

# MR. SEVERIN

Tech  
Level

6

*Medium Humanoid (Cyborg Human)*

**Armour Class:** 13

**Hit Points:** 60 (8d8 + 24)

**Speed:** 30 ft.

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STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	16 (+3)	13 (+1)	16 (+3)

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**Saving Throws:** Intelligence +5, Charisma +5

**Skills:** Deception +7, Engineering +5, Intimidation +5, Perception +3, Persuasion +7

**Damage Resistances:** Poison

**Condition Immunities:** Charmed, Exhausted, Frightened, Paralysed, Petrified, Poisoned

**Senses:** darkvision 120 ft., passive Perception 13

**Challenge:** 4 (1,100 XP)

**Proficiency Bonus:** +2

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**Cyborg Enhancements:** Mr. Severin's body has been modified with cybernetic enhancements. He has the following abilities.

- His strength and constitution have been increased to reflect the enhanced effects of his cybernetics.
- He has a natural armour class of 12 + his Dexterity modifier.
- He has resistance to poison damage.
- He can survive in any environment — including the vacuum of space — for 16 minutes.
- His cybernetic eyes grant him darkvision to a range of 120 ft.
- His fingers and fingernails have been replaced with cybernetic enhancements. His fingernails can cut through most things except for the strongest of metals.

**Cyber-Drone Controller:** Mr. Severin is slowly being converted to a cyber-drone controller via cyber-mites. He has been able to resist full conversion by the force of his will. He arrogantly thinks that he can control the cyber-mites indefinitely, but he is slowly weakening to the cyber-conditioning. He can control all cyber-drones created by him. When he is under cyber-control, he loses the charming case and emotional argument quips but gains the rational repartee and techno-deception quips as replacements.

The function of the cyber-drones is to be a disposable pawn that initiates a foothold on a planet to prepare it for full conversion when a cyber-fleet is alerted of a cyber-drone infestation. Once Cybermen arrive at a world infected with cyber-drones, the world is subjected to full conversion while the cyber-drones are 'deactivated' (killed) because their function has been achieved and they are no longer needed.

**Fast Talker:** Mr. Severin is a natural-born smooth talker so he is considered to have expertise with the Deception skill, the persuasion skill, and he gains the Charming Case Quip. He loses access to this trait when he is fully under cyber-control.

**Keen Mind:** Mr. Severin always had a sharp mind but the cyber-enhancements have made it even more so. He can track time, direction, and detail with uncanny precision. He gains the following benefits:

- He always know which way is north.
- He always know the number of hours left before the next sunrise or sunset.
- He can accurately recall anything he has seen or heard within the past month.

**Known Cantrip Quips:** DC 13 save, +5 attack bonus. He knows the following Cantrip Quips: Charming case (human control only), emotional argument (human control only), logical argument, parley, rational repartee (cyber-drone controller only), and techno-deception (cyber-drone controller only).

## ACTIONS

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**Charming Case Cantrip Quip:** Cha DC 13, 1d4 emotional damage

**Emotional Argument Cantrip Quip:** Cha DC 13, 1d8 emotional damage.

**Logical Argument Cantrip Quip:** Int DC 13, 1d8 logical damage.

**Rational Repartee Quip:** Int DC13, 3d6 logical damage.

**Cybernetic Claws. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

**Blaster Pistol. Ranged Weapon Attack.** +3 to hit, range 50/200 ft., one target. *Hit:* 9 (1d10 + 1) fire damage.

## BACKGROUND

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**Temporal Origin:** Dorza IV, 2462 CE

Mr. Severin is originally from Gunzi II in the Maglama system (some 86 light-years from Dorza IV). He had a life of luxury growing up and he dedicated his life to what he loved the most, music and getting rich. Mr. Severin is one of the co-founders and top managers of Wandering Stars Studios. It was his vision that signed such intergalactic mega-bands as The Shooting Stars, Freefall, Quantum Eraser, and most recently, the Mondasian Blues Incursion.

Mr. Severin is always looking for an edge against his competitors. When he was on Ransur III (while touring with the Shooting Stars), he found what he thought was his chance to gain the edge he was looking for. He had found an ancient piece of cyber-technology that resembled a metal 'egg' of sorts. He thought he could manipulate this technology to his advantage. When he touched the 'egg,' it dissolved into his flesh. Unknowingly, he became infected with cyber-mites.



Initially, he was thrilled with the physical upgrades that he had received. He felt energized by this change. With the passage of months, Mr. Severin's cyber-conditioning has begun to assert itself (without Mr. Severin's knowledge). He thinks he is in control of his implants but they have been using him the whole time. As Mr. Severin and his bands travelled from world to world, Mr. Severin has unknowingly created a cyber-cell on each world visited. Mr. Severin may be arrogant, greedy, and self-serving but he has no desire to become a cyber-drone. He is fighting a losing battle against his cyber-infection.

He has realized that he has been experiencing blackouts (when his cyber-conditioning takes control) and these blackouts are becoming more frequent and for longer periods each time. Mr. Severin is now on the cusp of becoming a full cyber-drone controller and initiating a cyber-infection of Dorza IV.