

# DATHFINDER

ROLEPLAYING GAME COMPATIBLE



*The Original!*

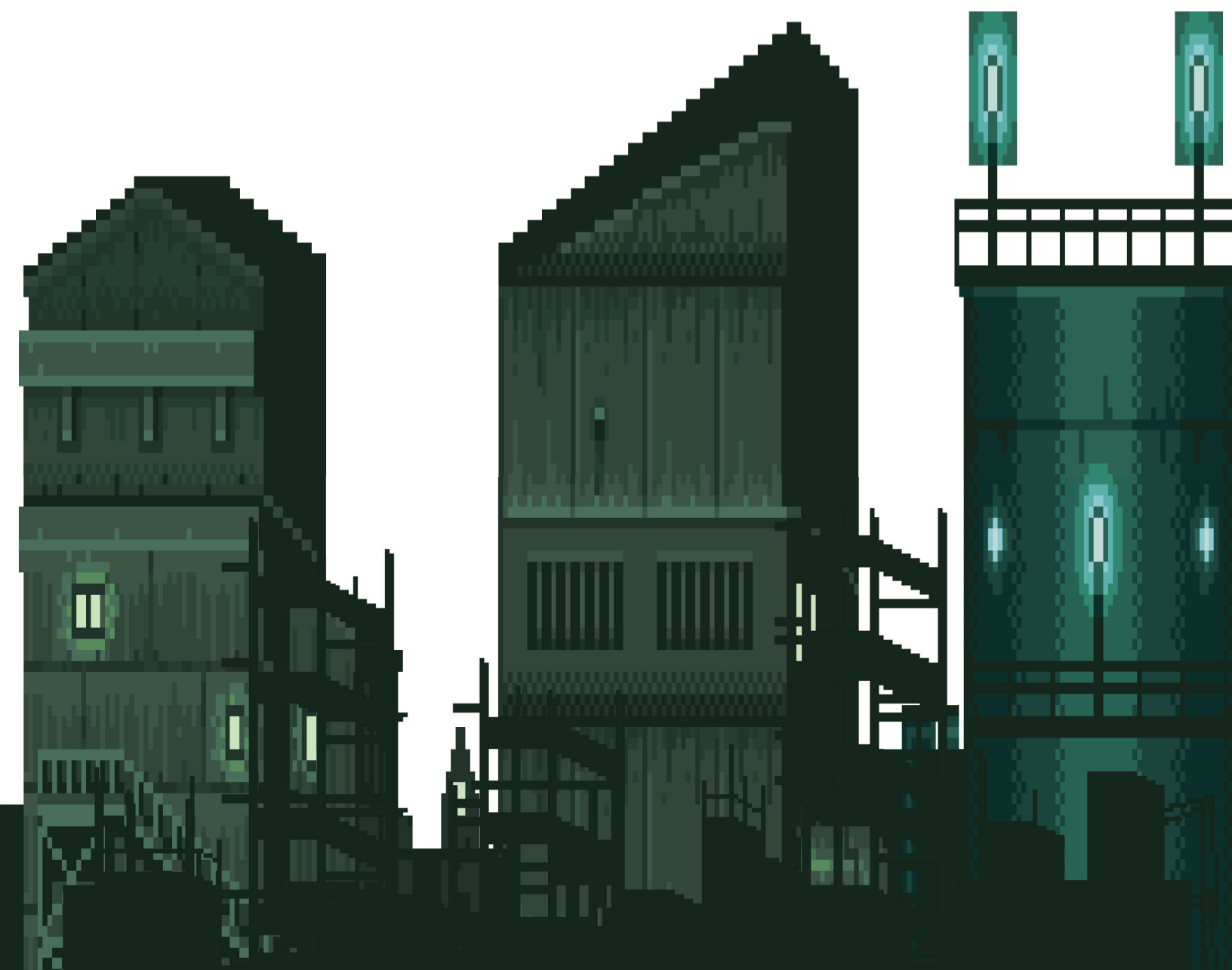
## Super Retro

### ARCADE CLASSICS SERIES

*Volume 2*

### ENTERTAINMENT SYSTEM™







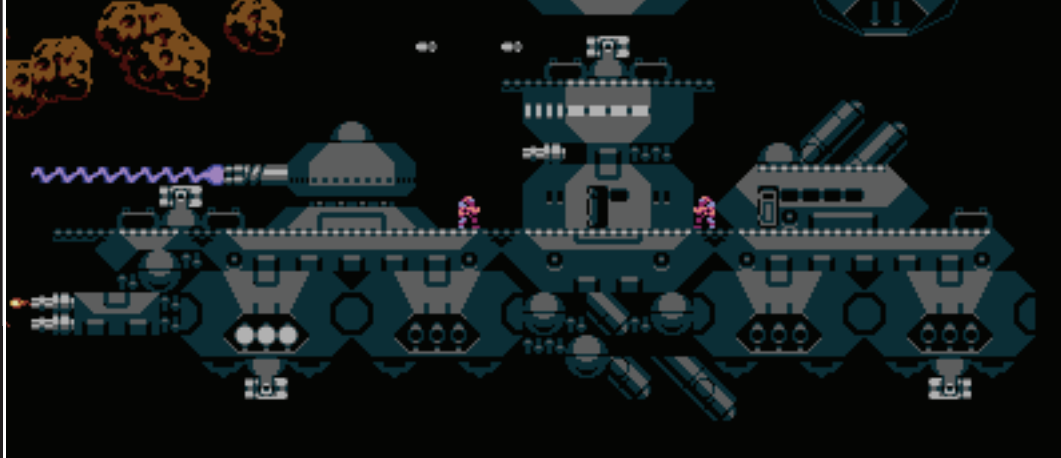
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Congratulations! You now own the authentic home version of the Retro Sourcebook Vol. 1 for the Pathfinder Roleplaying Game, one of Higher Grounds' greatest hits. We suggest that you read this instruction manual thoroughly before playing the game.



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# PROLOGUE

**“It’s dangerous to go alone! Take this.”  
– Old Man**

There exists a world not far from Golarion. You may happen upon our world when you step into the wrong shadows, enter a certain village, get lost on a maiden voyage or are chosen by fate or given a great quest from one of our own. If you happen upon our pixelated world, you may find yourself fighting nostalgic monsters of yesteryear, brandishing truly ancient weapons and fighting evils from your childhood. But do not fret! This manual will provide you with all of the tools you will need to survive these ancient lands.

Our world is called Nesterra, and it is a world fraught with danger and evils around every corner. Kings reside in their castles, ever in search of a hero to save their citizens from great monsters and villains and their evil schemes. Terrifying creatures roam the land, cursing our cities and making the lives of our great nations unbearable. Omens fall upon our lands with the falling stars, foretelling the arrival of legendary warriors from other lands who will come to free us from these evils.

In this manual, you will find everything you need to adventure across the lands of Nesterra. Detailed new races native to our lands, archetypes that will allow you immerse yourself in Nesterra. Here you will find powerful magical items, equipment and weapons that will allow you to do battle with foes the likes of which Golarion has never seen. New spells will allow you to call upon the magics of our lands, and bring your enemies to heel. You’ll find here descriptions of the places and people you might encounter. In this book you will also find a manual describing the nature of the beasts and monsters that call Nesterra home.

Keep this guidebook close to you at all times, for you never know when you might need it in your travels across this new and nostalgic land.

