

HYPERCORPS

2014

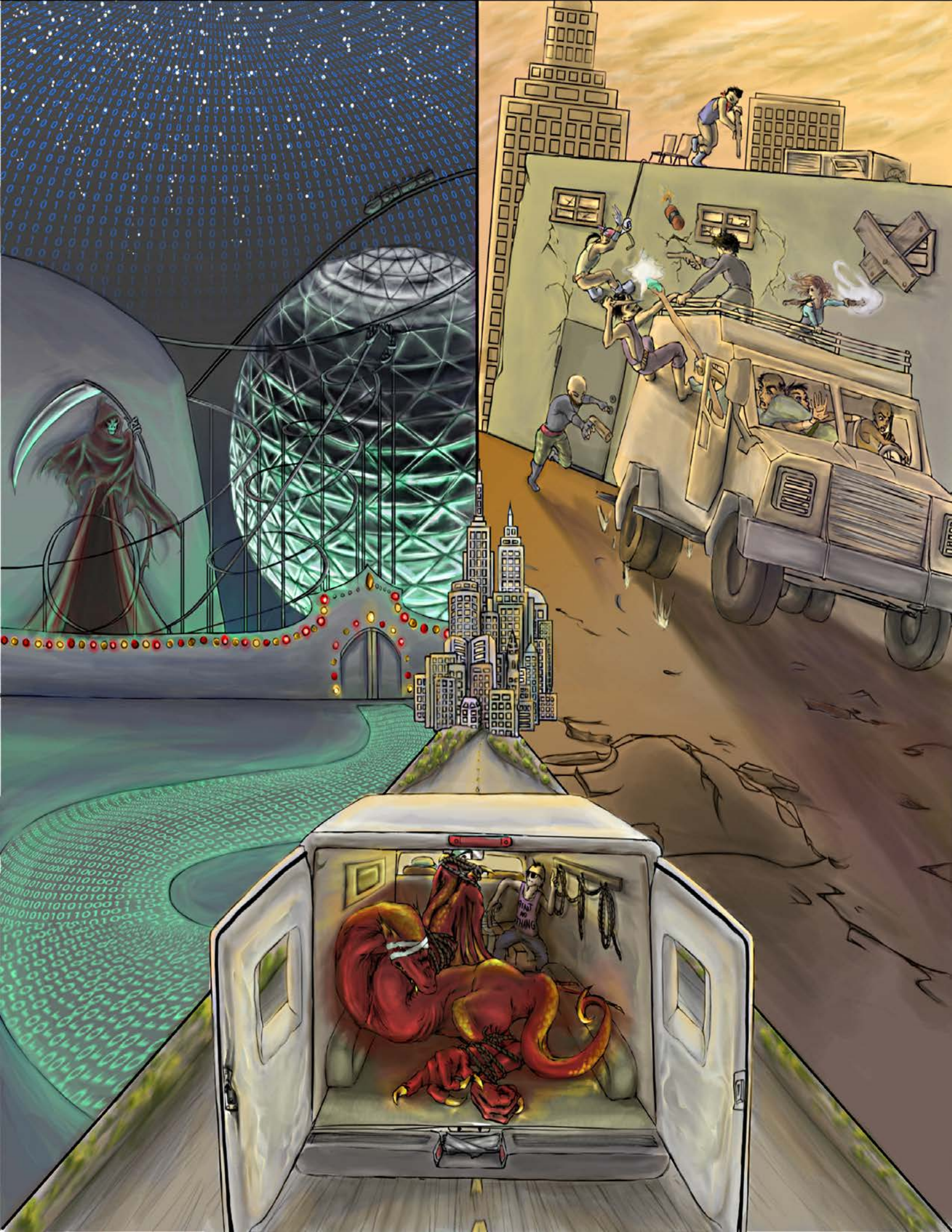
SPECIMENS IN CENTRALIA

A FIFTH EDITION COMPATIBLE
ADVENTURE FOR 3-4 PCs OF
3RD-4TH LEVEL (HYPERSCORE 3).

(PREGENS INSIDE)

MIKE MYLER





HYPERCORPS

2099

SPECIMENS IN CENTRALIA

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

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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.

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" Dryvar—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 alpenes 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 12 Intelligence (Investigation) check** finds that one of the corpses has some chrome (a pair of hydraulic springheels). A **DC 12 Wisdom (Medicine) 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-the-grid, 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 +7 bonus to the **DC 13 Wisdom (Medicine) 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 5,000bt per pair per mark

These implants go into a creature's feet, integrating into the heels. Biosteel nanites quickly fix to bone, muscles, and tendons, supporting a miniature hydraulic cylinder that rapidly extends outward for faster movement and enhanced jumps. Creatures with hydraulic springheels increase their base speed by +5 ft. per mark, and gain a leap speed of +5 ft. vertical per mark and +10 ft. horizontal per mark. A creature with more than two feet must have a hydraulic springheel in each foot to receive any bonuses.



CHAPTER 2: CENTRALIA

FLAMING DEATHTRAP SINCE 1962

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 10 Wisdom (Survival) check** reveals that the surrounding area has been cleared only recently. A result of 15 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.

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: Skrygrard'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 a **Wisdom (Perception) check (DC 22 – 4 per previous check)** to overhear Skrygrard stalking them. When the hyper-drake 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).

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
1–19	2d4 Magma Mephits
21–45	1d6 Magmin
46–60	1d4 Hell Hounds
61–79	1d2 Salamanders
81–100	1d2 Fire Elementals

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 Intelligence check** reveals that destroying a truss will do exactly that.

