Greater Spell Focus (illusion), Improved Unarmed Strike<sup>B</sup>, Scribe Scroll<sup>B</sup>, Skill Focus (Craft [alchemy])<sup>B</sup>, Spell Focus (illusion); Hyper Feats Special Strike (combat pistol)

Skills Appraise +12, Athletics +6, Awareness +8, Craft (alchemy) +15, Knowledge (arcana) +12, Knowledge (dungeoneering) +10, Knowledge (geography) +10, Knowledge (history) +10, Knowledge (local) +10, Profession (herbalist) +10, Spellcraft +14

Languages Chinese, Elven, English, Japanese, Russian

SQ arcane bond (raven familiar)

Combat Gear *potions of cure light wounds*, *darkvision*, *invisibility*, *levitate*, *protection from arrows*, *resist energy*; Other Gear *cloak of resistance* +1, alchemy kit, combat pistol (24 bullets), spear

*There's not much to garner from looking at this grim-faced soldier—dark urban camouflage and bulletproof vest give little away, save that they've got tusks and are likely a half-orc of some kind.*

### **HI-HAN HYPER SECURITY GUARD**

CR 3-HP 800

Half-orc gunslinger 3 [hs 1, meganaut 1]

NE Medium humanoid (human, orc)

Init +6; Senses darkvision 60 ft., scent; Awareness +8

#### **DEFENSE**

AC 18, touch 16, flat-footed 13 (+2 armor, +4 Dex, +1 dodge, +1 hyper)

hp 33 (3d10+12); Hyper Bonus +1

Fort +6, Ref +7, Will +4

Defensive Abilities nimble +1, orc ferocity; DR 4/—

#### **OFFENSE**

Speed 30 ft.

Melee mwk battleaxe +5 (1d8+2, Crit x3)

Ranged submachine gun +8 (2d8+1, Range 80 ft., Crit x4, Misfire 1)

Special Attacks grit (3), hyper bonus +1

#### **TACTICS**

**Before Combat** When possible the hyper security guard gets into cover.





**During Combat** The hyper security guard unleashes the submachine gun, using automatic fire if there are multiple targets.

**Morale** The hyper security guard only flees after being made to use the orc ferocity special ability.

#### STATISTICS

**Str** 12, **Dex** 18, **Con** 17, **Int** 10, **Wis** 16, **Cha** 8

*Hyper Constitution* 1 (Hyper Tough); *Hyper Wisdom* 1 (Tactical Genius 1/day [free surprise for self and 1 ally])

**Base Atk** +3; **CMB** +4; **CMD** 20

**Feats** Alertness<sup>B</sup>, Dodge<sup>B</sup>, Gunsmithing<sup>UC</sup>, Improved Unarmed Strike<sup>B</sup>, Point-Blank Shot, Precise Shot; **Hyper Feat** A Bit Abberant (scent)

**Skills** Acrobatics +8, Awareness +8, Intimidate +1, Search +5, Stealth +5, Survival +8; **Racial Modifiers** +2 Intimidate

**Languages** Common (English), Orc

**SQ** deeds (deadeye, gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, utility shot), gunsmith, orc blood

**Combat Gear** *potion of cure moderate wounds*; **Other Gear** mwk battleaxe, bulletproof vest (mwk chainmail +2/2dr), commlink, flashlight, manacles, submachine gun (200 bullets; 1 extra clip), 47bt

*The smell of brimstone around this greasy-haired, pale, thin man is omnipresent, making the crimson horns jutting from his forehead seem all the more prominent. His eyes are the same blood red as his skin.*

#### ELI THE CULTIST CR 7-XP 3,200

**Male tiefling oracle 8**

CE Medium outsider (native)

