





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

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Throughout the book you'll find several superscript references. A singular "B" stands for "bonus" (typically a feat) but everything else specifically references something in the Paizo library for the Pathfinder Roleplaying Game:

B1—*Pathfinder Roleplaying Game: Bestiary*

B2—*Pathfinder Roleplaying* Game: Bestiary 2

ROLEPLAYING GAME COMPATIBLE

ADVENTURE SUMMARY

The operators are already on their way to Centralia, PA, where a coal mine that caught fire over a century and a half ago has finally died down. Forsyte Technologies© recently lost an incredibly important research subject from one of their labs on the outskirts of the metropolis—a hyper-drake named Skrygrard—and its tracking signature goes dark near one of the entrances into the subterranean network of passages. Coming back with the specimen alive means a lucrative 10,000 bytecoins, but reduced compensation beats dying in a soot-choked tunnel. PREGENERATED CHARACTERS

At the end of *Specimens in Centralia* there are four pre-generated characters made using the Hyper Score rules fully detailed in *Hypercorps 2099*, as well as a brief primer with explanations for some hyper abilities. Everything a player needs in order to use Cripple Beast, Improv, Nightmare Fist, or Warp is provided, and it is recommended for players new to *Hypercorps 2099* to utilize these pregenerated characters to familiarize themselves with the rules and setting.

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CHAPTER 1: ROAD RAGE

The game begins with the operators having already taken on the job, en route to the area where Forsyte Technologies© lost track of their escaped specimen. The last accurate readings from the creature's tracking implant suggest it took refuge in the recently snuffed coal mines of Centralia. What exactly the target is, how best to capture or subdue it, and what dangers it poses are not disclosed to the PCs but their Ms. Grey assured them, "you will know it when you see it." Though the party's employer is being secretive, a freelance operative—Bill "Wheelz" Dryvarr is provided to transport them to and from Centralia.

A few hours into the trip the operators begin to notice signs of combat on the roadway—burnt trees, wrecked vehicles, and bloody smears on the asphalt.

Read or paraphrase the following:

A few hours out from Pittsburgh, Bill's voice pops up on speakers throughout the vehicle, "welcome to Giganotz territory, folks. On your left you'll see some destroyed cars and the last place an unfortunate traveler bit the big one, and on your right you'll see more of the same. If you've been waiting to use the bathroom, prepare to wait longer."

And he's right.

Aside from the densely packed alpines on either side of the highway, all along the road you begin to spot wreckages of cars, trucks, and bikes accented by plenty of smeared blood. With some concern you notice the vehicle's speed slow as Bill maneuvers through debris that increasingly litters the roadway, bits of twisted metal and blackened shards of glass.

The debris forces Bill to slow the van down considerably and before the party reaches the clear four motorcycles (each with a Giganot Biker and Giganot Tough) pull onto the road from either side to come up on the vehicle from behind! The biker gang attempts to overtake the automobile (leaping onto it and trying to force Bill out) and fight savagely until seven of them are killed, at which point the last surviving ganger flees back down the roadway (if there's a bike intact) or into the woods (which is densely grown enough that it qualifies as difficult terrain).

Note that if the final ganger gets away there are consequences for the operators' trip home (see pages 7–8). Fortunately their motorcycles are old school and can quickly be appropriated if the party find themselves undertaking a highway chase after a lingering enemy.

Rummaging through the dead biker's belongings, the PCs find some banged up (but functional) revolvers, a number of flasks of booze, and leather armor. Any operator that makes a DC 17 Search **check** finds that one of the corpses has some chrome (a pair of hydraulic springheels). A DC 14 Heal check successfully removes the bodytech, allowing for it to be re-installed on someone else. As it happens Bill knows an old retired veterinarian-turned-bodytech surgeon that lives out this way; if the armored van was significantly damaged (taking more than 50 points of damage) he strongly urges the party to go visit his friend anyway so he has time to make repairs to the vehicle.

"Doc" (who insists on only being called that and that alone) lives entirely off-thegrid, way out in the cut, in a miniscule patch of forest between hypercorporate farms. She's an old dwarven combat medic that took to animal care after being deemed unfit for service from injuries and has been a proponent of bodytech since its start. An old hand when it comes to surgery, Doc has a +13 skill bonus to the DC 18 Heal check to install the springheels in a PC. Thanks to some nanite recovery spray the technology can be fully integrated and working by morning. So long as the party is polite, she doesn't charge anything for the service (though if they are rude, it's a 500bt procedure whether or not it is successful).

Hydraulic Springheels

Price 8,000 gp per pair; **Slot** feet; **Weight** 8 lbs.; **Install DC** 18 These surprisingly non-invasive implants go into a creature's feet, integrating themselves into their 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 land speed by 5 ft. and gain a +10 circumstance bonus when making an Acrobatics or Athletics check to jump.

A creature with more than two feet must have a hydraulic springheel in each foot to receive any bonuses.