Trusses in the Centralia Mine have AC 12 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 12 Strength check** or **DC 15 Dexterity check**. A **DC 13 Dexterity saving throw** 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 15 Intelligence 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 comings-and-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 16 Charisma (Deception) 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).

GETTING PAID

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 18 Charisma (Persuasion) 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 16 Charisma (Persuasion) check for 5,000bt, none otherwise

SKRYGRARD IS ALIVE

10,000bt

A FLAME DRAKE IS ALIVE

2,000bt per flame drake

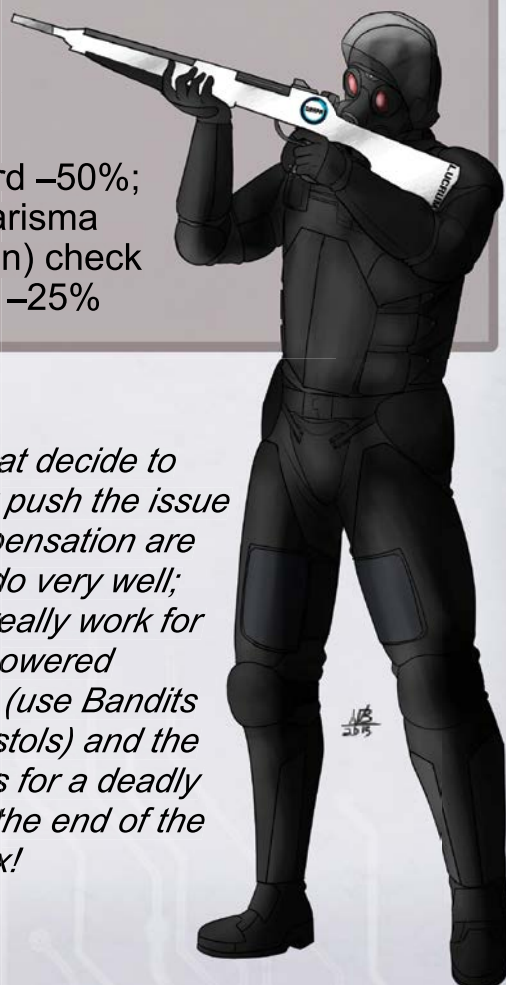
DEAD FLAME DRAKE

1,000bt per flame drake

PCS RODE INTO PITTSBURGH WITH A VISIBLE DRAKE (OR DRAKE CORPSE) ON THE VEHICLE

Total reward -50%;
DC 20 Charisma (Persuasion) 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 (use Bandits with razor pistols) and the full statistics for a deadly Ms. Grey at the end of the combat index!



VEHICLES

ARMORED VAN

Cost 13,000bt; Speed 160 mph

Passengers 7; Cargo (tons) 6

AC 15; hp 300; Damage Threshold 20

MOTORCYCLE

Cost 2,000bt; Speed 400 mph

Passengers 1; Cargo (tons) —

AC 20; hp 50; Damage Threshold 5



When used in regular combat (as opposed to a chase sequence or other scenario), a vehicle increases its user's base speed by 1/10th its speed value.

COMBAT INDEX

BILL "WHEELZ" DRYVAR

Medium humanoid (dwarf), neutral

Armor Class 17 (3 studded leather)

Hit Points 42 (5d8+20)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	17 (+4)	13 (+1)	14 (+2)	12 (+1)

Saving Throws Dex +7, Int +4

Skills Deception +4, Insight +5, Perception +5, Stealth +7

Tools Land Vehicle +12, Mechanic's Kit +4, Thieves' Tools +7

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 15

Languages Dwarven, English

Challenge 5 (1,800 XP)

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

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

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

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

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

Sneak Attack 3d6. Once per turn, Bill can deal an extra 3d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or a ranged weapon. Bill doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Stonemasonry. Whenever Bill makes an Intelligence (History) check related to the origin of stonework, he is considered proficient in the History skill and adds +6 to the check (instead of his normal proficiency bonus).

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

Uncanny Dodge. When an attacker that Bill can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

ACTIONS

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) piercing damage.

Razor Pistol. *Ranged Weapon Attack:* +7 to hit, range (30/120), one target. *Hit:* 13 (2d8+4) piercing and slashing damage. [autofire, bleeder, bullet spray, hyperlink, reload (10 shots)]

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

Bleeder. A bleeder weapon deals an additional point of bleed damage on a critical hit. Creatures that have taken bleed damage continue to take that damage at the start of their turn until it is healed by magic or a DC 15 Wisdom (Medicine) check. Creatures that do not have a natural armor bonus or protective gloves take 1 point of slashing damage when handling this weapon's ammunition.

Bullet Spray. Bullet spraying weapons can expend five times as much ammunition as normal to spray a 5-foot-cube area within its first range increment as an action. Creatures in the area of effect that fail a Dexterity saving throw (DC equal to the wielder's attack roll) take the weapon's normal damage. By expending 10 times as much ammunition as normal, the wielder can increase the area to a 10-foot-cube.

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

Medium monstrosity, Neutral

Armor Class 17 (1 hyper, 3 natural)

Hit Points 22 (4d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	10 (+0)	9 (-1)	8 (-1)

Saving Throws Dex +6, Con +4

Skills Acrobatics +5, Intimidation +1, Perception +1

Tools Land Vehicles +5

Condition Immunity poisoned

Senses darkvision 60 ft., passive Perception 11

Languages English

Challenge 2 (450 XP)

Dexterous Strikes. The giganot biker can spend a bonus action to add a +2 bonus to ranged attack rolls that lasts until the beginning of its next turn.

Dexterous Warrior. The giganot biker increases its ranged weapon damage by 2.