**Init** +3; **Senses** darkvision 60 ft.; Awareness +5

#### DEFENSE

**AC** 22, touch 16, flat-footed 18 (+6 armor, +2 deflection, +3 Dex, +1 dodge)  
**hp** 55 (8d8+24)

**Fort** +3, **Ref** +5, **Will** +5

**Defensive Abilities** cloak of darkness (active); **Resist** cold 5, electricity 5, fire 5

**Weakness** oracle's curse (haunted)

#### OFFENSE

**Speed** 30 ft.

**Melee** +1 *wounding dagger* +7/+2 (1d4+1 plus 1 bleed, Crit 19-20/x2)

**Ranged** +1 *wounding combat pistol* +10/+5 touch (2d6+1 plus 1 bleed, Crit x4, Range 100 ft.)

**Special Attacks** brain drain 2/day (standard action, range 100 ft., Will save DC 16 or 8d4 damage)

**Spell-Like Abilities** (CL 8th; concentration +10)

1/day—*darkness*

**Oracle Spells Known** (CL 8th; concentration +10)

4th (3/day)—*black tentacles*<sup>M</sup>, *unholy blight*

3rd (5/day)—*cure serious wounds*, *dispel magic*, *tongues*<sup>M</sup>

2nd (7/day)—*cure moderate wounds*, *dust of twilight*<sup>M</sup>, *desecrate*, *levitate*, *silence*

1st (7/day)—*cause fear*, *cure light wounds*, *divine favor*, *doom*, *entropic shield*<sup>M</sup>, *minor image*, *protection from good*

0th—*bleed*, *create water*, *detect magic*, *detect poison*, *ghost sound*, *guidance*, *mage hand*, *mending*, *resistance*, *virtue*

**Mystery** dark tapestry

#### TACTICS

**Before Combat** Eli takes cover and uses Stealth to hide.

**During Combat** After casting *black tentacles* Eli stays out of sight, using Silent Spell to cast *silence* on small stones, using triggered actions to throw them into areas near spellcasters just as they go to cast a spell (trying to force them to remain in the warehouse near the creature he fights with or to get out of the building and away from line of sight to it).

**Morale** When the child of Xiéshén dies Eli attempts to flee through the warehouse (using his *unholy blight* to dissuade pursuers) before using *levitate*

to catch a skytaxi and get the hell out of the area. Otherwise he fights to the death.

#### STATISTICS

**Str** 10, **Dex** 16, **Con** 13, **Int** 15, **Wis** 8, **Cha** 15

**Base Atk** +6; **CMB** +6; **CMD** 22

**Feats** Combat Casting, Dodge, Silent Spell, Toughness

**Skills** Acrobatics +7, Awareness +5, Bluff +8, Diplomacy +6, Knowledge (arcana) +7, Knowledge (history) +6, Knowledge (planes) +15, Knowledge (religion) +6, Sense Motive +7, Spellcraft +10, Stealth +20, Use Magic Device +5; **Racial Modifiers** +2 Bluff, +2 Stealth

**Languages** Abyssal, Aklo, Chinese, English,

**SQ** fiendish sorcery, oracle revelations (brain drain, cloak of darkness, wings of darkness), orisons

**Gear** +1 *wounding combat pistol*, +1 *wounding dagger*, *potion of invisibility*, *potion of negate aroma*, *ring of deflection* +2

*This enormous slug-like creature has a toothless mouth that spreads across the entirety of its "face", curving up on either end so sharply that the lips almost touch themselves sideways. Two enormous tentacles sprout from its side, covered in the same viscous slime so thick around the rest of this profanity's body.*

#### CHILD OF XIÉSHÉN CR 7-XP 3,200

CE Gargantuan aberration

**Init** -3; **Senses** darkvision 60 ft., see in darkness; Awareness +19

#### DEFENSE

**AC** 14, touch 1, flat-footed 14 (-3 Dex, +15 natural, -8 size)

**hp** 105 (10d8+60) fast healing 3

**Fort** +9, **Ref** +0, **Will** +13

**DR** 3/—; **Immune** critical hits, disease, mind-affecting effects, poison, precision damage

#### OFFENSE

**Speed** 15 ft., climb 15 ft., swim 15 ft.

**Melee** two tentacles +12 (1d8+12 plus confusing slime and grab)

**Ranged** thrown object -4 (1d12 per 100 pounds, Range 30 ft., Reflex = ½ damage to negate massive damage)

**Space** 20 ft.; **Reach** 20 ft. (30 ft. with tentacles)

**Special Attacks** confusing slime (Will DC 16 or confused until end of target's next turn), constrict (1d8+12 plus confusing slime), swallow whole (1d8+12 bludgeoning, AC 17, 10 hp)