CHAPTER 2: CENTRALA

Whether or not the PCs stop to see Doc and fix the van or keep on driving to the Centralia Mines, the drastic change in the tone and breadth of the landscape is noticeable both day and night. Read the following when they approach the last known location of their target:

Several century-old signs pock the side of the road and though most of them are faded beyond legibility, you make out enough of it to recognize that this is Centralia and that visitors are not welcome here. That's fitting given that the place looks like a desolate wasteland—the densely packed trees thin out considerably here and trails of smoke rise up out of the very ground.

The operators' intel leads to an unobscured entrance to the mines and a **DC 13 Survival check** reveals that the surrounding area has been cleared only recently. A result of 20 or more recognizes that the clearing was done by a Large-sized, clawed creature within the last four days. Most of the mining tunnels are 15-20 feet wide and the specimen (a hyper-drake named Skrygrard) is indeed within; shortly before the operators' arrival, she managed to cave in the passages leading deeper into the complex and has been planning her next move since then.

CENTRALIA ENCOUNTERS

Abandoned by the federal government in the middle of the 20th century, the town of Centralia is truly a lawless place. Coal fires have burned beneath the ground for over a hundred years and only the insane or truly desperate still live within the region. The demicrisis turned the area into a haven for otherworldly creatures seeking refuge however, and those best suited for higher temperatures descended into the mines, truly beyond the reach of modern society.

d100	Creature	CR	Attitude
1–13	Medium fire elemental ^{B1}	3	indifferen
14–30	Medium magma elemental ³²	3	indifferen
31–40	(2) <u>hell hound</u> ^{B1}	4	unfriendly
41–70	Flame drake ⁵²	5	hostile
71–81	Large fire elemental ^{B1}	5	indifferen
82–90	Large magma elemental ^{B2}	5	indifferen
91–100	Salamander ^{B1}	6	unfriendly

Even the area outside the mine smells of burnt coal and its soot-covered confines are even worse. Everything within is coated in a fine black powder piled so high at certain points that it obscures the tracks once used for mining carts. Dozens if not hundreds of sets of foot, claw, and hoof prints run through the soot in all directions—trying to find your mystery target isn't going to be easy.

Still warm to the touch, the Centralia Mines are a haven for creatures fond of heat, fire and ash; every 3d10 minutes the PCs have a 25% chance to run into them. None of these creatures have ever met humanoids before and combat isn't the only possible outcome to these encounters; their initial dispositions are included in the table below (provided the party can communicate with the creature in question).

There are only two regular flame drakes: Skryrgrard's (rapidly grown) children, the reason she fled from the Forsyte Technologies© research facility. When encountered they attempt to lure the operators closer to their mother and sibling, leading to working the party into a flank. The hyper-drake hides in the far southeastern chamber on the map until the PCs have spent some time exploring the complex.

After being in the mine for half an hour the PCs are noticed by their quarry; for every ten minutes the operators spend in the Centralia Mine they receive an **Awareness check** (DC 30 –5 per previous check) to overhear Skrygrard stalking them. When the hyperdrake realizes she is discovered she unleashes one fireball breath to discourage the operators from engaging her, then telepathically commands them to flee. Any encounters with her afterward are aggressive to the extreme as Skrygrard fights to the death to defend her young—if either of her children is killed, she pursues the party outside regardless of the danger they pose. Otherwise the hyper-drake responds to any battle that breaks out with her children on the 2nd round of combat, blasting the area with flames and demanding the operators leave (the other sibling arrives at the end of the 5th round of combat).

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TRUSSES AND TUNNELS

Throughout the Centralia Mines are timbers implanted to hold up the tunnels when they were first excavated over a century and a half ago. The fire that raged in the complex for so long (how exactly it came to an end is at the GM's discretion and a hook for future plots!) didn't reach this section and the wood is intact, though blackened and brittle. Depending on how the operation is going, the PCs may have good reason to make a hasty retreat or cut off the escape of an enemy—a **DC 10 Knowledge (engineering) check** reveals that destroying a truss will do exactly that.

Trusses in the Centralia Mine have hardness 4 and only 10 hit points, and are always paired with one on each side of the tunnel. If one is destroyed, the tunnel will visibly shift, creating difficult terrain in all squares within a 15-ft. radius. If this area overlaps that of any other destroyed truss (such as if the trusses on both sides of a tunnel are destroyed), the entire area affected by both trusses immediately caves in. Creatures caught in the rockslide take 3d6 points of bludgeoning damage and are buried, unable to move until freed with a **DC 14 Strength check or DC 17 Escape Artist check**. A **DC 15 Reflex save** halves the damage and avoids being buried. The affected squares become impassable except to creatures with a burrow speed, earth glide, or other similar ability that allows movement through solid objects.

CHAPTER 3: DON'T MAKE ME TURN THIS CAR AROUND

When the PCs have achieved their objective (by incapacitating or killing Skrygrard) there's nothing left to be done but get back to Pittsburgh and get paid—but just like everything else in an operator's life, that's easier said than done.