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

Unnatural. The giganot biker is at disadvantage on all non-Intimidation Charisma checks.

ACTIONS

Club. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 4 (1d4+2) bludgeoning damage.

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

Beatup Revolver. Ranged Weapon Attack: +8 to hit, range (30/150), one target. **Hit:** 13 (2d6+6) piercing and slashing damage.

[**Qualities** reload (8 shots)]

Giganot bikers and giganot toughs are part of a roving gang that ekes out a harsh living in the super-growth forests outside of Pittsburgh and Philadelphia. All of their members have been exposed to high levels of radiation as part of their induction, mutating them into monstrous freaks.

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

Medium monstrosity, Neutral

Armor Class 15 (1 hyper, 3 natural)

Hit Points 30 (4d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	10 (+0)	9 (-1)	8 (-1)

Saving Throws Str +6, Con +5

Skills Athletics +6, Intimidation +1

Condition Immunity poisoned

Senses darkvision 60 ft., passive Perception 9

Languages English

Challenge 2 (450 XP)

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

Strong Warrior. The giganot tough gains a +2 bonus to damage rolls with melee weapons.

Superior Leaping. The giganot tough triples the distance of any jumps it makes.

Unnatural. The giganot tough is at disadvantage on all non-Intimidation Charisma checks.

ACTIONS

Club. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 10 (1d6+7) bludgeoning damage.

Longsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 11 (1d8+7) slashing damage or 12 (1d10+7) slashing damage if wielded in two hands..

Beatup Revolver. Ranged Weapon Attack: +4 to hit, range (30/150), one target. **Hit:** 9 (2d6+2) piercing and slashing damage. [**Qualities** reload (8 shots)]



Stalking forward on two massive legs, fearsome flames spill from the jaws of this dragon-like creature's mouth.

FLAME DRAKE

Large dragon, chaotic evil

Armor Class 17 (4 natural)

Hit Points 75 (10d10+20)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	15 (+2)	9 (−1)	12 (+1)	10 (+0)

Saving Throws Con +4, Wis +3

Skills Perception +3, Stealth +5, Survival +3

Damage Immunities fire

Damage Vulnerabilities cold

Senses darkvision 60 ft., passive Perception 13

Languages Draconic

Challenge 4 (1,100 XP)

Fireball Breath (5-6). As an action, a flame drake can breathe a ball of flame that explodes like a fireball. This attack has a range of 180 feet and deals 17 (5d6) points of fire damage to all creatures within a 20-foot-radius. A DC 14 Dexterity saving throw halves this damage.

Speed Surge. A flame drake can take a bonus action to use the Dash or Disengage action.

ACTIONS

Multiattack. Each turn a flame drake makes one bite attack and one tail slap attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8+4) bludgeoning and piercing damage.

Tail Slap. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage.

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 (HYPER-DRAKE)

Large dragon, chaotic evil

Armor Class 19 (1 hyper, 4 natural)

Hit Points 136 (16d10+48)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	17 (+3)	14 (+2)	15 (+2)	13 (+1)

Saving Throws Con +6, Wis +5

Skills Perception +5, Stealth +7, Survival +5

Damage Immunities fire

Damage Vulnerabilities cold

Senses darkvision 60 ft., passive Perception 15

Languages Draconic, English; telepathy 50 ft.

Challenge 6 (2,300 XP)

Fireball Breath (5-6). As an action, Skrygrard can breathe a ball of flame that explodes like a fireball. This attack has a range of 180 feet and deals 17 (5d6) points of fire damage to all creatures within a 20-foot-radius. A DC 16 Dexterity saving throw halves this damage.

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

Speed Surge. Skrygrard can take a bonus action to use the Dash or Disengage action.

Spell Abilities. Skrygrard can cast *cure wounds*, *invisibility*, and *magic missile* with only the need for one component per spell, using Strength as her spellcasting attribute. After casting each of these spells three times, Skrygrard requires a long rest before she is able to cast them again.

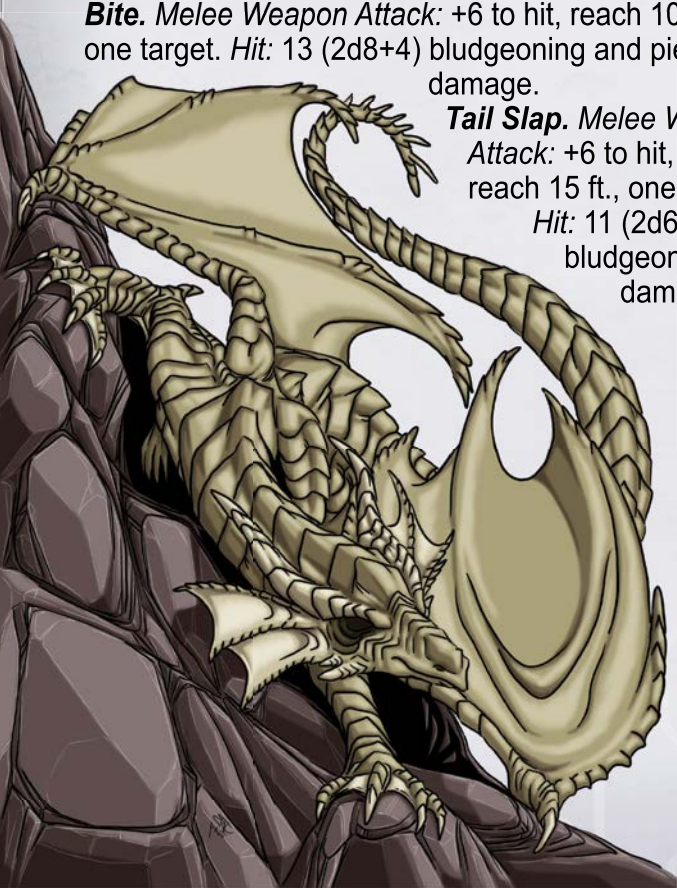
ACTIONS

Multiattack. Each turn Skrygrard makes one bite attack and one tail slap attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d8+6) bludgeoning and piercing damage.