**Spell-Like Abilities** (CL 10th; concentration +16)

Constant—*ghost sound*

3/day—*expeditious retreat*

1/day—*feeblemind* (DC 20)

#### TACTICS

**During Combat** The child of Xiéshén grabs the nearest enemy and attempts to crush them to death with its tentacles. When a creature deals more than 30 damage to it in a single turn, the monster uses *feeblemind* in response.

**Morale** The child of Xiéshén fights to the death.

#### STATISTICS

**Str** 34, **Dex** 6, **Con** 22, **Int** 5, **Wis** 22, **Cha** 15

**Base Atk** +7; **CMB** +27 (+31 bull rush or grapple); **CMD** 34 (38 vs. bull rush/grapple)

**Feats** Awesome Blow, Greater Bull Rush, Improved Bull Rush, Power Attack, Weapon Focus (tentacle)

**Skills** Awareness +19; **Size Modifiers** -16 Stealth

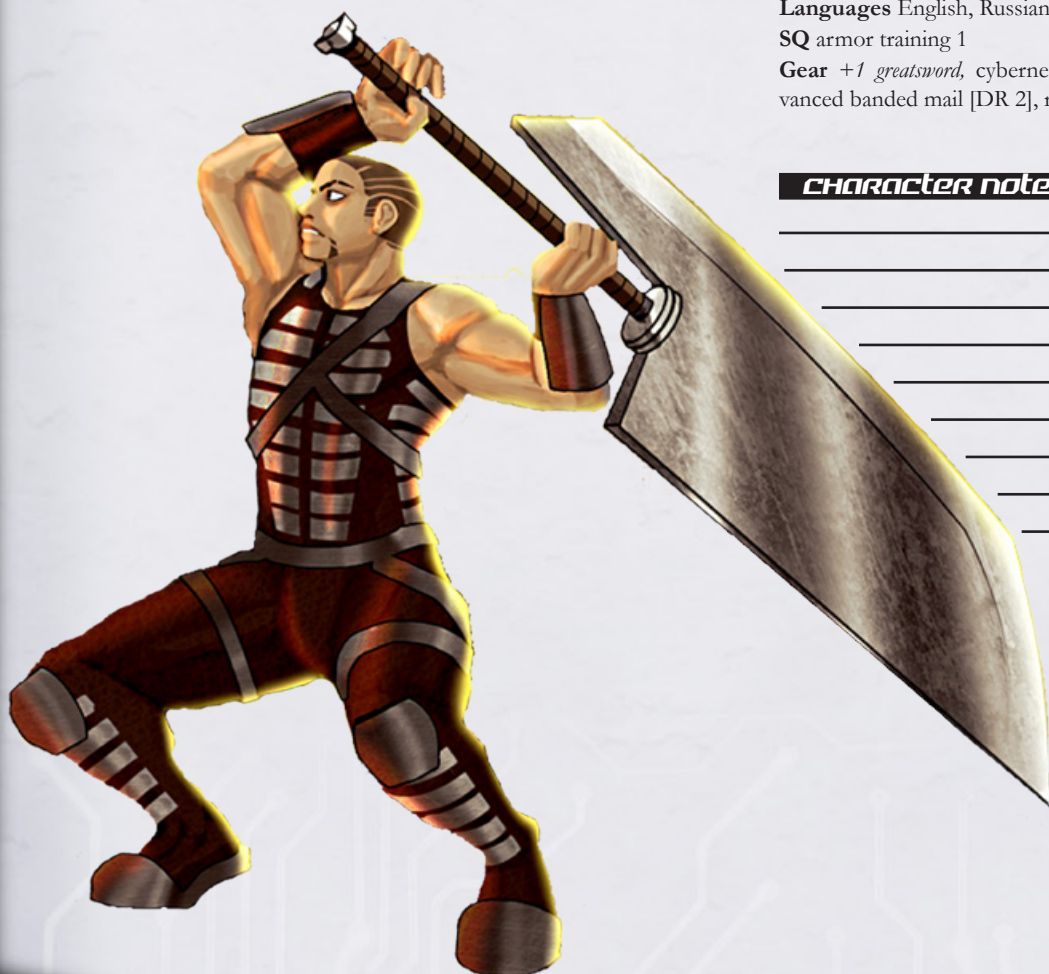
**SQ** amorphous, compression

#### SPECIAL ABILITIES

**Confusing Slime (Ex)** Any creature that is grappling with or taking damage from a child of Xiéshén makes a DC 16 Will save or becomes confused until the end of its next turn. Creatures already being affected by the child of Xiéshén's confusing slime increase the duration of its effects by one additional round (this effect stacks).



The Sciuszecki's, too proud to uproot themselves and abandon the city that had been home to the family name for generations, never left Cleveland. Even as conditions deteriorated until eventually chaos reigned, the stalwart progeny of Russian immigrants refused to move elsewhere. All of the defenses carefully set up around their home seemed to be safe enough—until something worse than a ganger came calling. The testing of a tactical combat proxy for Perreta Arms went awry and the berserker robot crashed into the Sciuszecki's house, quickly turning it into an abattoir of slaughter. Nikolai hid long enough for a sec-ops team to arrive and put the thing down, but now he was different; the rush of adrenaline in the young orphaned boy never quite shut off, turning him