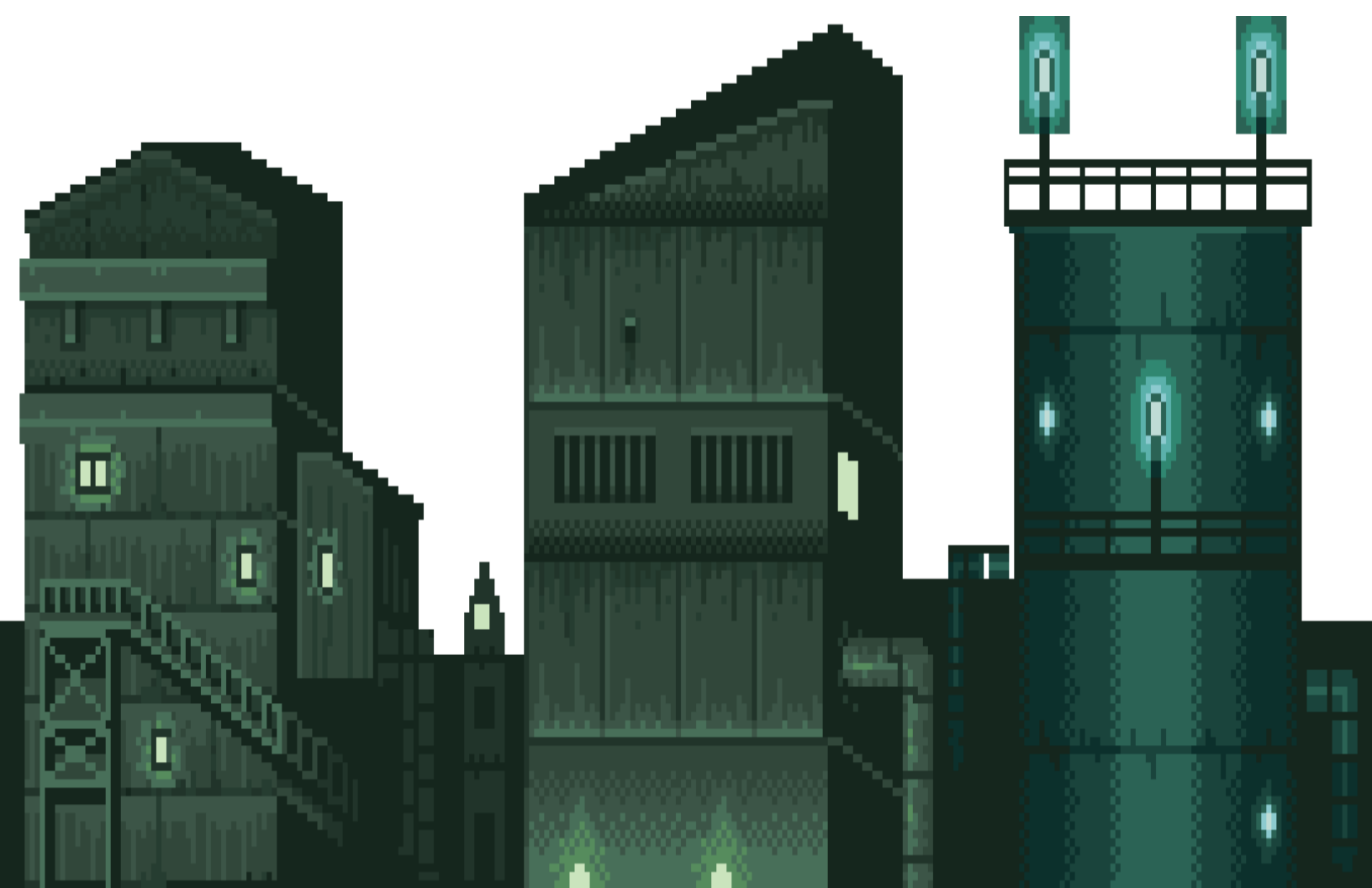
This is not the land you know. You will not be familiar with our lands when you find your way here, by accident or by choice. There are many differences between Golarion and Nesterra, but there are also many similarities. Our lands are home to a number of stranger beings, strange magics and great villains seeking to do in both my world and your own Golarion. From Shannondorf, the giant, overbearing pig-man to the Undead Vlad Dracuul, each kingdom is threatened and calls upon its heroes to save it from certain doom.

You have chosen this book for a reason. You carry it with you because you have memory of our world and our ways. You know it exists, and have known it for so long that perhaps your entire party thinks you're crazy. Make no bones about it, our world needs people like you. We've been calling for a hero. Some of us have been calling for centuries or longer. Prophecy has foretold of the coming of a hero, returning to our lands to cut down the monsters and villains that would plague our people, and threaten our lands. You will find that some of our kings even know of your return, as even our royalty cannot escape the will of fate and the call of a great warrior to bring peace to our land, again. Thirty years has passed since a hero like you has found our world, and you could not have chosen this fate at a more auspicious time.



Do you remember? Many time here. Many believe their time in Nesterra to be but a vague figment, or a dream that came and went like some wizardly illusion. Some, yet, are descendants of the heroes who once came to our lands and brought light to the darkness of Nesterra. We have been awaiting your arrival, descendants and heroes returned! Evil incarnate has once again appeared from nowhere and shut our light in darkness. Peace in our nations has been shattered, and you are here because you've heard our call. You are here because you know us and remember us. We are no dream, no illusion. We have been calling out to meet again with those who wield the light.

Welcome home, our heroes. It has been far too long.



# RACES

# Master Cyborg

**Possessing the thoughts and emotions of humans programmed into their AI, the master cyborgs often associate themselves most closely with the humans whose image these cyborgs emulate. Other cultures and races look upon these cyborgs with no small amount of apprehension and fear, typically shunning them or banning them outright from their towns. Almost all master cyborgs know their creators, and many are released into the world only when their creator feels comfortable setting them free. Some creators keep them on a tight leash, only allowing them out to do their bidding. Others allow them to run free, doing what they will, much like a parent allowing their child to leave their home. While altogether more than human, possessing very few parts that would indicate their living parts, they do retain the look of a living humanoid with armor for skin.**

**Physical Description:** No two master cyborgs look alike. Each builder has their own style and flair that comes through in the cyborg's build. Each cyborg is humanoid, as the basis of the blueprint of their creation demands. Otherwise, they can vary in color depending on the materials used as well as the PAC they are augmented with.