Tail Slap. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 13 (2d6+6) bludgeoning damage.

Skrygrard has no interest in a fight and only wants to be left to raise her children in peace. She is cunning though and knows her environment well, using the passages of the mine to their utmost capacity. If engaging enemies in tandem with her offspring, Skrygrard works her foes into a flank and leaves them no opportunity but escape or surrender.



Ms. Grey | Mr. Gray

Medium monstrosity, lawful neutral

Armor Class 18 (4 natural)

Hit Points 204 (24d8+96)

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

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

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

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 25

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

Challenge 15 (13,000 XP)

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

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

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

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

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

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

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

ACTIONS

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

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

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

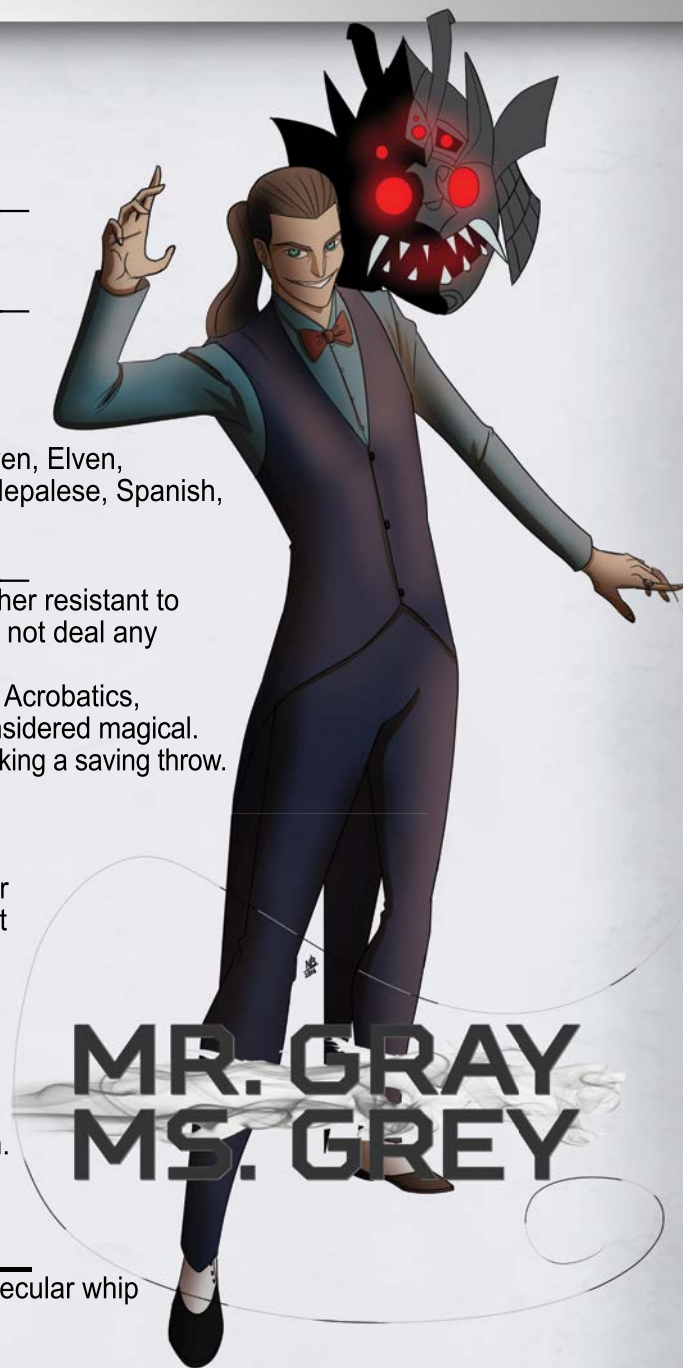
Optical Blast. Ranged Weapon Attack: +9 to hit, range (400/800), one target. *Hit:* 18 (4d6+4) radiant damage.