First of all there's the matter of fitting everything into the van. With Bill in the driver's seat and one operator riding shotgun, the PCs and hyper-drake can fit in the back. If her offspring are dead they can be slung on either side of the vehicle with ropes (which Bill has plenty of—he says not to ask why) but only one living drake can be fitted onto the top of the armored van. He also has a large tarp, though it requires a **DC 20 Disguise check** to sufficiently conceal a creature as large as the drake bound to the outside of the vehicle (and even then, there is only one tarp), so the comingsand-goings of the PCs are likely to raise eyebrows (and may impact how profitable the operation ultimately is).



Depending on their path back, the party may also have more trouble to contend with.

Taking the direct route back to Pittsburgh is roughly a 6 hour trip but requires passing again through Giganot territory. Circumnavigating it guarantees no further Giganot trouble, but takes an additional 14 hours of driving.

If the party travels through Giganot territory they'll have to pass through the debris field once more. If one or more Giganot survived the initial encounter they'll have returned with reinforcements, attempting another similar ambush at the same spot. If none of the Giganotz escaped the ride will be bumpy, but safe.

If the party is bringing back live specimens they awaken 1d4 hours into the trip. Skrygrard's children react instinctively (exactly how is at the GM's discretion) the hyper-drake quietly heals herself using her hyper abilities before pleading with the party, begging to be let free. A DC 20 Bluff **check** convinces her that her ultimate destination isn't back at the lab, but otherwise she unleashes a fireball breath that hits the maximum number of operators (then tries to break her bonds, assuming she has been tied up).



Read the following when the operators get back to the Steel City:

The sun has already set as you near the Steel City and Pittsburgh lights up the twilight sky like a budding silver planting, its mega towers like pistils stretching upward towards the moon. Taking the outer expressway into 79, Bill quickly drives the armored van over to a huge swathe of nondescript warehouses, taking the exit marked "Strip District". After navigating the complex for a few minutes he pulls the vehicle into the opening doors of a ramshackle building, coming to a stop with a small sigh of relief.

The drop-off point is in Pittsburgh's Strip District, a swathe of largely nondescript warehouses. If the PCs have Skrygrard alive and she is awake when they arrive, the hyper-drake immediately realizes what is going on, makes one more impassioned plea to be let go, then attacks.

Ms. Grey's limousine pulls into the building 1d4+3 minutes after the party arrives, immediately followed by a military cargo truck and tough-looking security detail (a total of six heavily armed and armored professionals-a clearly superior force). Depending on what happened during the operation, the PCs may make more or less than the original payment.

In the event that Skrygrard is dead the operators need to make a DC 22 **Diplomacy check** to get paid anything at all (half what they would have received otherwise). Each PC may make a check but Ms. Grey doesn't tolerate it long enough for everyone to take a turn; how long exactly depends on the previous checks. The worse the failure, the more likely Ms. Grey and her armed retinue leave (and on a roll of natural 1, they leave immediately).

OPERATION PARAMETERS & PAYMENT

SKRYGRARD IS DEAD

DC 22 Diplomacy check for 5,000bt, none otherwise

SKRYGRARD IS ALIVE 10,000bt

A FLAME DRAKE IS ALIVE

2,000bt per flame drake

DEAD FLAME DRAKE 1,000bt per flame drake

PCS RODE INTO PITTSBURGH WITH A VISIBLE DRAKE (OR DRAKE

CORPSE) ON THE VEHICLE Total reward –50%; DC 25 Diplomacy check reduces to -25%

Operators that decide to aggressively push the issue of their compensation are likely not to do very well; make them really work for it with high-powered mercenaries and the full statitistics for a deadly Ms. Grey at the end of the combat index!

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<u>Vehicle index</u>

ARMORED VAN

DESCRIPTION Enormous land vehicle Squares 8 (10 ft. by 25 ft.; 15 feet high); Cost 10,000bt DEFENSE AC 5: 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 varies (Bill's are waiting to be re-installed) Attack ram 6d8 **CMB** +8: **CMD** 18 STATISTICS An armored van requires 5bt of fuel for every ten minutes of operation (30 for every hour of operation). Shooting at one of the vehicle's tires requires an attack against AC 18 (+ the operator's Vehicular Control bonus); armored van tires have hardness 5 and 10 hp. **Propulsion** alchemical (2 squares of diesel engines under the van's hood; hardness 8; hp 60) Driving Check Pilot DC 5 **Forward Facing** from the driver's seat (bulletproof glass, hardness 8, hp 20) **Driving Device** steering wheel and neural jack (+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 MOTORCYCLE Medium land vehicle

Squares 1 (5 ft. by 5 ft.; 4 feet high); **Cost** 4,000bt DEFENSE AC 10: Hardness 6 hp 50 (24) Base Save +1 OFFENSE Maximum Speed 75 ft.; Acceleration 30 ft. Attack ram 1d6 **CMB** +0: **CMD** 10 DESCRIPTION A motorcycle has one leading wheel connected to a steering column with handlebars. It's powered by an engine geared into a back drive wheel that propels the vehicle forward. A motorcycle requires 2bt of fuel for every ten minutes of operation (12 for every hour of operation). The vehicle is too small to grant cover-its driver is completely exposed while operating it, though they enjoy total visibility. Shooting at one of the vehicle's tires requires an attack against AC 18 (+ the operator's Vehicular Control bonus); motorcycle tires have hardness 2 and 7 hp. **Propulsion** alchemical ($\frac{1}{2}$ square of gasoline engine; hardness 4, hp 12) **Forward Facing** away from the back wheel **Driving Device** steering handlebars Driving Space immediately on the single seat Crew -**Passengers** — (one, but with a –5 penalty to Vehicular Control checks)