**Society:** Master Cyborgs are largely solitary. This is less due to their social norms and more because of how rare they are. Master Cyborgs have no means of reproduction outside of the lab, and their creation takes months of planning even for those familiar with the process. Since they have no settlements of their own, Master Cyborgs spend their lives in small groups of other outcasts who are willing to accept them.

**Relations:** Master Cyborgs often pride themselves on their ability to eke out an existence without the help or companionship of others - this is the reason they are masters of combat and survival. They are well-aware of how other races view them, and as a result, they either go out of their way to be friendly and outgoing (even if they are exceedingly awkward in the attempt), or stand-offish and downright rude. Many of these traits arise because they are often quite young, and do not possess the same social moors of the other races unless those characteristics are programmed into their core drives. Social programming is, however, an exceedingly difficult task that many Doctors avoid altogether.

**Alignment and Religion:** Even Master Cyborgs without the faintest hint of social programming are extremely loyal to friends and allies. Most of the time, this is a calculation rather than a moral decision. Master Cyborgs realize that there is strength in numbers and that they stand a better chance of continued existence with loyal allies than they do without them. This does not prevent them from being evil, however, and many Master Cyborgs are. Most Master Cyborgs are lawful as a result of their calculations. Master Cyborgs do not believe that no god has chosen to accept them, however, have an attached worship for their creator.



**Adventurers:** Their inherent strength and toughness combined with a keen sense of survival and knowledge makes them priceless in a party. Many adventure in order to pay for repairs or upgrades while others do so in order to learn about their world and the things that live in it. Other races tend to put up with their awkward - and borderline cruel - characteristics in the hopes that an aimed arrow will bounce off their steel skin rather than into their own flesh.

**Names:** While Master Cyborgs do not possess reproduction capabilities, their creators often choose to design them with inherent sex. They are typically given names by their creator that reflect how they were designed. Snowfall Man, Spark Woman, Green Grin, Superstrike and Bladewick are examples of names that creators have given to their Master Cyborgs.

# Master Cyborg Racial Traits

**+2 to any two abilities, -2 Charisma:** Master Cyborgs are designed to be specialized in specific areas but do not possess human moral, ethical and social constructs.

**Medium:** Master Cyborgs are Medium creatures and have no bonuses or penalties due to their size.

**Slow Speed:** Master Cyborgs have a base movement speed of 20 feet.

**Construct:** Master Cyborgs are considered constructs. They gain a +2 racial bonus on saving throws against disease, mind-affecting effects, poison, and effects that cause exhaustion and fatigue. Master Cyborgs cannot be raised or resurrected. Master Cyborgs do not breathe, eat, or sleep, unless they want to gain some beneficial effect from one of these activities. This means that a half-construct can drink potions to benefit from their effects and can sleep in order to regain spells, but neither of these activities is required for the construct to survive or stay in good health. Master Cyborgs must still breathe in order to vent heat and emissions from their system.

**Defensive Construction:** Master Cyborgs gain a +3 to their natural AC.

**Water Damage:** When exposed to water, a master cyborg suffers damage as if it were exposed to similar amounts of electricity damage.

**Personalized Armament Circuit:** Each Master Cyborg is equipped with a single weapon that is specific and unique to their structure and design. When creating your character, choose a single personalized armament trait. Once made, this selection cannot be changed except by absorbing another armament circuit. Your PAC also helps to define the master cyborg's appearance. Unless otherwise noted in the PAC's description, a master cyborg's PAC can be used a number of times per day equal to their character level.

- **Bomb:** The bomb PAC causes the master cyborg to produce explosive materials within a metallic shell composed from their own body. These bombs can be thrown for explosive effect. The master cyborg can produce a number of bombs equal to her constitution modifier. Bombs that are not used within the round they are created become inert. Bombs have a thrown range of 20ft and use the thrown splash weapon special attack. These bombs inflict fire damage equal to 1d6 for every odd character level the cyborg possesses. Splash damage from a master cyborg's bombs are equal to the bomb's damage on a direct hit. Every five feet away from the initial point of impact loses 1d6 damage. Splash damage can be avoided with a reflex save with a DC equal to 10 + the cyborg's level.

- **Cut:** The cutter PAC manifests as a pair of sharp blades extending from the cyborg's head and off-hand. The master cyborg is always proficient with this weapon if they possess this PAC. The weapon fires from the target's left wrist, and always returns to its owner. Attacks are made using ranged modifier, and the weapon does 1d6+str modifier (S) damage. These weapons are considered masterwork. The critical multiplier is x2. Any feat that would affect a thrown or projectile weapon can be used with this PAC.