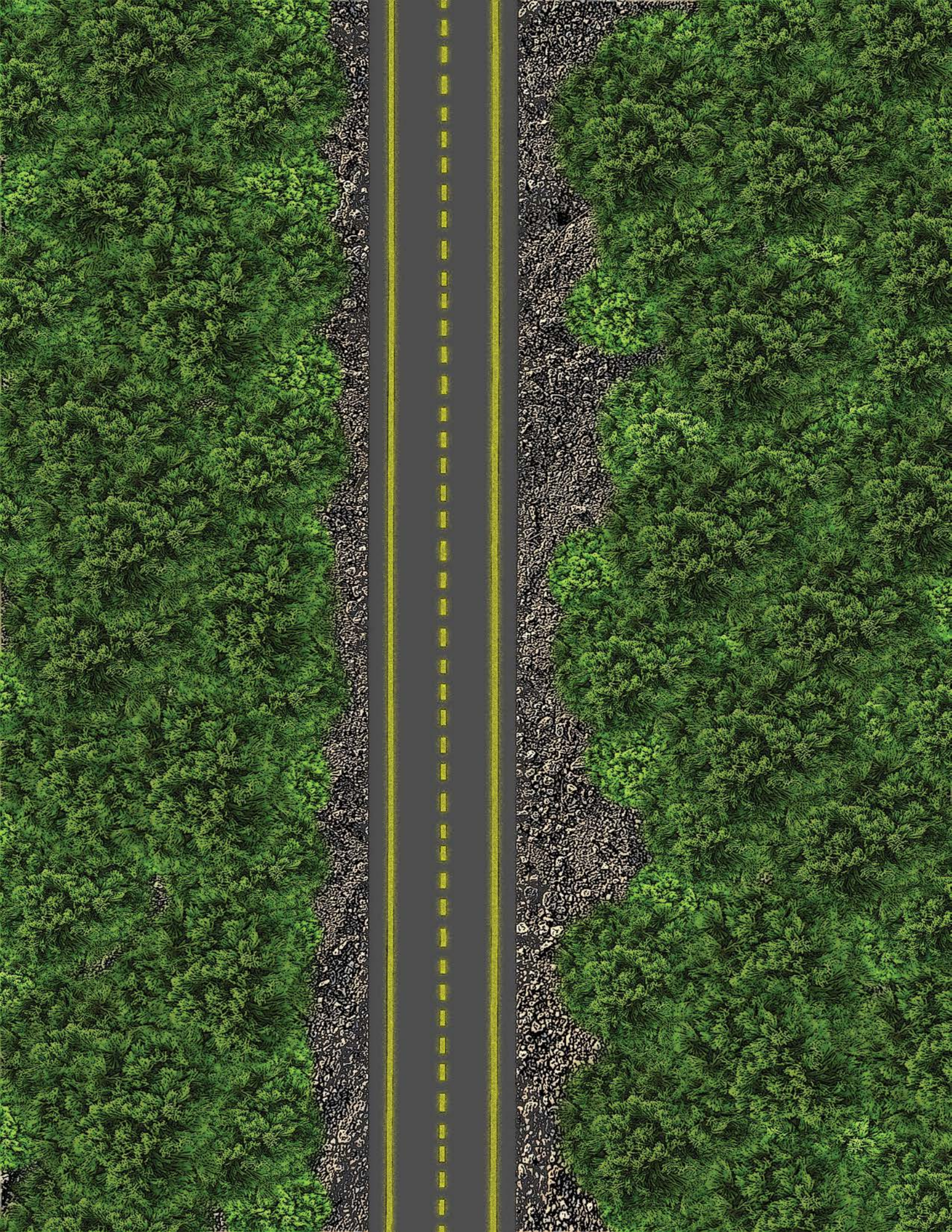
REACTIONS

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

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

One of the primary functions of the Yakuza is to mediate less than legal enterprises between hypercorporations and operators, and though they have countless different negotiators and functionaries apt to the task, they commonly make use of oni instead. Xiqzoxix ("ecks-EEK-zocks-icks") is one of the more exceptional supernatural Mr. Gray/Ms. Grey's (depending upon whom ze is meeting that day) employed by the Neo York branch, a trusted intermediary for even the most unpredictable assets. Rumored to have walked the Earth since Japan's Edo Period (and the birth of ze's employing organization), Xiqzoxix has parlayed with shoguns, negotiated with CEOs, stared the world's deadliest operators in the face, and slaughtered legions of samurai, all with a calm, cool facade that entraps zir foes with perceived weakness.





5 FEET



BADLANDS ROADWAY





MINES OF CENTRALIA

5 FEET



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).

SAM "CRIPPLE BEAST" JONES

Human barbarian 4 (hyper score 3, meganaut 1)

Medium humanoid, Chaotic Neutral

Armor Class 17 (1 hyper)

Hit Points 62 (4d12+1d10+25)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	Luck	Rep
20 (+5)	14 (+2)	19 (+4)	8 (-1)	10 (+0)	12 (+1)	20 (+5)	21 (+5)

Saving Throws Str +8, Con +7

Skills Athletics +7, Intimidation +3, Perception +2, Survival +2

Senses darkvision 60 ft., passive Perception 12

Languages English

Danger Sense. Cripple Beast has advantage on Dexterity saving throws against effects that he can see so long as he is not blinded, deafened, or incapacitated.

Frenzy. Cripple Beast can go into a frenzy when he rages. If he does so, for the duration of his rage he can make a single melee weapon attack as a bonus action on each of his turns after this one. When his rage ends, he suffers one level of exhaustion.

Hero Points. Cripple Beast has 2 hero points.

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

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

Hyper Initiative. Cripple Beast has advantage on initiative checks.

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

Rage. On his turn, Cripple Beast can enter a rage as a bonus action. While raging, he gain the following benefits if he isn't wearing heavy armor:

- Cripple Beast has advantage on Strength checks and Strength saving throws.
- When Cripple Beast makes a melee weapon attack using Strength, he gains a +2 bonus to the damage roll.
- Cripple Beast has resistance to bludgeoning, piercing, and slashing damage.

Cripple Beast's rage lasts for 1 minute. It ends early if he is knocked unconscious or if his turn ends and he hasn't attacked a hostile creature since his last turn or taken damage since then. He can also end his rage on his turn as a bonus action. Once Cripple Beast has raged three times, he must finish a long rest before he can rage again.

Reckless Attack. When Cripple Beast makes his first attack on his turn, he can decide to attack recklessly. Doing so gives him advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against him have advantage until his next turn.

Strong Back. Twice per short rest, Cripple Beast has advantage when making Strength saving throws. In addition, his carrying capacity is quadrupled.