BILL "WHEELZ" DRYVAR CR 4-XP 1200

Male human fighter 1/rogue 2 [hs 2, savant 1] N Medium humanoid (human, hyper) Init +3; Awareness+7 DEFENSE

AC 17, touch 15, flat-footed 13 (+2 armor, +3 Dex, +1 dodge, +1 hyper) hp 38 (1d10+2d8+19); Hyper Bonus +1 Fort +5, Ref +6, Will +2 Defensive Abilities evasion, hyper mortality; DR 2/---OFFENSE

Speed 20 ft.

Melee mwk kukri +6/+1 (1d4+2, Crit 18–20/x2) Ranged combat pistol +6/+1 (2d6+1, Crit x4, Range 100 ft, misfire 1–2) Special Attacks hyper bonus +1, sneak attack +1d6



TACTICS

Before Combat Bill works extremely hard to avoid direct confrontation and takes the path of least resistance (literally in the case of driving) at the first opportunity. **During Combat** In addition to swearing like a drunken sailor every time someone damages "Bev" (his armored van), Bill drives as defensively as he can and only resorts to ramming into something when there is no other option. He leaves the fighting to his passengers and unless conditions are strongly in his favor (or he receives a great deal of additional compensation for endangering himself and his ride), drives toward safety.

Morale Bill flees as soon as possible so long as Bev is still running. Anyone who disables the vehicle earns his enmity and he furiously fights them to the death.

STATISTICS

Str 14, Dex 16, Con 14, Int 12, Wis 12, Cha 8

Base Atk +2; CMB +5; CMD 20

Feats Alertness^B, Dodge^B, Improved Unarmed Strike^B, Mobility, Point-Blank Shot, Precise Shot, Rapid Reload (combat pistol), Rapid Shot, Toughness; **Hyperfeats** Electronic Telepath (30 ft.)

Škills Athletics +7, Appraise +5, Awareness +7, Bluff +3, Disable Device +9, Intimidate +3, Knowledge (local) +5, Knowledge (technology) +7, Search +5, Sense Motive +9, Sleight of Hand +7, Stealth +7, Use Technology +7, Vehicular Control +10 (+12 with hyperjack) **Languages** Dwarven, English

SQ hyper attack 1, hyper mortality, rogue talent (bleeding attack), trapfinding **Gear** armored van, bulletproof vest (advanced masterwork chainmail, armor +2/DR 2), combat pistol (48 bullets), hyperjack

Bill is a secretive and swarthy driver with a penchant for beer as prominent and overbearing as his independent streak. A local from Pittsburgh and the son of a truck driver (who himself was the son of a truck driver), after his semi-truck had its contents pilfered beneath his notice Bill lost his job at Uplyft and without a dependable backup plan, quickly fell to crime. Investing every bytecoin he had into "Bev", his Fujitsaka Armored Transport Van, the swarthy drunk has become something of a local celebrity in the Steel City (whom is of course wanted by the police). The vehicle is in a constant state

of disrepair and after a particularly close call during a bank robbery in Altoona, he has always put as much of his resources as possible into maintaining its plating, structure, and engine. The garish patches and bloody smears on the worn leather vest of this lithe mutant draw little attention away from the unnatural greenish cast to its skin or the bulging tumors that play across its body.

GIGANOT BIKER CR 2—XP 600

Human commoner 1/warrior 2 [hs 1, abbernaut 1] N Medium humanoid (augmented) Init +3; Senses low-light vision, darkvision 60 ft.;

Awareness +1

DEFENSE

AC 17, touch 15, flat-footed 13 (+2 armor, +3 Dex, +1 dodge, +1 hyper) hp 23 (1d6+2d10+9); Hyper Bonus +1 Fort +8, Ref +3, Will +0

Weakness hyper flaw (disturbing)

OFFENSE

Speed 30 ft.

Melee club +4 (1d6+2) or dagger +4 (1d4+2, Crit 19–20/x2)

Ranged revolver +7 (1d8+2, Crit x4, Range 20 ft.) or dagger +7 (1d4+3, Crit 19–20/x2, Range 40 ft.) **Special Attacks** hyper bonus +1, hyper traits (+1 ranged attack/damage, double thrown weapon range) **Hyper Abilities** (CL 4th; concentration +6)

3/day—haste (self only)

TACTICS -----

Before Combat The Giganot Biker uses *haste*. **During Combat** The Giganot Biker accelerates, attempting to box the armored van in and taking revolver shots in the meanwhile.

Morale The Giganot Biker fights to the death or until they are the last of their group standing, in which case they flee.