- **Fire:** The fire PAC causes the master cyborg's armor to become fiery red, yellow and orange in color. This PAC causes the cyborg's hardware to overheat while simultaneously dampening the heat and directing it through the cyborg's arm, causing the character's off-hand to engulf in flames. As a standard action, the master cyborg can direct these flames at a target within 30ft as a ranged attack. If the attack hits, it deals 1d4 fire damage per two character levels. This damage can cause flammable objects to ignite. At 3rd level, the character gains fire resistance 5. At 6th level, the character gains fire resistance 10. At 12th level, this resistance increases to 20. At 20th level, the master cyborg gains immunity to fire.

- **Guts:** The guts PAC manifests by increasing the overall bulk of the master cyborg causing her to appear much more muscular. This PAC gives the user +4 to all strength-based rolls, including damage, and bestows the master cyborg with the throw anything feat. Once per day, a master cyborg with the guts PAC can cast tremor blast.

- **Elec:** The elec PAC does not have an obvious outward expression in the master cyborg except for within the eyes, which constantly sizzle with electrical energy. The elec PAC causes the power circuitry within the master cyborg to overclock, causing electrical surges that can be used as weapons when directed properly. As a standard action, the master cyborg can unleash an arc of electricity targeting any foe within 30ft as a ranged attack. This attack deals 1d6 electricity damage +1 point for every two character levels. At 3rd level, the character gains electricity resistance 5. At 6th level, the character gains electricity resistance 10. At 12th level, this resistance increases to 20. At 20th level, the master cyborg gains immunity to electricity damage.

- **Ice:** The ice PAC causes the armor of the master cyborg to gain an icy sheen, turning it light blue. This sheen of ice is caused by extreme action of the cooling system within the master cyborg, throwing off heat much faster than the cyborg can produce it. As a standard action, the master cyborg can fire a bolt of super-cold ice at a target within 30ft as a ranged attack. This attack deals 1d4 damage per two character levels. This damage is considered both cold, piercing and bludgeoning. At 3rd level, the character gains cold resistance 5. At 6th level, the character gains cold resistance 10. At 12th level, this resistance increases to 20. At 20th level, the master cyborg gains immunity to cold damage.

**P-Cannon:** The p-cannon PAC is a multi-dextrous buster gun that fires blasts of energy at a target. Transforming the master cyborg's hand into the p-cannon is a move action. Attacking with the p-cannon is a ranged attack that is effective up to 30ft. It does 1d4 radiant damage with a critical multiplier of x3. The p-cannon can be charged using a move action. The buster may not be fired while it is charging until the character's next round. If it is fired before the next round, add +2 to its damage. On the next round, a successful attack using the p-cannon inflicts 1d8 damage.

**Stealing A PAC Unit:** The only way for a master cyborg to gain more PAC units is to defeat another master cyborg and steal theirs. Losing a PAC unit is an incredibly painful experience and is almost never performed willingly. Therefore, a master cyborg must be knocked unconscious or restrained in order to take their PAC. This action requires a DC 15 craft roll to extract the chip from the cyborg's cranial case, and another to successfully insert the new circuit chip into the new cyborg.

# EQUIPMENT

## Master Cyborg Upgrades

Master Cyborg upgrades are items that are only usable by a character with the Master Cyborg race.

### Fire Storm (7,750gp)

Fire Storm is one of the strongest upgrades for Master Cyborgs. It takes a full round to equip and replaces the cyborg's current personal armament circuit until it is removed. With one charge, this upgrade allows the user to cast the Burning Hands spell as if she was a spell caster. For two charges, the cyborg may cast the Fire Seed spell as if she had half her class levels as a spell caster. This upgrade can hold 1d6 charges per level of the creator of the Thunder Beam upgrade.

### Guard Up (9,500gp)

This item can be installed into a cyborg. For a number of hours equal to the cyborg's level, she gains DR5/-.

### Ice Slasher (3,700gp)

This upgrade takes a full round to equip and replaces the cyborg's current personal armament circuit until it is removed. This upgrade allows the user to cast the Ice Spears spell as if she had half her class levels as spell caster spells

(minimum 1). This upgrade can hold 1d6 charges per level of the creator of the Thunder Beam upgrade.

### **Secret Disks (17,550gp)**

These golden disks hold data relevant to the creation of the cyborg race. Each time one is used, the cyborg can make an intelligence roll. If the cyborg is successful, she gains a new feat of her choice.

### **Super Arm (6,250gp)**

This upgrade takes a full round to equip and replaces the cyborg's current personal armament circuit until it is removed. This upgrade doubles a character's carrying capacity and gives the cyborg a +6 bonus to lift and throw checks. With the Super Arm installed, the cyborg is considered to have the Throw Anything feat.