Strong Hurl. Cripple Beast doubles the range ratings of any thrown weapon he uses. The damage die type of any improvised thrown weapon he uses is increased by two steps (a weapon's damage dice increases by one step for every 100 lbs.; after reaching 1d10 it adds +1d8 per additional 100 lbs., up to carrying capacity).

Unarmored Defense. While he is not wearing any armor, Cripple Beast's Armor Class equals 10 + his Dexterity modifier + his Constitution modifier. He can use a shield and still gain this benefit.

ACTIONS

Unarmed. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 bludgeoning damage.

Strong Hurl. *Ranged Weapon Attack:* +5 to hit, range (doubled), one target. *Hit:* (varies+6) damage type varies.



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.

JASMINE MADRIUS, "IMPROV"

Human monk (hyper score 3, savant 1)

Medium humanoid, Lawful Neutral

Armor Class 18 (1 hyper)

Hit Points 37 (4d8+1d10+10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA	Luck	Rep
14 (+2)	20 (+5)	12 (+1)	15 (+2)	14 (+2)	8 (−1)	16 (+3)	15 (+2)

Saving Throws Str +5, Dex +8

Skills Acrobatics +9, Insight +4, Perception +6, Stealth +7

Damage Resistances psychic

Senses darkvision 60 ft., passive Perception 16

Languages English, Russian, Undercommon

Cyberleg. Improv's jumping distances and carrying capacity are doubled.

Deflect Missiles. Improv can use her reaction to deflect or catch a missile when she is hit by a ranged weapon attack. When she does so, the damage she takes from the attack is reduced by 1d10 + 9. If Improv reduces the damage to 0, she can catch the missile if it is small enough for her to hold in one hand and she has at least one hand free. She can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition she just caught, as part of the same reaction. She makes this attack with proficiency, regardless of her weapon proficiencies, and the missile counts as a monk weapon for the attack, which has a normal range of 20 feet and a long range of 60 feet.

Hero Points. Improv has 2 hero points.

Hyper Attack. Improv may make an additional weapon attack when she uses her action to attack.

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

Hyper Initiative. Improv has advantage on initiative checks.

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

Ki (4 points). Improv can spend ki points to fuel various features: Flurry of Blows, Patient Defense, and Step of the Wind. When she spends a ki point, it is unavailable until she finishes a short or long rest, at the end of which she draws all of her expended ki back into herself. She must spend at least 30 minutes of the rest meditating to regain her ki points. Some of her ki features require her target to make a saving throw to resist the feature's effects. The saving throw DC is 12 (equal to 8 + her proficiency bonus + her Wisdom modifier).

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

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

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

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

Slow Fall. Improv can use her reaction when she falls to reduce any falling damage she takes by 20.

Unarmored Defense. When Improv is wearing no armor and not wielding a shield, her AC equals 10 + her Dexterity modifier + her Wisdom modifier.

ACTIONS

Unarmed. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d4+6) bludgeoning damage.

Molecular Whip. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (1d8+8) slashing damage.

Combat Pistol. *Ranged Weapon Attack:* +8 to hit, range (100/400), one target. *Hit:* 13 (2d6+6) bludgeoning and piercing damage. [**Qualities** autofire, hyperlink, reload (20 shots)]



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).

HARVEY LOVECRAFT "NIGHTMARE FIST"

Half-orc barbarian 4 (hyper score 3, abbernaut 1)

Medium humanoid, Neutral

Armor Class 17 (1 hyper)

Hit Points 57 (4d12+1d10+20)

Speed 30 ft., spider climb

STR	DEX	CON	INT	WIS	CHA	Luck	Rep
20 (+5)	15 (+2)	18 (+4)	13 (+1)	11 (+0)	12 (+1)	16 (+3)	17 (+4)

Saving Throws Str +8, Con +7

Skills Athletics +7, Insight +2, Intimidation +3, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages English

Danger Sense. Nightmare Fist has advantage on Dexterity saving throws against effects that he can see so long as he is not blinded, deafened, or incapacitated.

Frenzy. Nightmare Fist can go into a frenzy when he rages. If he does so, for the duration of his rage he can make a single melee weapon attack as a bonus action on each of his turns after this one. When his rage ends, he suffers one level of exhaustion.

Hero Points. Nightmare Fist has 2 hero points.

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

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

Hyper Initiative. Nightmare Fist has advantage on initiative checks.

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

Hyper Tough. As a reaction, Nightmare Fist gains immunity to nonmagical damage for 3 rounds. He may use this ability once before taking a long rest.

Rage. On his turn, Nightmare Fist can enter a rage as a bonus action to gain the following benefits:

- Nightmare Fist has advantage on Strength checks and Strength saving throws.
- When Nightmare Fist makes a melee weapon attack using Strength, he gains a +2 bonus to the damage roll.
- Nightmare Fist has resistance to bludgeoning, piercing, and slashing damage.

Nightmare Fist's rage lasts for 1 minute. It ends early if he is knocked unconscious or if his turn ends and he hasn't attacked a hostile creature since his last turn or taken damage since then. He can also end his rage on his turn as a bonus action. Once Nightmare Fist has raged three times, he must finish a long rest before he can rage again.

Reckless Attack. When Nightmare Fist makes his first attack on his turn, he can decide to attack recklessly. Doing so gives him advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against him have advantage until his next turn.

Relentless Endurance. When Nightmare Fist is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead. He can't use this feature again until finishing a long rest.

Savage Attacks. When Nightmare Fist scores a critical hit with a melee weapon attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Special Strike. Nightmare Fist deals an additional point of damage with unarmed strikes.

Strong Warrior. Nightmare Fist deals an additional point of damage with melee weapon attacks.