<u>STATISTICS</u>

Str 12, Dex 16, Con 14, Int 10, Wis 9, Cha 8 Hyper Dexterity 1 (Dextrous Throw, **Dextrous Warrior**) Base Atk +2; CMB +3; CMD 17 Feats Alertness^B, Dodge^B, Great Fortitude, Improved Unarmed Strike^B, Power Attack, Skill Focus (Vehicular Control); Hyper Feats Hypered, Hyper Trait Skills Awareness +1, Climb +5, Intimidate +5, Sense Motive +1, Swim +5. Vehicular Control +5 Languages English Gear leather armor, club, dagger, gallon jug of ale, revolver, 42bt

A bloody, pitted longsword hangs out of the freakishly oversized hand of this mutant, gripped in a massive fist the same hue of unnatural yellow as the rest of its body. The thing's torso and shoulders are too large for anything but the leather vest it wears and few other pieces of clothing could feasibly be worn over so many tumors and cysts.

GIGANOT TOUGH CR 2-XP 600

Human commoner 1/warrior 2 [hs 1, abbernaut 1] N Medium humanoid (augmented) Init +1; Senses low-light vision, darkvision 60 ft.; Awareness +1

DEFENSE ----

AC 17, touch 13, flat-footed 15 (+2 armor, +1 Dex, +1 dodge, +1 hyper, +2 shield) hp 23 (1d6+2d10+9); Hyper Bonus +1 Fort +8, Ref +1, Will +0 Weaknesses hyper flaw (disturbing) OFFENSE

Speed 30 ft.; strong leap (+5 ft. vertical, +10 ft. horizontal)

Melee club +7 (1d6+5) or longsword +7 (1d8+5, Crit 19–20/x2)

Ranged revolver +4 (1d8+2, Crit x4, Range 20 ft.) or dagger +4 (1d4+2, Crit 19–20/x2)

Special Attacks blood rage (1 minute, +2 Str, +2 Con, –2 AC), hyper bonus +1, hyper trait (strong warrior +1 melee attack/damage)

Before Combat The Giganot Toughs damage themselves to trigger blood rage as soon as possible. **During Combat** The Giganot Toughs take shots at the tires of the armored van as their motorcycle approaches it, leaping onto the vehicle's roof at the first opportunity before focusing attacks on the driver (Bill).

Morale The Giganot Tough fights to the death or until they are the last of their group standing, in which case they flee.

STATISTICS Str 16, Dex 12, Con 14, Int 10, Wis 9, Cha 8 Hyper Strength 1

(Strong Leap, Strong Warrior) Base Atk +2; CMB +5; CMD 18

Feats Alertness^B. Dodge^B, Great Fortitude, Improved Bull Rush, Improved Unarmed Strike^B, Power Attack; Hyper Feats Hypered, Hyper Trait Skills Awareness +1. Climb +5, Handle Animal +4, Intimidate +5, Ride +4, Sense Motive +1, Swim +5 Languages English Gear leather armor, club, longsword, old revolver, 50bt

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This sleek creature appears to be a dragon, but has only two legs and what more, a curious dark glow emanates from its eyes.

SKRYGRARD THE HYPER-DRAKE CR 7—XP 3.200 CE Large dragon (fire) [hs 2, parallel 1] Init +6; Senses darkvision 60 ft., low-light vision, scent; Awareness +10 DEFENSE ⁻ AC 21, touch 13, flat-footed 18 (+2 Dex, +1 dodge, +1 hyper, +8 natural, -1 size) hp 62 (6d12+18+5); Hyper Bonus +1 Fort +9, Ref +8, Will +7 **Immune** fire, paralysis, sleep Weakness vulnerability to cold OFFENSE Speed 20 ft., fly 60 ft. (average) Melee bite +11/+6 (2d6+6 plus 1d6 fire; 2nd attack half damage), tail slap +6 (1d8+3) Space 10 ft.; Reach 10 ft. Special Attacks fireball breath (range 180 ft., 20-ft.-radius spread, 5d6+1 fire damage, Reflex DC 16 for half damage, usable once every 1d6 rounds), hyper bonus +1 Parallel Spell-Like Abilities (CL 6th; concentration +11) 5/day—cure light wounds, magic missile, invisibility TACTICS Before Combat Skryrgrard hides and dissuades anyone from approaching her. During Combat Skryrgrard uses fireball breath as often as possible and when she loses the tactical advantage she uses *invisibility* to retreat before unleashing another fireball breath or magic missile. Morale Skrygrard starts to back down when reduced to 30 hp or less and outright flees when at 10 hp or below. **STATISTICS** Str 21, Dex 14, Con 16, Int 9, Wis 12, Cha 10 Base Atk +6; CMB +13; CMD 26 Feats Alertness^B, Dodge^B, Flyby Attack, Improved Initiative, Improved Natural Weapon (tail slap)^B Power Attack; Hyper Feat Telepath Skills Awareness +12, Fly +9, Intimidate +9, Sense Motive +3, Stealth +7, Survival +10 Languages Draconic; telepathy 40 ft. SQ speed surge (swift action 3/day, gain extra move action) The hyper-drake Skrygrard unexpectedly found herself on Earth after flying through a particularly bad storm on the tempestuous world of Graxadra. It wasn't long before her

presence was detected by scientists working for Forsyte Technologies© however and a sec-ops team was guickly

test subject for immoral experimentation, she seeks nothing more than the freedom to fly the skies once more and to raise her children (such as they

dispatched to capture her. Living the past decade in captivity as a

are) without fear for their safety.