### **Thunder Beam**

This upgrade takes a full round to equip and replaces the cyborg's current personal armament circuit until it is removed. This upgrade allows the user to cast the Lightning Bolt spell as if she had half her class levels as spell caster spells (minimum 1). This upgrade can hold 1d6 charges per level of the creator of the Thunder Beam upgrade.

### **(5,000gp)**

a full round to equip and replaces the cyborg's current personal armament circuit until it is removed. This user to cast the Lightning

### **Weapon Energy, Small (300gp)**

This small glass capsule holds electric blue energy inside. When used, it restores 1d4 charges to any upgrades or armaments your cyborg currently has installed. This item can only be used one time.

### **Weapon Energy, Large (1,250gp)**

This large glass capsule holds a condensed ball of electric blue power. When used, it fully recharges any armaments or upgrades that the cyborg currently has installed. This item can only be used once.

### **Yasichi (22,500gp)**

The Yasichi is a powerful item created by the engineers that is capable of

fully restoring the hit points and weapon charges of a cyborg when it is used. When this item is used, it is destroyed.

## Magical Items

### Energy Tank (15,250gp)

This small canister is held in the hand in order to be activated. When the user does so, it pulses and glows, empowering the user with additional health and toughness. The user of the Energy Tank immediately gains a number of temporary hit points. The number of hit points gained is equal to a number of hit die equal to their class level. The die used is determined by the die used to determine the user's hit points per level. These hit points last until they are lost. An energy tank can only be used once.

### Health Capsule, Small (50gp)

Activating this small glowing orb by touching it cures the user for 1d8 points of damage. This capsule can be used against undead and inflicts 1d8 damage to undead, instead. An undead creature with spell resistance can attempt a Will save to take half damage.

### Health Capsule, Large (750gp)

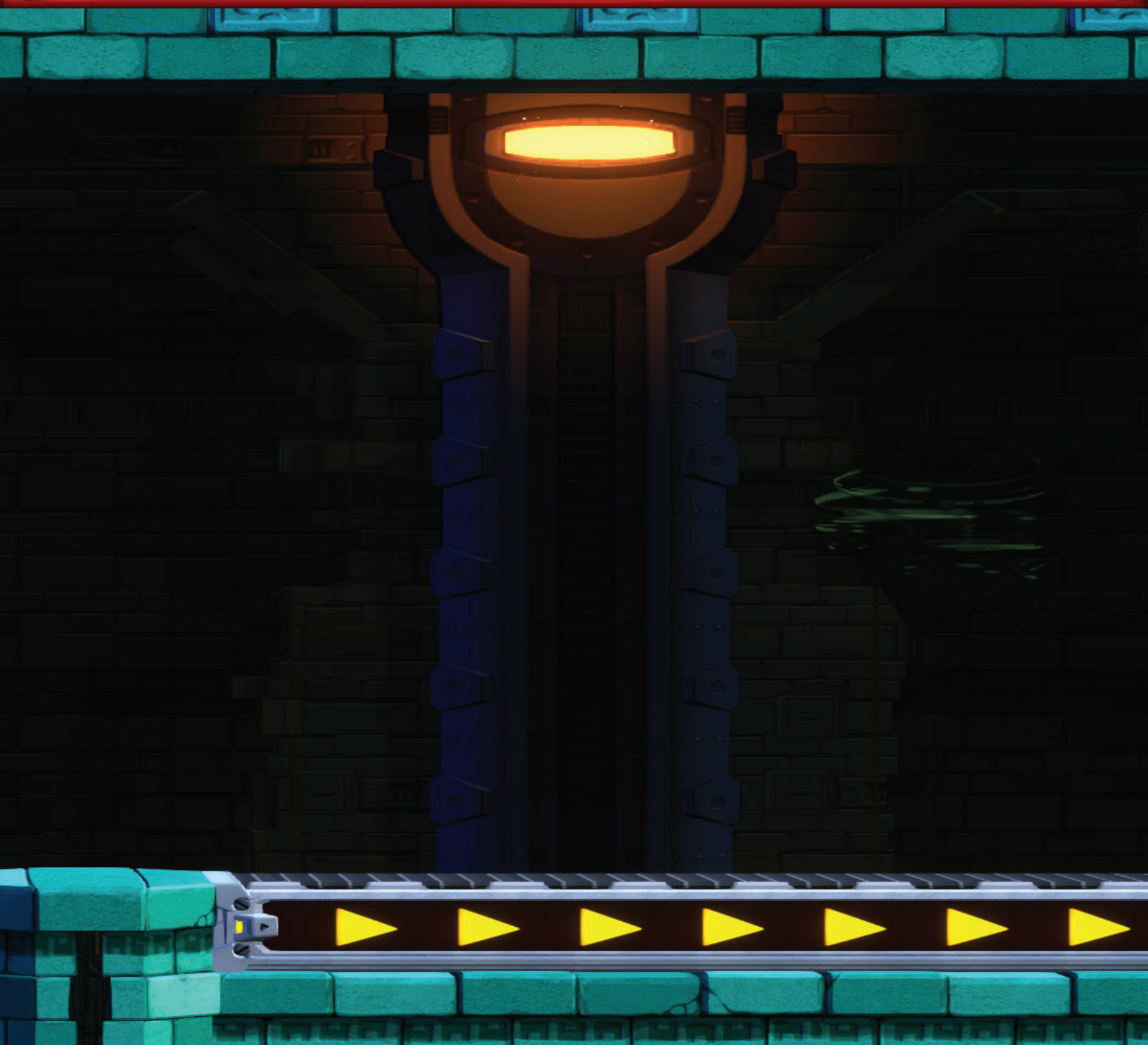
This orb is about the size of a man's fist. This item functions like a Small Health Capsule, except it heals the user for 3d8 hit points instead.