Unarmored Defense. While he is not wearing any armor, Nightmare Fist's Armor Class equals 10 + his Dexterity modifier + his Constitution modifier. He can use a shield and still gain this benefit.

Unnatural. Nightmare Fist is at disadvantage on all non-Intimidation Charisma checks.

ACTIONS

Unarmed. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 10 (1d4+8) bludgeoning damage.



Adrienne Cobol was and still is one of the underdog up-and-coming lawyers at the firm of Gendrich & Walsh, located in pristine downtown Pittsburgh—even after the incident. While looking into the scientific details of a particular case Adrienne watched an assassin's bullet pierce its target, a man sitting across from her, the lead shattering a flask of something anathema to humans and, so it seemed, instantly killing the young woman. She woke up hours later in the morgue, her identity as a half-elf revealed. However, no tests were taken that determined that she had changed and since then, Adrienne has taken to operating under the moniker of "Warp"—and hasn't lost a case.

ADRIENNE COBOL, "WARP"

Half-elf sorcerer 4 (hyper score 3, parallel 1)

Medium humanoid, Neutral

Armor Class 17 (1 hyper, 3 natural)

Hit Points 31 (4d6+1d10+9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	Luck	Rep
10 (+0)	16 (+3)	13 (+1)	14 (+2)	12 (+1)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Con +3, Cha +6

Skills Deception +6, Insight +3, Law +4, Nature +4, Persuasion +6, Technology +4

Senses darkvision 60 ft., passive Perception 11

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

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

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

Elemental Affinity. When Warp casts a spell that deals acid damage, she can add her Charisma modifier to one damage roll of that spell. At the same time, she can spend 1 sorcery point to gain acid resistance for 1 hour.

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

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

Hyper Attack. Warp may make an additional weapon attack when she uses her action to attack.

Hero Points. Warp has 2 hero points.

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

Hyper Initiative. Warp has advantage on initiative checks.

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

Parallel. Warp knows several spells she can intrinsically cast. Her caster level for these spells is equal to her character level plus your Hyper Score (7). Saving throw DCs for these cantrips are based on her Charisma.

Cantrips	produce flame, resistance
1st (twice each per short rest)	cure wounds, healing word
2nd (twice per short rest)	invisibility

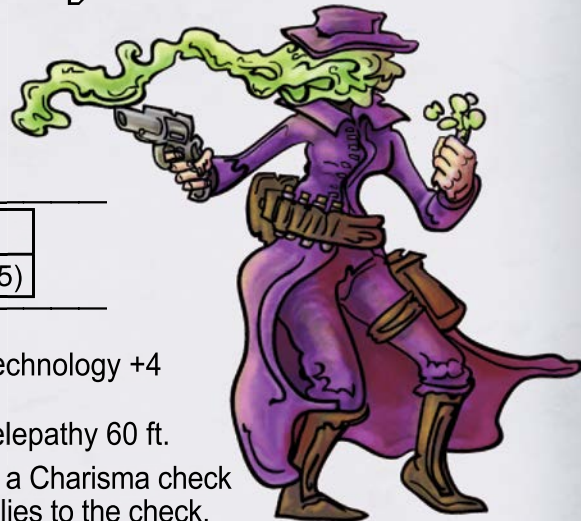
Sorcery Points. Warp has 4 sorcery points. She regains all spent sorcery points when she finishes a long rest.

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

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

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

Spell Saving Throw DC	14	Spell Attack Bonus	+7
Cantrips	acid splash, chill touch, mage hand, prestidigitation, shocking grasp		
1st (4 slots)	detect magic, magic missile, shield		
2nd (3 slots)	misty step, suggestion		



ACTIONS

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

HYPER SCORE

HERO POINTS

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

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

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

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

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

CINEMATIC CRESCENDO

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

allows them to push the limits of the numbers on their sheet. Crescendos are moments in novels, movies, and comics where heroes push themselves past their limits, tap into powers and skills they didn't know they had, and ride waves of adrenaline to win where success may have been impossible. To perform a Cinematic Crescendo, the player spends 2 Hero Points on their turn. This takes up all actions for their round, including movement. The player then describes what their character does in as vivid and exciting detail as they can. This may include multiple attacks (up to twice their normal allotment), movement up to twice their normal speed, overloading powers or equipment, using gear and equipment in ways they weren't originally designed for (but seem reasonable), or even using abilities they may not have on their sheet but that could likely be on a utility belt, in scavenged parts, in a magic tome, or a power ring.

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

For example, Kahraze the hypermonk is facing three gangers rushing down a ten-foot wide alley. Each ganger is 10 feet from him, and from each other. Chris, Kahraze's player, spends a Hero Point and says, "Kahraze grins and yells, 'I love pinball! Me first!'", runs up the wall, slams into each ganger with kicks, using his great jumping skills to carry from one to the next, landing with a flip behind the last of them." The group and GM agree that's not terribly out of the realm of possibility for the acrobatic monk so Chris rolls the damage for three attacks, one against each ganger, placing his character at the other end of the alleyway.

Alternately, Chris may have said, "Kahraze draws on his inner focus and in-depth study of dozens of Shaw Brothers kung fu films, leaping onto the wall and running a few feet before spin-kicking the first ganger in the face, jumping from that guy's shoulder and flipping into an axe-kick that slams the skull of the next ganger, then kicking off the second target's back with both feet to hook his arms around the neck of his last assailant, pulling him back and down into the ground to snap the dude's neck." Stunned, the GM drops his soda as the table claps wildly—he decides to put the disorient condition on the first two opponents, give Kahraze a free shove check to knock the 2nd target backwards, and knock the third opponent prone. Kahraze will be prone at the end of the alleyway by the end of his action, but Chris figures it was worth it.