into a veritable powerhouse. Surviving on his wits and formidable brawn, Nikolai worked himself into and out of various gangs before affording some technological upgrades and going freelance. He's quickly become known as "Bashatron" for his straightforward approach to operations, but is trusted to be (if nothing else) effective and thorough. Despite the obvious, undisputed existence of magic in the world Nikolai is extremely skeptical of it, though he does acknowledge that his enchanted blade ("Deathstick" as he calls it) has some merits.



## NIKOLAI SCIUSZECKI, "BASHATRON"

**Male human fighter 3 [hs 3, meganaut 1]**

CN Medium humanoid (human)

**Init** +5; **Senses** darkvision 60 ft.; Awareness +9; **Hero Points** 1

### DEFENSE

**AC** 19, touch 14, flat-footed 16 (+5 armor, +2 Dex, +1 dodge, +1 hyper)

**hp** 39 (3d10+12+6); **Hyper Bonus** +1

**Fort** +8, **Ref** +4, **Will** +4; bravery +1

**DR** 2/—

### OFFENSE

**Speed** 30 ft. (jump: 20 ft. horizontal, 10 ft. vertical)

**Melee** +1 *greatsword* +15/+10 (2d6+16, Crit 19-20/x2) or unarmed +14/+9 (1d4+13)

**Ranged** revolver +6/+1 (1d8+1, Crit x4, Range 20 ft.)

**Special Attacks** hyper bonus +1

### STATISTICS

**Str** 26, **Dex** 14, **Con** 16, **Int** 12, **Wis** 14, **Cha** 10

**Luck** 17; **Rep** 17; *Hyper Strength* 2 (Strong Leap, Strong Warrior)

**Base Atk** +3; **CMB** +12; **CMD** 25

**Feats** Alertness<sup>B</sup>, Cleave, Cleaving Finish<sup>B</sup>, Dodge<sup>B</sup>, Great Cleave, Improved Cleaving Finish<sup>B</sup>, Improved Unarmed Strike<sup>B</sup>, Power Attack<sup>B</sup>; **Hyper Feats** Bodytech (2)

**Skills** Athletics +14, Awareness +9, Intimidate +5, Knowledge (local) +2, Search +4, Sense Motive +4; **Armor Check Penalty** -4

**Languages** English, Russian, Undercommon

**SQ** armor training 1

**Gear** +1 *greatsword*, cybernetic eyes<sup>TG</sup>, cyberfiber muscles (mark I)<sup>TG</sup> advanced banded mail [DR 2], revolver (30 bullets), manacles