MS. GREY

CR 16—XP 76,800

Bodytech [3] kuwa oni expert 1/rogue 11 LN Medium outsider (human, native, oni, shapechanger) Init +5; Senses darkvision 60 ft., low-light vision; Awareness +20 DEFENSE

AC 28, bullet 24, touch 22, flat-footed 23 (+5 armor, +2 deflect, +5 Dex, +5 hyper, +1 natural) hp 200 (12d8+5d10+68+51) regeneration 5 (acid or fire); Hyper Bonus +3 Fort +14, Ref +16, Will +18

Defensive Abilities improved evasion, improved uncanny dodge; **DR** 7/— (5/hyper); **SR** 27

OFFENSE

Speed 40 ft.

Melee 2 claws +22 (1d6+9) or [+1] +1 keen molecular whip +24/+19/+15 (1d10+11, Crit 15–20/x3) **Ranged** combat pistol +25/+20/+15 (2d6+5, Crit x4, Range 100 ft.) or optical laser +25/+20/+15 touch

(2d6+5 fire, Range 40 ft.)

Special Attacks optical blast (30-ft.-line, 4d6+5 fire, Reflex DC 22), sneak attack +6d6

Spell-Like Abilities (CL 5th; concentration +12)

3/day—darkness, fly

1/day—charm person (DC 18), deep slumber (DC 20), invisibility (self only)

Combat Ms. Grey exacts a quick revenge with a critical hit or drops back and provide support to zir henchmen.

Morale Ms. Grey flees at the first ideal opportunity or at any cost once reduced to 50 hp or less.

STATISTICS

Str 22, Dex 20, Con 18, Int 24, Wis 23, Cha 24 Base Atk +13; CMB +22; CMD 41

Feats Amateur Investigator, Cleave, Combat Reflexes, Cosmopolitan, Dimensional Agility, Exotic Weapon Proficiency (whip), Magical Aptitude, Power Attack, Skill Focus (Bluff), Voice Of The Sibyl **Skills** Acrobatics +5 (+9 to jump), Appraise +20, Athletics +6, Awareness +20, Bluff +26, Craft (mechanical) +16, Diplomacy +20, Disguise +15, Escape Artist +15, Fly +11, Intimidate +20, Knowledge (arcana, engineering, history, local, nobility, planes, religion, technology) +20, Linguistics +20, Perform (oratory) +20, Search +20, Sense Motive +20, Spellcraft +20, Stealth +12, Use Magic Device +31, Use Technology +20, Vehicular Control +4 Languages Abyssal, Aklo, Arabic, Aztec, Celestial, Draconic, Dwarven, Elven, English, Hindi, Incan, Infernal, Japanese, Latin, Mandarin, Mayan, Nepalese, Spanish, Sylvan, Thieves' Kant **SQ** change shape (any human; *alter self*), inspiration 7/day, rogue talents (bleeding attack, combat trick, fast stealth, stand up, improved evasion), trap sense +3, trapfinding **Combat Gear** [dust of disappearance], [potion of negate aroma],

[potion of pass without trace]; Other Gear [+1] +1 keen

collapsible molecular whip, +3 premium executive jacket ([+1 invulnerability] breastplate; +5 armor, DR 7/—), headband of mental superiority +2, ring of protection +2, traveler's any-tool, bodytech limbs mark II (2; combined: cosmetic, hyper materials 2, +2 Str, +1 Dex, +2 Con), hyperjack, optical laser (17 charges), targeting matrix, 5,000bt

For Ms. Grey's half dozen guards use the statistics for LUCRUM operatives from the *Hypercorps 2099* core rulebook or use the statistics for <u>Cautious Archers</u> (CN Medium elf fighter 5) from the *Pathfinder Roleplaying Game: NPC Codex* but equipped with a hyperjack, targeting matrix, and LUCRUM rifle (**Ranged** LUCRUM rifle +12/+12 or +8/+8/+8, 2d10+7, Crit x4, Range 120 ft.).





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MINES OF CENTRALIA SFEET

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Hypercorps Freesen

Sam Jones was utterly disinterested in scholastic pursuits and quickly flunked out of school, living on the streets not long after and finding that the only joy in his life came from fighting. Working his way up betting pits, he managed to score a gig as a low-rent murderball player in Toronto and managed to keep it for a few months. While playing a seasonal match against the LA Destroyers he reached a breaking point, however, and Sam's adrenal gland kicked in hardcore; in a matter of moments he not only permanently paralyzed several members of the opposing team, but killed one of his teammates as well. The unprecedented occurrence (both his transformation and the death of a player on the same team) triggered an impulse for flight as the incident garnered more and more investigation, and "Cripple Beast" (as the media calls him) has clandestinely traveled to Pittsburgh to stay off the radar (and make some scratch on the side).