# BESTIARY



# Clam Gun

*A wall-mounted gun machine with an armored gun that opens and closes.*

## Clam Gun

CR 1/2

**XP** 200

NE, Small Construct

Init +3, Senses: Blind Sense 20ft,

Low-Light Vision, Perception +4

### Defense

AC 10

hp 6 (1d8 + 2)

**Fort** +4, **Ref** - 2, **Will** +2

### Offense

**Speed** 0ft

**Space** 1ft, **Reach** 0ft

### Statistics

**Str** 12 **Dex** 10 **Con** 12 **Int** 2 **Wis** 1 **Cha** 1

**Base atk** +3, **CMB** -2, **CMD** -3

**Skills** Perception +4

### Special Abilities

**Hard Shell (Ex):** When attacked, the shellgun has a 50% chance of being closed. If the shellgun is closed, it fends off mundane attacks with a DR10/Magic.

**Immobile (Ex):** The shellgun is affixed to whatever hard surface it was attached to upon creation and doesn't move. It has no base movement speed. Trying to take it from its attached position requires breaking the shellgun's hold as if it were being smashed. Removal from its perch does not kill it.

# Helm

*Composed mostly of two small boots under a large helmet with two warbly eyes.*

## Helm

CR 1/4

XP 50

LN, Small Construct

Init +2, Senses: Low-Light Vision, Perception +1

### Defense

AC 11, touch 16, flat-footed 10

hp 6 (1d10+0)

Fort +3, Ref + 0, Will + 0

### Offense

Speed 5ft, Fly 40ft (good)

Melee Bash +1 (1d4 - 1)

Space 1ft, Reach 0ft

### Statistics

Str 6 Dex 12 Con 8 Int 3 Wis 6 Cha 5

Base atk +1, CMB -2, CMD +3



### Special Abilities

**Hide (Ex):** Most of helm's body is covered in a thick helmet. When in danger, it simply allows the helmet to fall over its body to protect it. When a helm takes a total defense actions, it gains DR 10/-. While using hide, helm may not attack.



# Sniper Bob

*A humanoid robot resembling master cyborgs in many ways. It has a p-cannon on one hand and a shield for the other. The black visor of its helmet glows with a single red eye.*

## Sniper Bob

CR 1

XP 400

LN, Medium Construct

Init +2, Senses: Blind Sense 20ft, Low-Light Vision, Perception +2

### Defense

AC 17, touch 12, flat-footed 15,  
hp 16 (2d10 + 2)

**Fort** +6, **Ref** + 4, **Will** + 1

### Offense

**Speed** 20ft

**Melee** hield bash +2 (1d3 + 1)

**Space** 1ft, **Reach** 0ft

### Statistics

**Str** 12 **Dex** 13 **Con** 14 **Int** 12 **Wis** 10 **Cha** 8

**Base atk** +2, **CMB** -2, **CMD** 3

### Feats

**Skills** Acrobatics + 16, Perception +2



# Hammer Bob

*A humanoid robot has a large flap of metal draped over it like a poncho. It has a large bola-like hammer in one hand and a shield for the other.*