### CHARACTER NOTES

---

---

---

---

---

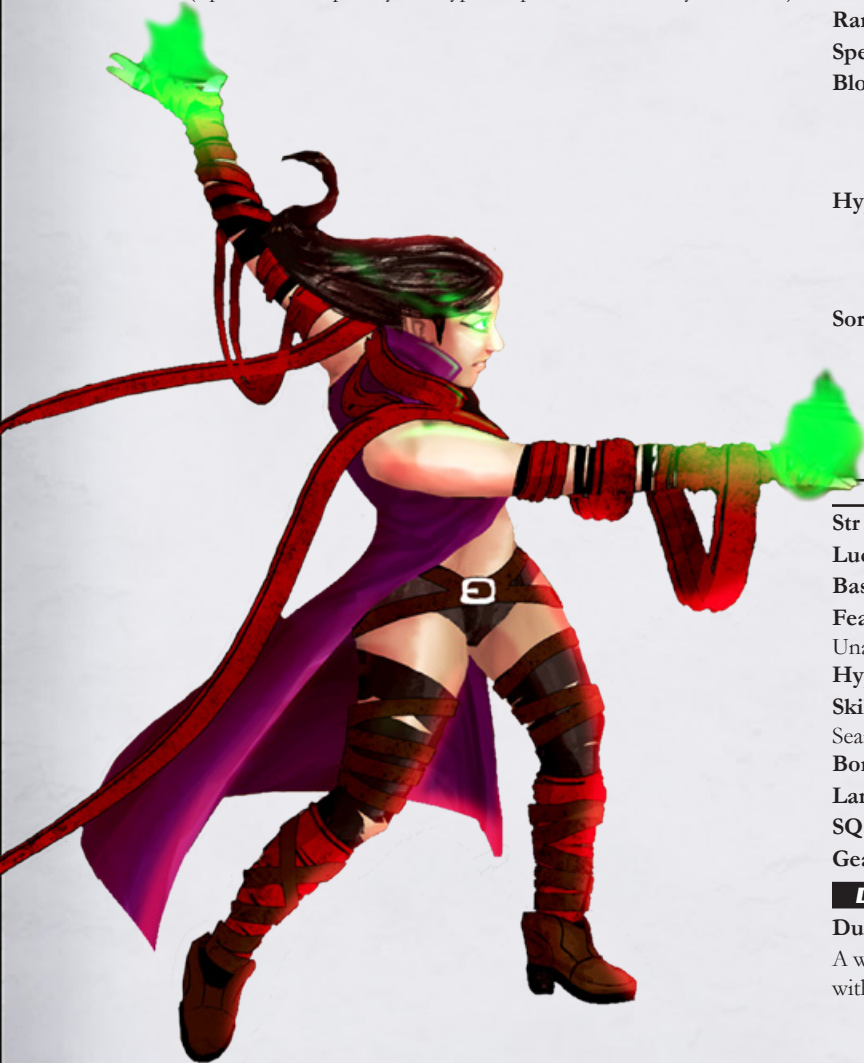
---

---

---



Elves took to the hills and glades of Ireland when the portals closed at the turn of the 20th century, and the grandmother of Cassidy Fairbanks was among those who chose to stay on Earth. Moving to America during the second great migration, a relic of the family's was lost and the elves have been searching for it ever since. Cassidy's mother was quite the free spirit (fighting against the hypercorporations during their emergence) and the young sorceress is following in her footsteps after watching her mother paraded through the media networks before being incarcerated once she was finally caught. Some old clues have led Cassidy to Cleveland, though they've all gone dry and now she's looking to find funds for more intensive research of the area—she knows the *Maerbor Hathol* is not far off. With the blade in hand she and her kin should be able to return to the distant realm of their ancestors (a place that, hopefully, the hypercorporations haven't yet reached).