민리키키 \Box Male human brawler 4 [hs 3, meganaut 1] CN Medium humanoid (human) Init +5: Senses Awareness +7; Hero Points 1 DEFENSE AC 20, touch 16, flat-footed 16 (+4 armor, +1 deflection, +2 Dex, +2 dodge, +1 hyper) hp 56 (4d10+24+6); Hyper Bonus +1 Fort +10, Ref +7, Will +2 DR 4/—; Resist cold 8, fire 8 OFFENSE⁻ **Speed** 30 ft. (jump 5 ft. vertical, 10 ft. horizontal) Melee unarmed +11/+6 or +9/+9/+4 (1d8+7) or crowbar +11/+6 (1d6+7) Ranged combat pistol +7/+2 (2d6+1, Crit x4, Range 100 ft., Misfire 1) Special Attacks hyper bonus +1, knockout 1/day (DC 18), martial flexibility 5/day STATISTICS T Str 23, Dex 14, Con 20, Int 8, Wis 10, Cha 12, Luck 16, Rep 17 *Hyper Strength* 1 (Strong Leap), *Hyper Constitution* 2 (Hyper Resistant.

Hyper Tough)

Base Atk +4; CMB +10 (+13 disarm); CMD 26 (29 vs. disarm)

Feats Alertness^B, Combat Expertise^B, Dodge^B, Improved Disarm, Improved Unarmed Strike^B, Mobility^B, Spring Attack; **Hyper Feats** Hypered (Constitution), Hyper Trait (Hyper Tough) **Skills** Acrobatics +9, Athletics +10, Awareness +7, Intimidate +8, Sense Motive +6, Stealth +6 **Languages** English

SQ brawler's cunning, brawler's flurry (Two-Weapon Fighting), hyper attack 1, hyper initiative, hyper mortality, maneuver training 1 (disarm), martial **training, unarmed strike Combat Gear** *potions of cure light wounds* (3); **Other Gear** *ring of protection +1*, chain shirt, combat pistol (2 clips [24 bullets]), crowbar ("cripple stick")



HYPERCORPS PRESEN

Jasmine Madrius tried to live inside of the system—after several scholarship for gymnastics, technical design, and voluntary service to Yale Incorporated, she was paying back her loans a month at time while supporting a family of five. It was horrible luck that her wife and children were visiting on the day that a team of operators broke into her office, holding a visiting Peretta Arms hyperexec hostage. The sec-ops teams that came in laid waste to anyone not registered with her company—including her family. Scarred both physically and mentally, Jasmine no wages a one-woman war against the hypercorporations that tore her life away from her (Peretta Arms especially) under the guise of Improv.

DASMINE MADRIUS,

Female human monk 4 [hs 3, savant 1] LN Medium humanoid

Init +8; Senses darkvision 60 ft.; Awareness +12; Hero Points 1

____ DEFENSE __

AC 21, touch 21, flat-footed 15 (+5 Dex, +1 dodge, +1 hyper,)+1 monk,

+1 shield, +2 Wis)

hp 40 (4d8+8+11); Hyper Bonus +1

Fort +6, Ref +10, Will +7; +2 vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee unarmed +9/+4 or +8/+8/+3 (1d8+3) or molecular whip +10/+5 touch* (1d10+3, Crit 18–20/x3) **Ranged** combat pistol +9/+4 (2d6+1, Crit x4, Range 100 ft., Misfire 1)

Special Attacks flurry of blows, hyper bonus +1, stunning fist 4/day (DC 15)

Spell-Like Abilities (CL 7th; concentration +9)

1/day—any spell of 3rd level or lower

STATISTICS -

Str 14, Dex 20, Con 12, Int 15, Wis 14, Cha 8, Luck 16, Rep 15

Base Atk +3; CMB +6 (+8 grapple); CMD 25 (27 vs. grapple)

Feats Alertness^B, Combat Expertise^B, Deflect Arrows^B, Dodge^B, Exotic Weapon Proficiency (monowire whip)^B, Improved Grapple, Improved Unarmed Strike^B, Snapping Turtle Style, Snapping Turtle Clutch^B, Weapon Finesse^B; **Hyper Feats** Bodytech (enhanced nerves [Dex +2]), Gadgeteer (lucky science) **Skills** Acrobatics +12, Athletics +6, Awareness +12, Craft (tech) +9, Intimidate +7, Search +8, Sense Motive +8, Stealth +13, Use Technology +10

Languages English, Russian, Undercommon

SQ fast movement, hyper attack 1, hyper initiative, hyper mortality, ki pool (5 points, magic), maneuver training, slow fall 20 ft., still mind

Combat Gear *potions of cure moderate wounds* (2), *potion of featherfall, potion of invisibility, potion of spider climb*, **Other Gear** combat pistol (3 clips, 12 shots each), monowire, nightvision goggles **Molecular Whip:** A molecular whip operates as a whip, with the following changes: a molecular whip deals 1d10 slashing damage (Medium-sized) with a critical range of 18–20/x3 and cannot deal nonlethal damage. If the wielder is proficient with a whip, the first attack they make in a turn against a target is made against the target's touch AC (subsequent attacks against the same target that turn use the target's normal AC).