Hammer Bob

CR 1

XP 400

LN, Medium Construct

Init +2, Senses: Blind Sense 20ft, Low-Light Vision, Perception +2

## Defense

AC 15 touch 12, flat-footed 15

hp 6

**Fort** +6, **Ref** +4, **Will** +1

## Offense

**Speed** 20ft,

**Melee** Hammer +2 (1d6 + 1)

**Ranged** Bola Hammer +3 (1d6 + 1)

Space 1ft, Reach 0ft

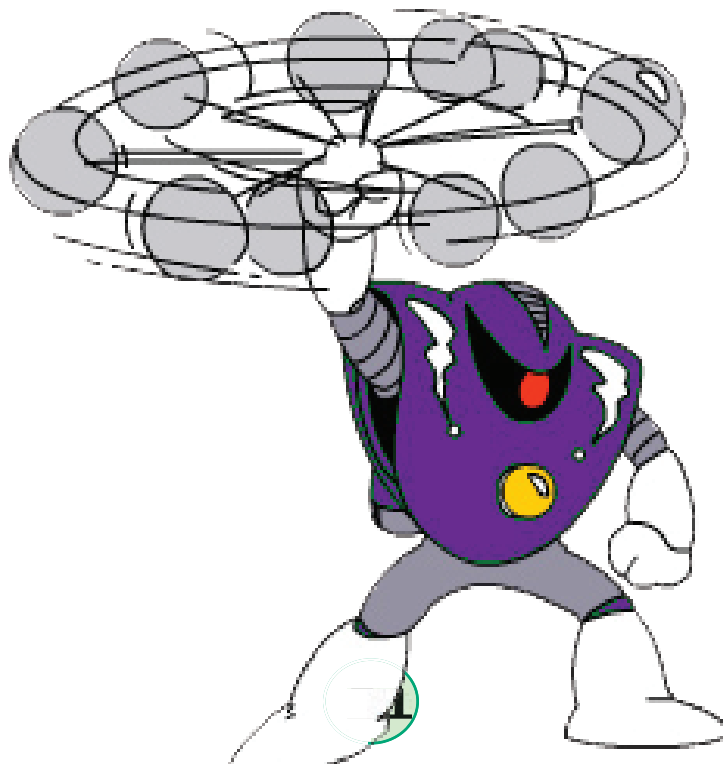
## Statistics

**Str** 12 **Dex** 13 **Con** 14 **Int** 12 **Wis** 10 **Cha** 8

**Base atk** +2, CMB -2, CMD 3

**Feats** Natural Armor

**Skills** **Acrobatics** +2, Perception +2



# Skeleton Bob

*A humanoid robot resembling master cyborgs in many ways. It has a pulser on one hand and a shield for the other. The black visor of its helmet glows with a single red eye.*

## Skeleton Bob

CR 2

XP 600

LE, Medium Undead Construct

Init +2, Senses: Blind Sense 30ft, Low-Light Vision, Perception +4

### Defense

AC 15, touch 12, flat-footed 15

hp 21 DR5/Magic

**Fort** +5, **Ref** + 1, **Will** +1

### Offense

**Speed** 20ft

**Melee** Bone Hammer +3 (1d6 + 1)

**Ranged** Thrown Femur +6 (1d8 + 4)

Space 1ft, Reach 0ft

### Statistics

**Str** 12 **Dex** 14 **Con** 12 **Int** 10 **Wis** 10 **Cha** 13

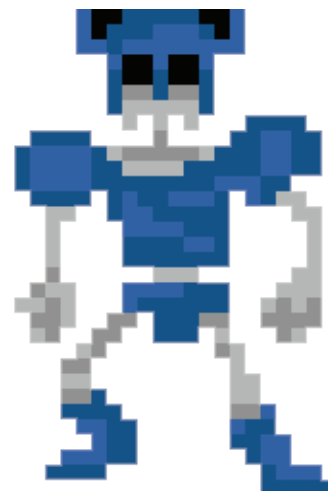
**Base atk** +2, **CMB** -2, **CMD** 3

**Feats** Two-Handed Thrower

**Skills** Acrobatics +1, Intimidate + 2, Perception +4

### Special Qualities

**Hard To Kill [Ex]:** A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning.



# Quartz Bob

*A humanoid robot resembling master cyborgs in many ways. he black visor of its helmet glows with a single lue crystal eye.*

## Quartz Bob

CR 3

XP 600

LN, Medium Construct

Init +3, Senses: Blind Sense 30ft, Low-Light Vision, Perception +4

### Defense

AC 18, touch 14, flat-footed 15

hp 36 DR10/Magic

**Fort** +7, **Ref** + 4, **Will** +2

### Offense

**Speed** 30ft

**Melee** Crystal Gauntlet +4 (1d8 + 1)

**Ranged** Thrown Crystal +4 (1d8 + 4)

Space 1ft, Reach 0ft



### Statistics

**Str** 14 **Dex** 17 **Con** 15 **Int** 12 **Wis** 10 **Cha** 13

**Base atk** +2, **CMB** -2, **CMD** 3

**Feats** Two-Handed Thrower

**Skills** Acrobatics +1, Intimidate + 4, Perception +4

### Special Qualities

**Hard To Kill [Ex]:** A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning.

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