## CASSIDY FAIRBANKS, "WORLDbender"

Female half-elf sorcerer 3 [hs 3, hypernaut 1]

N Medium humanoid (elf, human)

Init +5; Senses low-light vision; Awareness +5; Hero Points 1

### DEFENSE

AC 18, touch 14, flat-footed 15 (+4 *mage armor*, +2 Dex, +1 dodge, +1 hyper)

hp 31 (3d6+12+6); Hyper Bonus +1

Fort +4, Ref +4, Will +5; 2 vs. enchantments

Immune magic sleep

### OFFENSE

Speed 30 ft.

Melee dagger +3/-2 (1d4+2, Crit 19-20/x2) or unarmed +3/-2 (1d4+2)

Ranged mwk revolver +5/+0 (1d8+1, Crit x4, Range 20 ft.)

Special Attacks hyper bonus +1

Bloodline Spell-Like Abilities (CL 6th, concentration +12)

9/day—silver tongue (swift, +5 Bluff)

1/day—mind reader (standard, as *detect thoughts* but faster effects and 1 round only)

Hyper Words of Power (CL 6th, concentration +12)

6/combat—*dimensional hop* effect word of power

[tiring hyper flaw; all target words; *careful* word of power]

3/combat—*boost*

Sorcerer Spells Known (CL 6th; concentration +12)

1st (7/day)—*charm person*<sup>B</sup>, *mage armor*,

*magic missile*, *vanish*

0th—*acid splash*, *detect magic*, *light*, *mage*

*hand*, *prestidigitation*

Bloodline rakshasa

### STATISTICS

Str 12, Dex 15, Con 14, Int 10, Wis 13, Cha 22

Luck 17; Rep 23

Base Atk +1; CMB +3; CMD 16

Feats Alertness<sup>B</sup>, Combat Casting, Dodge<sup>B</sup>, Eschew Materials<sup>B</sup>, Improved

Unarmed Strike<sup>B</sup>, Skill Focus (Acrobatics)<sup>B</sup>, Skill Focus (Bluff)<sup>B</sup>, Toughness;

Hyper Feats A Bit Aberrant (sound mimicry), Telepath (60 ft.)

Skills Acrobatics +5, Awareness +5, Bluff +14, Knowledge (arcana) +4,

Search +2, Sense Motive +3, Spellcraft +4, Use Magic Device +10; Racial

Bonuses +2 Awareness

Languages Elven, English

SQ keen senses, sound mimicry

Gear *periapt of charisma* +2, *ring of sustenance*, mwk revolver (20 bullets), dagger

### DIMENSIONAL HOP (TELEPORTATION)

Duration instantaneous

Target Restriction selected

A wordspell with this effect word teleports willing targets to another location within line of sight of the wordcaster and within range of the wordspell.

### CHARACTER NOTES

---

---

---

---

---

---

---

---

---

---



“Sunflower” can only remember her last name and though her strange journey has ultimately worked in her favor, she is an excellent example of both why people indulge in dangerous new drugs and why they should never do so. Of the dozens of rabid partygoers present at the last “official” Dereliktz show in Cleveland, Sunflower was one of the handful to survive a dose of the hyper-drug Transferium. Her hallucinations lasted for days and when she finally came down from their effects, the once human teenager was now a gnome, and one possessing miraculous abilities at that. Embracing her gifts she took the name Lady Light and is attempting to heal Cleveland (one operation at a time) in hopes that she’ll uncover more of the past denied her.

### SUNFLOWER ROBERTSON, “Lady Light”

Female gnome oracle 3 [hs 3, parallel 1]

NG Medium humanoid (gnome)

Init +5; Senses low-light vision; Awareness +5; Hero Points 1

#### DEFENSE

AC 20, touch 15, flat-footed 17 (+5 armor, +2 Dex, +1 dodge, +1 hyper, +1 size)

hp 38 (3d8+15+6); Hyper Bonus +1

Fort +6, Ref +4, Will +6; +2 vs. illusions

DR 3/—

#### OFFENSE

Speed 15 ft.

Melee unarmed +4/-1 (1d3+1)

Ranged combat pistol +7/+2 (1d8+2, Crit x4, Range 100 ft.)