On an attack roll of a natural 1, a wielder of a molecular whip may accidentally hit themselves, making a second attack roll that targets the wielder's AC. Upon successfully hitting themselves, there is a 25% chance the wielder cuts off a finger, ear, or other part of their body (at the GM's discretion, though this should rarely involve losing an entire limb). A molecular whip wielder cannot critically hit themselves, and instead add +15% to the chance that they suffer dismemberment should they confirm a self-inflicted critical threat.

When a molecular whip deals massive damage (in excess of 50 hit points or more) it is considered to have the *vorpal* weapon property as an extraordinary effect. Molecular whips deal double damage against structures and unattended objects.



Harvey Lovecraft always knew his position as a security guard was, well, secure. With enough shares to qualify for the board of trustees in Ventell Incorporated (a firm specializing in holding assets for hypercorporations at low cost) there was no chance that the simple nightstick job was going to get replaced by a robot, which was how he liked it—nothing lasts forever though and eventually Harvey's luck got the better of him. One night on the beat he ran into some operators, causing them to botch their job and release a bioweapon that killed nearly everyone within a mile radius. Only Harvey survived, transformed into a freakish monster and denied the life of relative leisure he once knew. Now he wanders the subterranean underworld of Pittsburgh in search of meaning and purpose (often butting heads with hypercorporations, still blaming them for his misfortune). 위리학씨들인 (COM)들다당신)를 ור raispunding Male half-orc barbarian 4 [hs 3, abbernaut 1] N Large humanoid (half-orc) Init +4; Senses darkvision 60 ft., low-light vision; Awareness +10; Hero Points 1 DEFENSE AC 19, touch 13, flat-footed 17 (+6 armor, +1 deflection, +1 Dex, +1 dodge, +1 hyper, -1 size hp 60 (4d12+23+6): Hyper Bonus +1 Fort +8, Ref +3, Will +3 Defensive Abilities orc ferocity, uncanny dodge; DR 2/ Weaknesses unnatural hyper flaw OFFENSE⁻ Speed 40 ft. **Melee** tentacles +11/+6 (1d6+8) Ranged strong hurl +5 touch (1d8 per 100 pounds+10 or 4d8 per 100 pounds+15, Range 30 ft.) Space 10 ft.; Reach 10 ft. Special Attacks hyper bonus +1, rage 13/day, strong hurl STATISTICS -Str 23, Dex 13, Con 16, Int 10, Wis 12, Cha 8, Luck 16, Rep 15 *Hyper Constitution* 1 (Hyper Tough), *Hyper Strength* 1 (Strong Hurl) Base Atk +4: CMB +11: CMD 25 Feats Alertness^B, Dodge^B, Improved Unarmed Strike^B, Power Attack, Toughness; Hyper Feats A Bit Aberrant (Large-sized), Hypered, Hyper Trait Skills Athletics +13, Awareness +10, Intimidate +10, Sense Motive +3, Stealth +4; Racial Modifiers +2 Intimidate Languages English **SQ** fast movement, hyper attack 1, hyper initiative, hyper mortality, rage powers (knockback, no escape), trap sense +1 [heavy load 1,200 pounds] Combat Gear potions of cure light wounds (3); Other Gear amulet of mighty fists +1, ring of protec*tion +1*. chainmail **Unnatural:** Nightmare Fist is obviously different from regular folk and beasts of the world. This hyper flaw causes all non-hyper creatures to treat him two steps more negatively than normal.

RCORPS



STATISTICS

Str 10, Dex 16, Con 13, Int 16, Wis 8, Cha 15, Luck 16, Rep 18

Base Atk +3; CMB +3; CMD 18

Feats Alertness^B, Brew Potion^B, Dodge^B, Improved Unarmed Strike^B, Point-Blank Shot, Rapid Shot, Skill Focus (Acrobatics)^B, Throw Anything^B; **Hyper Feats** Hyper Peripheral, Powerful Talent (shift) **Skills** Acrobatics +10, Awareness +8, Bluff +6, Craft (alchemy) +12, Diplomacy +4 Disable Device +7, Profession (lawyer) +3, Search +8, Sense Motive +3, Stealth +7, Survival +3, Use Magic Device +6, Use Technology +8; **Racial Modifiers** +2 Awareness

Languages Chinese, Elven, English, Japanese, Russian; telepathy 60 ft.

SQ alchemy (alchemy crafting +3, identify potions), hyper attack 1, hyper initiative, hyper mortality, mutagen (+4/–2, +2 natural, 30 minutes), discovery (infusion, precise bombs), poison use, swift alchemy

Combat Gear *potions of cure light wounds* (3); **Other Gear** *handy haversack*, advanced disruption fedora [*hat of disguise*, obscure only], bulletproof vest (advanced masterwork chainmail, armor +2/ DR 2), combat pistol (4 clips [12 bullets each]), mwk dagger

Character Notes

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

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

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

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

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

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

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

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

HUPER MORTALITU

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



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

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

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

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