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MYTHIC MANIA!

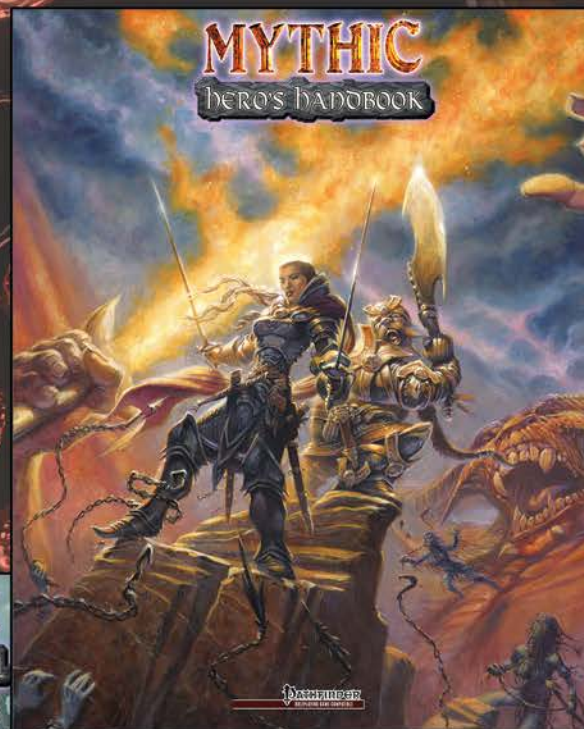
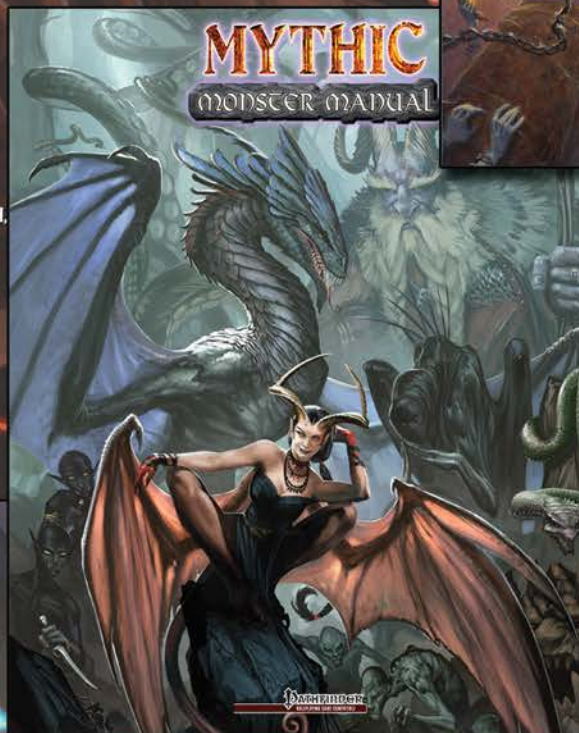
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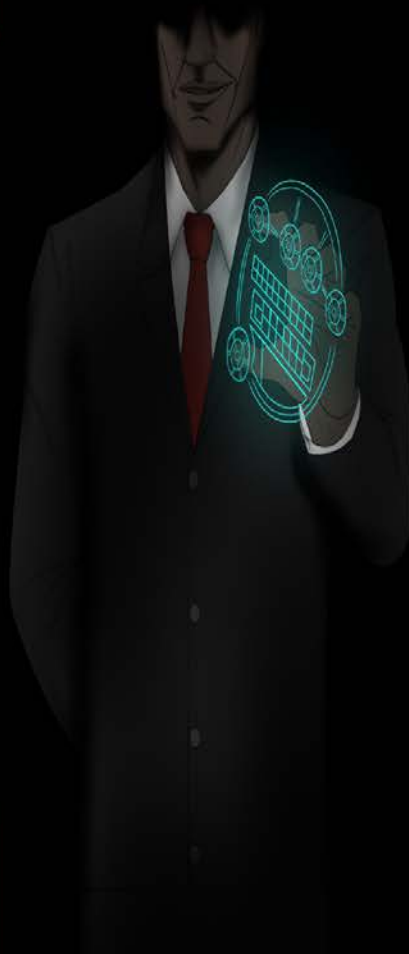
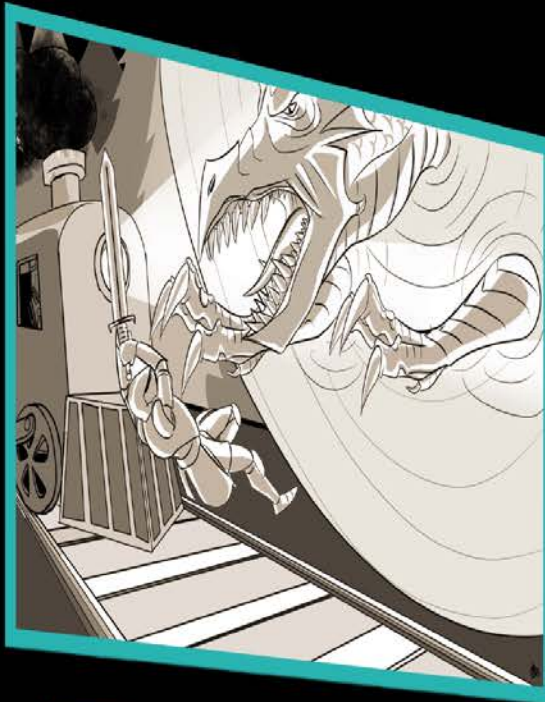
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