Special Attacks channel positive energy 6/day (DC 18, 2d6), hyper bonus +1

Spell-Like Abilities (CL 6th; concentration +11)

1/day—*dancing lights, ghost sound, prestidigitation, speak with animals*

Hyper Spell-Like Abilities (CL 6th; concentration +11)

5/day—*magic missile, mirror image, vanish*

Oracle Spells Known (CL 6th; concentration +11)

1st (7/day)—*command, cure light wounds, detect undead<sup>M</sup>, doom*

0th—*detect magic, guidance, light, mending, stabilize*

Mystery life

#### STATISTICS

Str 10, Dex 14, Con 18, Int 12, Wis 12, Cha 20

Luck 17; Rep 22

Base Atk +2; CMB +2; CMD 15

Feats Alertness<sup>B</sup>, Combat Casting, Dodge<sup>B</sup>, Improved Unarmed Strike<sup>B</sup>, Selective Channeling; Hyper Feats Special Strike (combat pistol), Telepath (60 ft.)

Skills Awareness +5, Diplomacy +9, Heal +5, Knowledge (nature) +6, Profession (hitchhiker) +7, Search +4, Sense Motive +9, Spellcraft +5, Stealth +9, Survival +5; Racial Modifiers +2 Awareness, +2 Profession, +2 Search; Armor Check Penalty -3

Languages English, Gnome, Sylvan

SQ gnome racial traits, revelations (channel, life link)

Combat Gear *bag of tricks (rust)*, *potion of cure moderate wounds (2)*, *potion of invisibility*; Other Gear *bag of holding type I*, advanced [+2] breastplate [DR 3/—], combat pistol (40 bullets), smartlite

### Character notes





Derrick's chances to get back into the police force were nonexistent; not only had he already brought heat down onto the department once before, now he was damaged goods. Seeking solace the halfling traveled to the Far East, settling into a monastery in China where he mastered both his soul and the bow, fully realizing the powers borne during his time in captivity. To help him achieve closure, his new friends funded the retrofitting of Derrick's body and sent him back to his home to pick up the pieces of his life.



## character notes

[illegible]











## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trade-mark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or coadaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

**Open Game License v 1.0a** Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**Pathfinder RPG Core Rulebook** Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**The Book of Experimental Might.** Copyright 2008, Monte J. Cook. All rights reserved.

**Tome of Horrors.** Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

**Pathfinder RPG GameMastery Guide** Copyright 2010, Paizo Publishing, LLC; Authors: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal MacLean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

**Pathfinder Roleplaying Game Advanced Player's Guide.** Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

**Pathfinder RPG Bestiary** © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**Pathfinder Roleplaying Game Bestiary 2,** © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**Pathfinder Roleplaying Game Bestiary 3,** © 2011, Paizo Publishing, LLC; Authors Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**Pathfinder Roleplaying Game Bestiary 4** © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

**Pathfinder Roleplaying Game Ultimate Combat.** © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

**Pathfinder Roleplaying Game Ultimate Magic.** © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

**Pathfinder Roleplaying Game: Ultimate Equipment** © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, Russ Taylor, and numerous RPG Superstar contributors.

**Pathfinder Roleplaying Game Advanced Race Guide** © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

**Pathfinder Roleplaying Game Advanced Class Guide** © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

**Pathfinder Campaign Setting: Technology Guide** © 2014, Paizo Inc.; Authors: James Jacobs and Russ Taylor.

**Hypercorps 2009: A R.I.P.E. Investment** © 2015, Legendary Games. Author: Mike Myler.



# HYPERCORPS

2044



MIKE MYLER

Take any of your favorite PCs or adventurers and play them again with the Hyper Score system!

Support us on  
**KICKSTARTER**  
**AUGUST 2015**

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

Visit [www.hypercorps.com](http://www.hypercorps.com)  
when the project launches for Free PDFs!

**Cyberpunk superheroics for the Pathfinder RPG,  
5E\*, and Mutants & Masterminds\***

\*Stretch Goals